

THE POKÉ RPG



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The Poké RPG was made after countless hours designing, playtesting, and creating by the community and childhood friends. It is inspired by countless hours playing formless, ruleless "Pokemon RPGs" by the river on summer evenings as a child.

Special thanks to Gary Gygax, to which all tabletop RPGs owe everything, and to whom the game is dedicated.

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Character Creation



CREATING YOUR TRAINER

The Poké RPG allows you to create any sort of trainer you want by choosing your character's attributes, skills, Pokémon, and traits. You get a **starter** Pokémon, points to buy **attributes**, a starting **trait**, and four **skills** that you can use to define your trainer. There are many options, but don't worry, this chapter will help you understand where to start and how to make exactly what kind of trainer you want to make.

The Concept

The first step in creating your character is having a main concept in your mind. If you don't have a good idea of what type of character you want to make the following questions might give you a good starting place.

Do you want to be young, old, or somewhere in the middle? Do you want to be strong and athletic, or a little shorter and heavyset? Do you want to let your Pokémon do all the fighting while you focus on strategy and command, or do you want to take a more active role in battles and become a skilled fighter as well? Are you from a city or a small rural community? Do you have many friends or are you more of a loner? What kind of education have you received? Are you new to the world of Pokémon, or do you have large amounts of Pokémon knowledge?

Background and History

Where does your trainer come from? Who does she know? What has she been doing in her life up to this point? Perhaps they have not saved the world, but every

character has been places and done things. Every character should have a number of people important to them. Even the classic orphan character should have close friends, mentors, or siblings. Take some time and name one or two people that your character cares about. You might even want to create an enemy or rival. Your Pokémaster (PM) will introduce your character to many other people throughout the game, but don't let that stop you from giving yourself some interesting back-story.

Physical Characteristics

What does your character look like? What clothing does she like to wear? Is she clean and always dressed up, or does she like to wear loose, comfy clothing? Is your character tall or short, skinny or fat, dark or light-skinned?

Just as important as how your character looks is how they carry themselves. Do you like to slouch, taking advantage of any chair or sofa practically uninvited? Do you stand rigid, preferring not to sit unless asked to do so? Do you constantly look around alert, your furtive glances giving everyone around you a feeling of unease?

Think about what kind of character you want to play. Anything goes! You could be an aspiring student wanting to work with the great Professors, a street rat of Celedon City looking to change her fate, a grizzled hiker who likes to bash things alongside his Geodude, or perhaps a ten year old child about to get their first Pokémon in the little place called Pallet Town.

"Strong Pokémon, weak Pokémon. That is only the selfish perception of people. Truly skilled Trainers should try to win with the Pokémon they love best."

-Karen of the Elite Four



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The Poké RPG allows you to create any kind of character you can imagine. If you are still unsure what you want to do don't fret, as we progress through this chapter a step-by-step process will be outlined on how to define your character and his or her abilities.

Your very own Pokémon legend is about to unfold! A world of dreams and adventures with Pokémon awaits! Let's go!
- Professor Oak

Don't forget to think out of the box! Battling is important in the world of Pokémon but is not the only way to accomplish great things. A Caterpie may be small, but it is great for climbing into windows and scouting for Team Rocket.

Personality

Your personality is how your character treats the people around them and how they react to different events and circumstances.

Are you frank and unpolished, speaking your mind without a second thought? Are you reserved, keeping in the background unless something really important comes up? Or do you put everyone around you at ease with your good humor and calming reason?

Even just a few notes about your character's personality can breathe life into your roleplaying. How does your character respond to stress, danger, or moral crisis? What does your character think is right or wrong?

Goals and Motivations

A backstory, even if it's brief, can help guide you when roleplaying your character. Consider your background and personality when thinking up goals and motivations. Take into account upbringing, hometown, life-changing events, training, and the like. You might also want to discuss your character's goals with your PM; talking about these details paves the way for the PM to craft adventures that get you and your story involved.

Name

Finally, your trainer needs a name!

Step by Step

Follow these steps in order to create any character you want to play.

1. Starter Pokémon

Choose a starting Pokémon. A major component of your character is your starting Pokémon. Your starter represents your character's first steps into the world of Pokémon, and each trainer has a powerful connection with their starter Pokémon.

Work with your PM to define how you met or received your starter. In the games, starter Pokémon are usually given from a Pokémon Professor to start you on your journey. In the show and manga, some trainers catch their first Pokémon without help from other Pokémon, and some people bought or were given the Pokémon from another source.

Starter Pokémon need not be one of the classic starters from the game, and if the Pokémon you want as your starter is weaker than a standard starter then his or her STATS can be boosted to put him in par with other

starters. This means you could even have a Weedle or Rattata that is exceptionally strong, if that is the kind of Pokémon that you really want as your starter. Try to choose a starter with at least one evolution, and your starter should not be exceptionally rare or more powerful than standard starter Pokémon. Feel free to look through the Pokédex for ideas, or just pick your all-time favorite Pokémon (as long as it is not a legendary Pokémon!). If you have questions or concerns talk with your PM about starter Pokémon.

Naming your Pokémon is also important. While it is not unheard of to call your Bulbasaur "Bulbasaur," it can get confusing, and as close as your starter should be to your character it should have a name.

Don't worry about creating your Pokémon yet, we'll get to that soon. Just keep what Pokémon you want in mind as you go over the rest of your character creation.

2. Character Attributes

Much of what your character does in the game depends on his or her **attributes**. Trainers are defined by six attributes, namely: Strength, Agility, Vitality, Spirit, Awareness, and Intelligence. These represent your character's strengths and weaknesses.

Strength

Strength represents sheer muscle power and the ability to apply it. Characters with high strength are powerhouses, able to lift, or move more than anyone else.

Agility

Agility is balance, grace, speed, and overall physical coordination. Characters with high agility are quick, nimble, and overcome physical obstacles with ease.

Vitality

Vitality is endurance, stamina, and vigor. Characters with high vitality can keep going when others have collapsed, rarely get sick, and heal quickly. Vitality is largely physical, but a small part of vitality represents mental resolve.

Spirit

Spirit is inner strength, determination, and force of personality. Characters with high Spirit never give up, are persuasive and confident, and have seemingly endless reserves of emotional power to draw on. Spirit is largely mental, but a small part of spirit relies on the innate energy of the body.

The average attribute score for any adult, "non-heroic," human is 0.

Pokémon Trainers are usually exceptional people with average attribute scores much greater than 0.

An attribute score of 5 is near the pinnacle of human capability.

While -2 or -3 is common for children or those suffering a permanent impairment of some kind.

Awareness

Awareness is common sense, intuition, and an understanding of one's surroundings. Characters with high awareness are rarely caught off guard or surprised, can read people and situations well, and have an innate "gut-feeling" that is right more often than not.

Intelligence

Intelligence is reasoning, mental capacity, and learning. Characters with high intelligence remember facts and details, understand complex topics easily, and can solve problems quickly.

Attribute Function

Your attribute scores directly improve STATs, skills, and saving rolls. For instance, if you have a 2 INT you get to add a +2 to anything your character does involving learning, reasoning, and intelligence.

Your attributes also play an important role in enhancing your character's Combat STATs. Below is a table showing this relationship.

Attribute	Modified STAT
STR	ATK, DEF
AGL	ATK, SPD
VIT	DEF, HP
SPT	Sp.Def, HP
AWE	Sp.A, SPD
INT	Sp.A, Sp.D

Two methods for determining attributes are outlined below. The PM of the campaign should decide which method will be used, and generally every player in the campaign will use the same method.

Point-buy

The Point-buy method allocates each character points they can assign to their attributes. This method standardizes the power of each character and allows for total control and customization of your attributes.

To begin, each attribute starts at a score of -1 and can be increased from there. Each player has 15 points he or she can assign to the six attributes. If an attribute reaches 3 it costs 2 points to increase it to 4 and another 2 points to increase it to 5. No attribute can be increased above 5 at creation.

Attribute Score	Point Cost
-1	0
0	1
1	2
2	3
3	4
4	6
5	8

Record the values you choose on your character sheet.

Rolling

The Rolling method allows each player to roll for their attributes. This allows for a certain level of randomness and excitement in your creation, but can also be frustrating for players who roll poorly.

In this method all attributes start at -2. Roll 1d4 eight times and drop the lowest 2 rolls. You can add +1 to one roll, and +2 to another roll. You then assign the results to



*“Perhaps you are unique, a unique human. One of a kind.”
-Mewtwo*

*“Some trainers have no fear. To them, this is just one more challenge. They follow their hearts. That is what sets them apart and will make them Pokémon masters.”
-Miranda*

Humans, by default, are considered Typeless. They take normal damage from all attacks. Some traits might change a Human's type.

whatever attribute you desire. The values of these rolls should range from -1 to 4.

Example

Ash is a small boy with big dreams. He has low physical strength and is sometimes dense, but makes up for it by his drive and his ability to build trust and confidence in his friends and Pokémon. Using the point-buy system, we'll assign 15 points:

Ash:
STR 0, AGL 1, VIT 2, SPT 5, AWE -1, INT 0.

3. Character STATS

In addition to attributes each trainer has a set of **STATs**. STATs are what Pokémon use during their battles. Like Pokémon, Trainers have a value for Attack, Defense, Sp. Attack, Sp. Defense, and Speed.

Each trainer and Pokémon has a set of **base STAT tiers (BSTs)**. BST values range from 1-20. Your base STAT tiers outline how good you are at each aspect of combat based on your **combat level**.

STAT Value

A STAT is $10 + (BST \times CL)$

HP is $10 + (BST \times CL \times 3)$

A STAT starts at 10, and its value increases by its BST every combat level, while HP increase by three times its BST every level. In other words, a STAT values equal the BST times your combat level plus 10. HP are an exception, and equal three times your BST times your combat level plus 10.

For humans, all STATs start with a base tier of 4. The BST for each STAT can be improved with attributes.

As explained in the attributes section, attributes and STATs are closely related. Another way to look at this relationship is to see each STAT's base value and what attributes improve it.

Humans have base STAT tiers as follows:

HP	4 + VIT + SPT
ATK	4 + STR + AGL
DEF:	4 + STR + VIT
SP.ATK	4 + AWE + INT
SP.DEF	4 + SPT + INT
SPD	4 + AGL + AWE

Trainers start with a combat level of 1, which means they are about as strong as a level 1

Pokémon. In fact, if a Pokémon has the same BSTs a trainer does and is level 1, the trainer and Pokémon have the same STATs.

After you have your base STAT tiers written on your character sheet you will need to calculate the actual value of each STAT from its base stat tier and your combat level.

To find the STAT value, simply multiply the BST by your combat level and add 10. When calculating HP, multiply the HP BST by 3.

Example

Ash has an impressively high Spirit of 5, and a decent Vitality of 2, which gives him an exceptionally high HP BST:

$4+5+2$, or **11**.

His max HP value at level 1 would be:

$10+(11 \times 3)$, or 43 HP.

These HP will come in handy as he takes hits from flocks of angry Spearow or the occasional Thundershock from his rambunctious Pikachu!

5. Evasion and Saves

Evasion

Your **Evasion** is $5 + SPD/10$.

Evasion starts at 5 and your SPD STAT increases it by 1 for every 10 you have. Whenever you are subject to an attack the attacker must equal or beat your Evasion with their attack roll to hit you. In other words, for every 1 evasion you have, an enemy has to roll 1 higher on their attack roll to hit you.

Saves

There are three types of saves, Body saves, Reflex saves, and Mind saves. Saves are used to dodge explosions or hazards, recover from poisons or sickness, or block mind influencing effects.

Body	STR + VIT
Reflex	AGL + AWE
Mind	SPT + INT

For every save type, add the two appropriate attribute scores together, then add your combat level. This is your **Save Bonus**. Whenever the PM calls for a saving throw, you will need these scores.

Psychonesis and Mysticism, the skills governing psychic and mystical ability, can only be trained through the traits Psychic or Mystic Potential.

In the Poké RPG, Pokémon level in bigger jumps than in the video games, but the max level is only 20. This is done to simplify the record keeping for players. Despite the change, the Poké RPG maintains comparable power levels to the games. A Pokémon at level 1 is very similar to level 5 from the original, level 2 to level 10, and so on.

6. Choose Traits

Traits represent unique characteristics of your character. Traits explain anything your character can do that is not explained by your attributes, STATS, and skills. Each character receives two starting traits and gains traits each time they level up.

Want to be a Police Officer? There's a trait for that. Want to run faster than others? There's a trait for that as well. Traits can improve attributes or STATS, give you special powers and abilities, or give you new skills.

Certain traits are available for trainers wishing to increase their own combat ability. For example, a trainer who is a martial artist might take Combat Aptitude to increase his Attack and Defense stats, making him more combat oriented.

For trainers who focus on Pokémon training traits are available to improve your Pokémon's abilities or improve your ability to command them. There are also traits that increase evasion and toughness, allowing trainers to survive while directing more Pokémon or enhancing their Pokémon's abilities.

Go to the Traits chapter (pg. 11) for more information on traits and the options you have before you. If you read through "The Concept" section you should have a pretty good idea of what kind of person your trainer is. If for some reason you cannot find a trait that gives your character something

you feel is important for his or her concept talk with your PM. Making new traits is always possible, and your PM will know if a new trait needs to be made and will decide what is for the campaign.

7. Pick Skills

Skills represent what your character has learned how to do exceptionally well, through experience or training. Skills should reflect the background and history of your character. If your trainer is a long time city-slicker, he might be trained in Streetwise, Persuasion, or Insight. If your trainer is a professional hunter, he would probably be trained in Stealth, Survival, or Perception.

Each character starts with four trained skills. Being trained in a skill gives you a +5 bonus to skill checks involving that skill. If you desire more skills, the trait "skill training" gives you an additional 2 skills. Generally, players can choose any skills they want for their starting four, but having them related to the character concept is suggested.

8. Equipment

Each character starts with one extra Poké ball and about 400 poké dollar's worth of equipment.

400 poké dollars generally covers a backpack, three days food, a flashlight, and an extra set of clothing. Your character might have other items of comparable value.



CREATING POKÉMON

Pokémon come in many different shapes and sizes. Each Pokémon has unique strengths and weaknesses. This section will outline how to create each Pokémon for battle and gameplay in the Poké RPG. Like trainers, Pokémon have STATS and skills. Unlike trainers, Pokémon also have **moves**, **natures**, and **abilities**.

The Pokédex

The Pokédex book is an absolutely necessary tool for Pokémon creation. The Pokédex has the base stat tiers, **move sets**, skills, and all the other important information needed to create Pokémon. While reading through this section, it might be valuable to have the Pokédex on hand so you can reference what is explained and see how everything fits together.

Step by Step

Follow these steps to create any Pokémon.

1. Find Pokémon in Pokédex

The first step to creating your Pokémon is to find it in the Pokédex. The Pokédex is arranged in the same fashion as the Pokédex from the games, with early gens appearing first. Once you have found the Pokémon move on to the next step.

2. Pokémon STATS

The first things you need to write down from the Pokédex are the **BSTs** for each of the Pokémon STATS. These are found beneath the picture for each Pokémon.

To calculate a Pokémon's STATS, multiply the BST of each STAT by the level of the Pokémon and then add 10. Most starter Pokémon are level 1. Wild Pokémon vary widely in level depending on where they were caught.

Starter Boost

The "standard" starter Pokémon from the games are fairly powerful Pokémon with a BST total of 32. If you choose a Pokémon different from a traditional starter and its base STAT tiers add up to less than 32 you can boost its base STATS to 32 total. You cannot use this to boost one STAT incredibly high. The general ratio of the base STAT tiers should be maintained.

For example, Joey chooses a Weedle for his starter Pokémon. Weedle's base STAT tiers are 4, 4, 3, 2, 2, and 5, for a total of 20. This means Joey can boost his Weedle's BSTs by 12 total (to bring it to the target BST total of 32). Joey cannot put all 12 boosts into SPD, but he could put two in each BST. Alternatively, he could increase the 2s by 1 each, the 5 and a 4 by 3, and the rest by 2, which roughly maintains the original ratio. Whatever he chooses, his Weedle is definitely in the top percentage of Weedles!

The boost to bring starter Pokémon on par with traditional starters should be maintained even after evolution. When Joey's Weedle is a Beedrill it should have a BST total roughly equal to the BST total of a traditional starter's final evolution.

Alternatively, you can give 1 TP per BST below 32 to your starter which can be spent



Pokémon Natures

Nature	+ 2	- 2
Adamant	Attack	Sp. Atk
Bashful	-	
Bold	Defense	Attack
Brave	Attack	Speed
Calm	Sp. Def	Attack
Careful	Sp. Def	Sp. Atk
Docile	-	
Gentle	Sp. Def	Defens
Hardy	-	
Hasty	Speed	Defens
Impish	Defense	Sp. Atk
Jolly	Speed	Sp. Atk
Lax	Defense	Sp. Def
Lonely	Attack	Defens
Mild	Sp. Atk	Defens
Modest	Sp. Atk	Attack
Naive	Speed	Sp. Def
Naughty	Attack	Sp. Def
Quiet	Sp. Atk	Speed
Quirky	-	
Rash	Sp. Atk	Sp. Def
Relaxed	Defense	Speed
Sassy	Sp. Def	Speed
Serious	-	
Timid	Speed	Attack

on Pokémon traits (see pg. 30). You cannot boost their BSTs if you choose this option.

Whether you boost your starter's BSTs or opt for TP instead, the STR and INT of your starter should be brought to -2 STR and -1 INT at a minimum (in addition to the BST or TP boost).

Natures

A Pokémon nature is a fundamental personality trait that the Pokémon has. In addition to explaining a part of the Pokémon's mentality, Natures have a significant effect on the BSTs for that Pokémon. Each nature increases the Base STAT Tier of one STAT by 2 while decreasing the Base STAT Tier of another by 2.

There are 16 different natures. A few of are considered "neutral" natures and they do not increase or decrease any STATS. Whenever you get a new Pokémon, roll randomly for what nature the Pokémon has. Modify the Base STAT Tiers as appropriate and record the STAT values on the Pokémon's Character Sheet.

A PM may allow you to choose the nature for your Starter. Alternatively, they might allow you to narrow the possible natures to 6 or so, and then roll randomly from there. Ask your PM what, if any, modifications your Starter is afforded.

Evasion

Evasion is the same for Pokémon as it is for Trainers. It starts at 5 and for every 10 SPD increase the Evasion of a Pokémon by 1. Attack rolls must equal or beat Evasion to hit.

Saves

Pokémon save bonuses are slightly different from Trainer bonuses. Pokémon do not have all the attributes and thus cannot have saves based on them. Instead, Pokémon use their STATS to determine their save bonuses.

Body	Def BST
Reflex	Spd BST
Mind	Sp.Def BST

Like trainers, a Pokémon's combat level plays a part in the save bonus. Add the Pokémon's combat level to the appropriate BST.

3. Hit Points

Hit points represent the stamina, health, and ability of a Pokémon to continue fighting. When HP are reduced to 0 a Pokémon faints from fatigue and injury.



Vhu, Deviant Art

*"You are short lived, weak, incomplete creatures. Yet it is for that reason you have infinite possibilities hidden within you. Your journeys have only just begun."
-Mewtwo*

Hit points (HP) are calculated in a similar fashion to the other STATS. However, when calculating HP multiply the BST times level times 3, and then add 10.

As you did for the other STATS, find the HP base STAT tier from the Pokédex. Then, multiply this number by the Pokémon's level and by 3, then add 10. Write this value in the HP value box and the Maximum HP box on the Pokémon's character sheet.

4. Attributes and Movement

Each Pokédex entry will list a Pokémon's Intelligence, Strength, and Movement Speeds. These are the starting values a Pokémon of this species has, but can increase as a Pokémon trains and gains levels.

Each movement has a value. The land, swim, fly, and burrow speeds are how fast your Pokémon moves over a battle grid with different modes of locomotion. In addition to the base value listed in the Pokédex, add half of the Pokémon's base speed tier to their movement speeds.

For example, a Bulbasaur has a land speed of 4. His base speed tier is 5, rounding down he adds 2 to his land speed, resulting in the Bulbasaur having a land speed of 6.

Adding half of the SPD BST allows Pokémon to move faster by increasing their SPD BST through training, breeding, or nature.

Intelligence and Strength are not modified by BSTs in any way, but some traits and trainer skills can improve these attributes.

5. Skills

Each Pokémon has a set of skills and their bonus to each. The listed value is not modified by their attributes (already factored in). Pokémon traits can be used to improve these skills if desired. Unless otherwise noted, skills function the same way for Pokémon as they do for Trainers.

6. Moves

A move is a special power that a Pokémon can use in combat and sometimes out of combat. Moves are usually attacks, but some moves heal, buff, or otherwise help you and your Pokémon succeed in the Poké RPG. Each Pokémon has a move set, which are the moves the Pokémon knows and can perform.

The Pokédex has a list of moves your Pokémon can know. New moves are available to a Pokémon depending on its level. A Pokémon cannot learn more than 4

moves at a time by default. Training and Pokémon traits can increase this number. If a Pokémon learns a new move above their max then the Trainer can choose to forget an old move or to not learn the newer move.

Write down each move on the Moves part of the Pokémon Character Sheet. The attack modifier, damage, and other rules for each move are found in the Moves and Abilities Chapter (pg.142).

It is a good idea to calculate the damage for each move and include the total on your sheet. This saves time during battles and allows you to focus on strategy instead of running the numbers for your damage every time you attack.

7. Abilities

Abilities are passive bonuses your Pokémon receives naturally. Each Pokémon has one ability from the abilities of its species.

In the Pokédex you will find the abilities available to each Pokémon. If it is your starter, you can choose which ability it has. If you have caught a wild Pokémon, hatched a Pokémon egg, or otherwise received a new Pokémon, roll randomly from the available abilities for that Pokémon. High abilities are not common and should not be included in the list of possible abilities unless the PM allows it for a special reason.

More information, including the bonus or function of each ability is found in the Moves and Abilities chapter (pg. 142).

LEVELING UP

Advancing in level is one of the main rewards for adventuring and playing the Poké RPG. As your trainer and Pokémon travel the world fighting evil and capturing Pokémon they will become stronger and more capable. This chapter explains how leveling up works and the benefits of achieving higher levels for both trainers and Pokémon.

Trainer Levels

Level	XP	Reward
1	0	Starting 2 Traits. Dodge 1
2	200	Bonus Trait
3	400	2 Bonus Traits.
4	650	Bonus Trait. Attribute Enhancement
5	950	2 Bonus Traits.
6	1250	Bonus Trait, Dodge 2
7	1600	2 Bonus Traits
8	2000	Commander Trait. Bonus Trait. Attribute Enhancement
9	2400	2 Bonus Traits
10	2800	Bonus Trait

Pokémon Levels

Level	XP	Reward
1	0	
2	300	2 TP
3	800	
4	1400	2 TP
5	2100	
6	2800	2 TP
7	3700	
8	4700	2 TP
9	5800	
10	7000	2 TP
11	8300	
12	9700	2 TP
13	11200	
14	12800	2 TP
15	14500	
16	16300	2 TP
17	17900	
18	19900	2 TP
19	21000	
20	23100	2 TP

Trainers

Trainers gain experience (XP), become more skilled, and learn new tricks and talents as they achieve milestones in their journey.

Gaining experience for trainers is less about battling and more about victories or making progress. XP is awarded to Trainers based on achievements. Small achievements grant small XP awards, while great achievements grant proportionally higher XP awards.

For example, beating a flock of wild Pidgey as a group would be a **minor achievement**, granting about 25 XP for each trainer involved. On the other hand, fighting the same flock of Pidgey alone might be a **great achievement**, awarding 50, 75, or even more XP depending on the PM's judgment.

Solving puzzles, saving the day, and catching Pokémon are all achievements for which Trainers gain XP. The Pokémastering chapter has more details on Trainer achievements and XP.

Levels and Experience

As you gain experience you advance in level. Trainers start with 0 experience and gain it based on the achievement system.

Once a new trainer has a total of 200XP he or she advances to level 2. Once they get a total of 400XP, they advance to level 3, and so on. Leveling increases the base bonus to skills, the amount of traits you can have, and occasionally increases your attributes.

Attribute Enhancement

At levels 4 and 8 a trainer may choose two of their attributes to increase by 1 each.

Dodge 1 & 2

Trainers are adept at jumping out of the way and avoiding enemy attacks. Dodge 1 means once per battle a trainer can completely negate the effects of an attack on themselves. Dodging can be done after attack rolls and damage is determined and results in an automatic miss. If a trainer is unaware of the attack they can spend their

Dodge to reduce damage taken (if any) by half, instead of completely negating its effects.

Dodge 2 means that a trainer can dodge twice per battle. If you are unaware of the incoming attack, you can spend two uses of Dodge to completely negate the attack, or use just one for half damage.

Skills and Level

As trainers advance in level their aptitude in skills increases as well. As noted on the character sheet, half of a trainer's level (rounded down) is added to each of their skills. At level 7, for example, a trainer would add +3 to each of his skills.

Traits

Trainers can select one or two new traits as described in the Trainer Levels table. If two new traits are available, the traits cannot be from the same tree.

Commander Traits

At level 8 all trainers receive a special trait called a Commander Trait. The trainer chooses one of the three options below. Only one commander trait can be obtained per trainer and each gives a unique edge in battle.

Directing Commander

You have become an incredible battlefield commander. You can monitor and command up to three Pokémon at a time.

Benefit: If both of your TAs are used to direct Pokémon you gain an extra trainer action that can only be used to direct a third Pokémon.

Combat Commander

You have become an incredible battlefield commander. You can engage in combat yourself while still directing and commanding Pokémon.

Benefit: If both of your TAs are used to direct Pokémon you gain an extra trainer action that can only be used to make trainer attacks.

Strategic Commander

You have become an incredible battlefield commander. You can call upon training

and special techniques while still directing and commanding Pokémon.

Benefit: If both of your TAs are used to direct Pokémon you gain an extra action that can only be used to use items or pay the TA cost of other traits or abilities.

Pokémon

Pokémon level in a significantly different fashion than trainers. A Pokémon gains experience from battling other Pokémon. After a battle, the PM will announce the XP awards for the fight. Add the experience from the battle to the experience your Pokémon had before. If the total is enough to reach a new level, write the new level on your Pokémon sheet.

Pokémon can also gain XP for participating in significant ways in story and non-battle events. The PM will also tell you what those XP rewards will be.

STATs and HP

Recalculate your Pokémon's STATs. This is done by simply adding the tier to the total your Pokémon had before. Alternatively, you could start from scratch by multiplying the BST by the Pokémon's new level (multiplying by another 3 for HP), adding 10, and writing down the total.

Moves and Evolution

When a Pokémon levels, refer to the Pokédex to see if the Pokémon learns any new moves. Your Pokémon might also be eligible for evolution, in which case the PM will tell you if your Pokémon is attempting to evolve or not.

Pokémon Traits

Every other level your Pokémon earns 2 Training Points (TP). Training points can be spent to gain Pokémon traits, which are similar to traits for trainers. Pokémon traits give new abilities or increase the skills your Pokémon already has. Select a trait your Pokémon qualifies for whenever your Pokémon has enough TP for the trait. Pokémon traits are found in the Traits chapter, pg. (30)

All done!

Once you have checked for new moves, evolution, Pokémon traits, and recalculated STATs and HP, your Pokémon is completely leveled up and ready to continue your adventure!

Traits



Traits represent your character's ability to perform unique actions or stunts. Some traits will affect either yourself, allies, or the Pokémon working with you. Use traits to give you an edge, flesh out your character, or give yourself features you have always wanted in a Pokémon game!

Trait Trees

Some traits follow a certain theme. Traits like these will usually unlock in a tree-like fashion. Medic, for example, is a trait tree granting first aid abilities to a trainer. However, only after a number of traits are used on this tree will you be a full medic.

PICKING TRAITS

Traits are one of the best ways to set your character apart from everyone else. Traits will give you powerful abilities, unique actions, or improve on strengths you already have. Some traits have certain prerequisites that must be met in order to acquire. Other traits are available to anyone at any time. If there is something you really wish your character could do but there is no skill, trait, or action for it, talk to your PM about making a new trait to fill that gap.

Trait Basics

A table listing every trait, its prerequisites, and a brief description of its benefits is found on the next few pages. More detailed information on each trait can be found later in the chapter.

Gaining Traits

Every time you gain a trainer level you gain a trait. You can pick any of the traits in this chapter as long as you have met the necessary prerequisites. Prerequisites include minimum attribute scores, level requirements, obtaining certain traits, or other significant achievements for your character.

Trait Benefits

Each trait has a benefit associated with it. Some benefits are constant modifications to your character. Some benefits are used or activated as an action to give a bonus or perform a special ability. Other traits give power or abilities to Pokémon under your control.

Damage tier

A number of traits increase the damage tier of attacks used by your Pokémon or your character. Every attack deals a certain amount of damage, called its damage tier, and some traits and other sources can modify this damage. A damage tier chart is located in the moves and abilities chapter (pg. 158). If a trait or other effect increases an attack's damage tier by a certain amount, you should find on the table how much damage the attack deals by default and then move that number of steps on the damage tier chart.

Friendship and Discipline

Two major schools of thought are prevalent in the Pokémon universe with regards to raising Pokémon. One school of thought is that honest, open friendship with a Pokémon is the best way to unlock their potential. The other method focuses on discipline, training, and obedience to prepare Pokémon for battle. These two training philosophies, summarized as Friendship and Discipline, often come to a

*"I have to be tough, but I ask no more of my Pokémon than I do of myself, the very best."
- AJ*

*"I see now that the circumstances of one's birth are irrelevant; it is what you do with the gift of life that determines who you are."
-Mewtwo*



Traits

Trait	Prerequisites	Benefits
Affirmation [Friendship]	-	Upon defeating an enemy restore HP to Pokémon
Anticipation	INT or AWE 2	1/ battle you can learn the full moveset of an opposing Pokémon.
Attribute Enhancement	-	Gain +1 to an attribute
Acquired Resistance	-	Resist damage of one type
BMX Pro	Athletics	+5 Athletics for biking, special bike maneuvers
Breeder Tree	-	
Initiate	-	2 extra TP to Pokémon offspring.
Novice	Initiate	Give the offspring a +1 to a base stat, attribute, or movement speed.
Adept	Novice	Offspring inherit a trait from a parent
Master	Adept	Produce Twins when breeding
Specialty	Novice	Specialize in giving offspring one trait for free
Affinity	Initiate	Pokémon you bred gain +2 Evasion
Child of Viridian	-	Read the thoughts of Pokémon, Heal them 1/day
Combat Aptitude	-	Add 4 points to different BSTs
Combat Experience	TL 2	Gain 1 combat level
Combat Veteran	TL 4, Combat Experience	You gain 3 more evasion from cover
Computer Guru	Computers	+3 to Computers checks, reduce time of many tasks
Connections	-	You can call in favors
Contacts	-	Gain contact that can make investigate, research, or streetwise check
Defensive Training [Discipline]	INT or SPT 2	Your Pokémon gain an additional 2 evasion when behind cover
Dodge it! [Discipline]	AWE 2	Use reaction to spend TA to grant AWEx2 bonus to evasion
Don't Give Up! [Friendship]	SPT 2	Use TA to heal SPTx10% max HP to one Pokémon
Evasive	AGL or AWE 2	Increase your evasion by 2
Extra Dodge	AGL or AWE 3, Evasive	Gain extra use of Dodge action
Famous	-	Gain +6 Fame
Full Power!	-	Use TA to increase damage tier of an attack by 2
Gym Battler Tree	-	
Initiate	-	1/Battle use free action to move Pokémon again
Novice	Initiate	Use reaction to spend TA to grant +4 evasion
Adept	Novice	Damage tier of all moves increases by 1 in official matches
Master	Adept	1/Battle grant Priority to any move, or Interrupt to a Priority move
Hit em' now!	INT 2	Use TA to grant INTx2 to an attack roll
Pokémon Hunter Tree	-	
Initiate	-	When playing Pokéhunter you can change a 2 to a 3, or vice versa
Novice	Initiate	When playing Pokéhunter you can reroll all the dice once
Adept	Novice	When playing Pokéhunter you can split you score to capture two
Master	Adept	When playing Pokéhunter you can reroll nature, ability, or shiny rolls
I believe in you [friend]	SPT 1	Use free action to deal an addition Xd6 damage (X is SPT) on hit
In-Sync	-	While a Pokémon is active gain +4 initiative, +2 REF, and +1 crit range
Inspired	-	You can have up to 2 inspiration, gain inspiration when ally does on 15+
Intimidating	STR or SPT 2	1/Battle use free action to reduce ATK by 1 CS
Lucky	-	2/Day reroll any d20 roll
Medic Tree	-	
Initiate	AWE or INT 1	Increase healing by First Aid skill
Novice	Initiate	Use Treat Status effect application of First Aid skill
Adept	Novice	+3 on First Aid checks. 1/Day heal target second time with First Aid
Master	Adept	Revive a dead Trainer or Pokémon with DC30 check
Mega Bond	-	Choose one Pokémon with loyalty 5 that can now Mega Evolve
Move Tutor	Training	Teach Pokémon moves from their Move Tutor list
Mystic Potential	AWE 2	Gain training in the Mysticism skill
Mystic Savant	Mystic Poten	Gain +4 on Mysticism checks
Ninja Tree	-	
Initiate	-	+5 on stealth in shadows, +3 acrobatics, double jump distance
Novice	Initiate	Run along vertical surfaces, move full speed without Stealth penalty
Adept	Novice	Make Stealth checks even when seen, run without Stealth penalty
Master	Adept	Step into shadows and appear in another nearby shadow
Ninjutsu	Novice	Choose two moves from list that you can use 1/Battle each
Noble Sacrifice [Friendship]	-	Use your Dodge action to take hit for a Pokémon, boost its ATK/Sp.ATK

Traits

Trait	Prerequisites	Benefits
Officer	-	You are an officer, agent, or other authority figure
Organization Tree	-	
Natural Leader	-	You can create an Organization and attract followers
Adaptable Structuring	Nat Leader	You can change the Scope and Influence of your org without penalty
Aggressive Tactics	Nat Leader	Gain +3 on organization conflict checks
Right-hand Man	Nat Leader, cohort	Your ally, guard, assistant, or sidekick is more powerful
Job Perks	Nat Leader	You can select 3 more benefits for your organization
Poké Tech Tree	-	
Pokedex Bearer	None/Special	You gain a Pokédex
Battle Scan	-	You learn more combat information when you scan a Pokémon
Full Scan	-	Gain permanent bonuses against Pokémon you have caught
Poké Radar	-	Use a TA to learn the location of all Pokémon within 30 ft
Poké Radio	-	Find Pokémon for other regions more easily
Pokémon Empath	SPT1	+4 Persuasion with Pokémon, understand Pokémon speech
Powerful Connection [Friend]	-	Chance each round to remove status conditions
Practiced Dedication [Disc/Friend]	2 Discipline + 2 Friendship	1/Day as a TA revive a fainted Pokemon
Press [Discipline]	-	Deal ¼ Max HP damage to a Pokemon, raise a CS by +1
Psychic Potential	INT 2	Gain training in the Psychonesis skill
Psychic Savant	-	Gain +4 on Psychonesis checks
Ranger Tree	-	
Initiate	-	Gain training in the Capture Styler skill
Novice	Initiate	Gain access to the Call Aid function of the Styler
Adept	Novice	Gain access to the Poké Assist feature of the Styler
Master	Adept	Choose a Pokémon to become your Ranger Partner
Robotics	Mech + Comp, INT 3	Craft mech armor, robots, vehicles, or mechanized equipment.
Shake it Off [Discipline]	-	1/day use FA to remove sleep, confused, enraged, or flinched
Skill Training (any)	-	Gain training in two skills
Skill Focus	-	Gain +2 in a skill and reroll checks made with that skill
Sneak Attack	AGL 2	Increase damage tier of attacks when enemy is unaware
Specialist Tree	-	
Initiate	-	+2 TP to when you gain a Pokémon of a specific type, +2 on checks
Novice	Initiate	+1 Sp.ATK or ATK and +1 SPD or HP to Pokémon of type
Adept	Novice	Pokémon of chosen type better resist super-effective moves of a type
Master	Adept	1/day use a FA to raise a combat stage by 1
Specialist Soul	-	You gain a Pokémon typing. Detect Pokémon of that type within 20m
Specialist Hunter	-	Gain bonus points in Poke Hunter when hunting chosen type
Specialist Pokémon Move	-	Learn a move of the chosen type
Sprinter	STR or AGL 1	Increase land speed by 3 squares
Stand Together [Discipline]	-	Increase critical hit range of moves used by your adjacent Pokémon
Strategist	-	Use a TA to allow two allies within 10 squares to move half their speed
Strong Arm	-	When throwing weapons or poké balls, increase range by 100%
Survivalist Tree	-	
Initiate	-	Ignore 1 degree of fatigue, poor conditions do not grant fatigue
Novice	Initiate	Reroll saves and skill checks against traps, hazards, poison, or moves
Adept	Novice	Gain the Sturdy Pokémon ability (retain 1 HP if reduced to 0 from 100%)
Master	Adept	Sense geographical area, add or subtract 2 from wilderness rolls
Synergistic Assault	-	Reroll damage if two attacks from same type hit target
Technical Machine Maker	-	Create TMs from moves your Pokémon know
Uncanny Dodge	-	You can fully Dodge attacks even if you were unaware of the attacker
Underdog Tree	-	
Underdog	-	Underdog Pokémon gain +1d12 damage against more evolved foes
Small but Powerful	-	Underdog Pokémon gain +1 to their move damage tiers
Wealthy	-	Gain 500xTL Pokédollars. Gain 500xTL Pokédollars each level

Traits

Weapon Proficiency Traits	Prerequisites	Benefits
Weapon Critical	Wep Training	Increase critical hit range by 2
Weapon Expert	TL 5	Increase damage tier by 2, or 1 if a quick weapon
Weapon Master	Wep Expert	Apply weapon traits to another type of weapon
Weapon Savant	Wep Expert	Reroll 1s and 2s on damage die
Weapon Training [any]	-	Become proficient in the use of a weapon type
Aimed Explosions	Explosives	Add your ATK to damage with explosives
Dead Shot	Any firearm	You can add your AWE to your ATK BST
Dual Wielding	-	Wield two weapons at the same time
Full-Auto	Wep Train AR, TL4	Target everything in an area with your AR
Heavy Hitter	Explosives, Hammer, Rifle	Flinch targets on a 17+, deal normal damage to Rock and Steel-type
Quick Draw	Pistol	Make attacks with a Pistol as an interrupt
Reactive Stab	Spear, TL4	
Sniper	Rifle, Bow TL4	
Steady Hand	AR, Pistol, Knife, Hand	Gain +1 attack mod when using Doublestrike or Multistrike
Armor/Shield Proficiency	Prerequisites	Benefits
Armored Like A Tank	Second Skin	Add TL+CL to DEF and SP.Def when wearing armor
Second Skin	SPT or VIT 2	Reduce impairment of armor by 1 step
Shield Proficiency	-	Increase bonuses from shields
Shield Ward	-	Use a reaction to grant Evasion bonus from shield to another

head in the Pokémon canon. Criminal organizations and the established Pokémon League favor Discipline, while the protagonists tend towards Friendship. However, the Discipline philosophy is not inherently cruel or wrong, and many good hearted people consider a disciplined regime to be the most important aspect of training. Those that exploit Pokémon for selfish reasons simply do not pursue a friendship based relationship with their Pokémon because of their inherent outlook on life.

Some traits draw upon one of these two training philosophies. While it is possible to mix the two methods, specializing in one or the other grants certain benefits. Traits that specify if they are Friendship or Discipline gain a bonus to their effect for every other trait of the same philosophy that the trainer has pursued.

Traits

Affirmation [Friendship]

Your encouragement gives your Pokémon the strength to keep going.

Trigger: Your Pokémon defeats another in battle.

Benefit: The triggering Pokémon restores a percentage of their max HP equal to 5 x your SPT.

Special: For every other friendship trait you have, your Pokémon gain another 5% of their max HP when this trait triggers.

Anticipation

You are exceptionally skilled at predicting your opponent's actions.

Prerequisites: INT or AWE 2, participated in at least 5 Pokémon battles.

Benefit: This trait gives you the ability to predict the danger an enemy presents. Once per battle as a TA you can learn the full moveset of an opposing Pokémon.

Attribute Enhancement

Some people are unusually strong, quick, perceptive, smart, or personable. Take one of these traits if you want your character to be particularly gifted with one of these attributes.

Strong

You are stronger than others.

Benefit: You gain +1 STR.

Agile

You are more agile than others.

Benefit: You gain +1 AGL.

Vital

You are more vigorous than others.

Benefit: You gain +1 VIT.

Spirited

You are more determined than others.

Benefit: You gain +1 SPT.

Aware

You are more aware than others.

Benefit: You gain +1 AWE.

“Any technique is only as good as the trainer or breeder who uses it.”
-Brock

“Whenever a Pokémon has been injured in battle it should be given a therapeutic massage”
-Pokémon Breeder Suzie

Intelligent

You are more intelligent than others.

Benefit: You gain +1 INT.

Acquired Resistance

Due to constant exposure or some inborn toughness, you are resilient against damage of a specific type.

Benefit: Choose one Pokémon type (water, fire, grass, ect), you now resist that type one step further.

BMX Pro

You are a biking expert, experienced in mountain biking and urban freestyle.

Prerequisite: Trained in Athletics

Benefit: You can now ride your bike in any terrain, even up stairs, through buildings, under obstacles, or through other usually impossible areas by hopping, pivoting, and sliding. You gain +5 on Athletics checks to maneuvering on a bike. The initial movement penalty for bikes lasts 2 squares, instead of 4.

Breeder Tree

Breeders are people with a deep understanding of Pokémon and the techniques for raising and tending them. Breeders have a knack for knowing what a Pokémon needs and how to best care for and raise newborn Pokémon.

Breeder Initiate

You are exceptional in your understanding of Pokémon and breeding techniques.

Prerequisites: Trained in Breeding

Benefit: On a successful Breeding check, you give 2 extra TP to the offspring.

Breeder Novice

You have furthered your mastery of Pokémon breeding.

Prerequisites: Breeder Initiate, AWE 2

Benefit: On a successful breeding check you can give the offspring a +1 to a base stat, attribute, or movement speed.

Breeder Adept

You have a deep understanding of Pokémon and breeding techniques.

Prerequisites: Breeder Novice

Benefit: Choose one Pokémon trait that can be purchased with Breeding TP (any trait that is not exclusive to Science or Training TP) that one of the parents have. The offspring gains that trait for free.

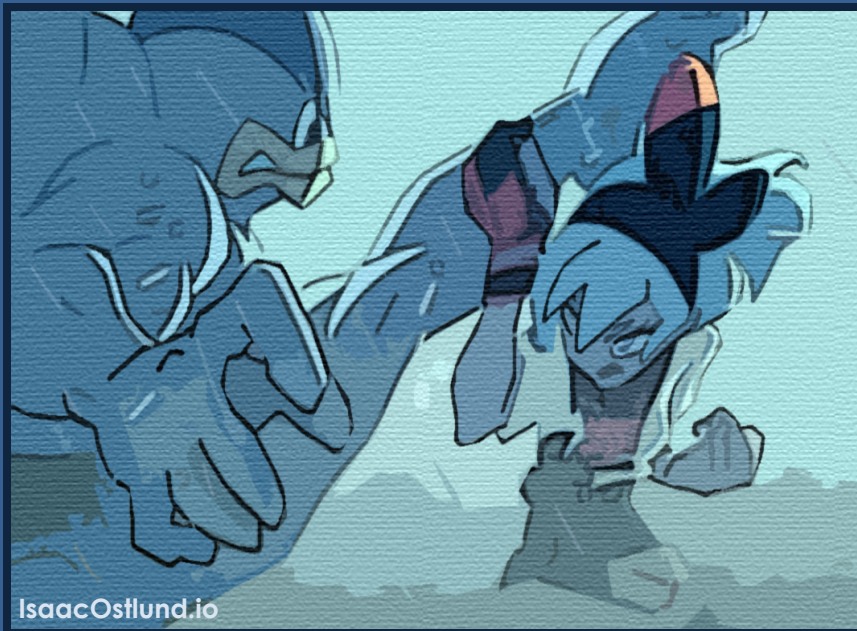
Breeder Master

You have a master's level of understanding of Pokémon and breeding techniques.

Prerequisites: Breeder Adept, AWE 3

Benefit: For +4 to the DC you can have a successful check produce a set of twins. The twins gain all the benefits a normal success would give.





IsaacOstlund.io

"His instructor, Master Chuck, teaches that in a true battle there is no difference between Pokémon and humans."
-Brock

Breeder Specialty

You have a Pokémon trait that you are so familiar with that breeding it into your Pokémon comes naturally.

Prerequisites: Breeder Novice

Benefit: Choose one Pokémon trait that can be purchased with Breeding TP and costs 3 TP or less. Pokémon you breed gain that trait for free.

Breeder's Affinity

You and the Pokémon you helped breed share a special bond.

Prerequisite: Breeder Initiate

Benefit: When using a Pokémon you bred increase their evasion by +2.

Child of Viridian

You were born in Viridian Forest and are one of the few who possess its power.

Benefit: You can read the thoughts of Pokémon through touch. This works as the Telepathy application of the Psychonesis skill, except you must be touching the target, and the save DC is 12+TL. Also, once per day as a Trainer Action you can heal a Pokémon by touching it. The Pokémon heals a number of HP equal to 50% of its max HP.

Combat Aptitude

You are a natural at combat.

Benefit: You have four points you can spend to raise your BSTs. No one STAT can be raised by more than 2. For example, you could raise Sp. Def by 2 and Def by 2, or HP, Atk, Def and Sp.ATK by 1 each, or any similar combination.

Combat Experience

You have gained impressive combat ability through experience or training.

Prerequisites: Trainer level 2

Benefit: You gain 1 combat level. (You are considered one level higher when determining STATS).

Special: Every third TL after 2 (5, 8, ect.) you can take this trait again.

Combat Veteran

You have fought many battles and have learned to stay alive.

Prerequisites: Trainer level 4, Combat Experience

Benefit: You gain 3 more evasion from cover.

Computer Guru

You have a knack for electronics and computers.

Prerequisite: Trained in Computers

Benefit: You gain +3 on Computers checks. When using the Computers skill to disable a device or security measure, you can do so in one round (instead of a minute). When performing research the check takes 10 minutes instead of 60.

Connections

You know people who can help you out from time to time. It might be advice, information, legal help, or access to resources.

Benefit: You call in favors by making a persuasion check. The PM sets the DC of the check, based on the aid required. A simple favor is DC 10, ranging up to DC 25 or higher for difficult, dangerous, or expensive favors. The PM has the right to veto any request if it is too involved or likely to spoil plot points, slow the game, or cause other problems.

Contacts

You have friends, contacts, spies, or people who owe you in the underworld keeping an eye out for you.

Benefit: You gain a trusted contact that can be called upon to make an investigation, research, or streetwise check for you once per day. Making this check requires one minute, assuming you have some means of getting in touch with your contact. The contact has +5 on this check. Further investigation on the same topic must be done personally because your contact does not have additional information.

Special: You can take this trait multiple times. When you do, you can either give your first contact an additional +4 to their check or you can gain another contact which allows this trait to be used an additional time per day.

"No, Ash, things will not work out if you try hard enough! The Pokémon trainer's judgment is more important than anything else..."
-Misty

Defensive Training [Discipline]

You have trained your Pokémon to take better advantage of cover.

Prerequisite: INT 2 or SPT 2

Benefit: Your Pokémon gain an additional 2 evasion when behind cover.

Special: For every other Discipline trait that you have, increase the evasion bonus by 1.

Dodge it! [Discipline]

You and your Pokémon are responsive enough in battle that your warnings can give your Pokémon enough time to avoid an enemy's attack.

Prerequisite: AWE 2

Benefit: Once per battle as a reaction to an enemy attack you can tell your Pokémon to dodge, giving them your AWEx2 bonus evasion until the start of your next turn. You can declare this action after you know if the attack would hit. This forces you to lose a TA at the start of your next turn.

Special: If you also have Gym Battler Novice both traits can be used with a single TA.

For every other Discipline trait you have, increase the evasion bonus by 1.

Don't Give Up! [Friendship]

You can exhort your Pokémon to keep going, giving them strength and will to fight.

Prerequisite: SPT 2

Benefit: Once per battle you can

spend a TA to have one of your active Pokémon revitalize and keep battling. The target Pokémon heals your SPTx10% of its max HP.

Special: For every other Friendship trait you have, increase the amount healed by 5%.

Evasive

You are adept at dodging and weaving in battle.

Prerequisite: AGL or AWE 2

Benefit: Increase your evasion by 2.

Extra Dodge

You are light on your feet, keeping ready and alert despite constant movement in battle.

Prerequisite: AGL or AWE 3, Evasive

Benefit: You can use the Dodge trainer feature once more per battle.

Famous

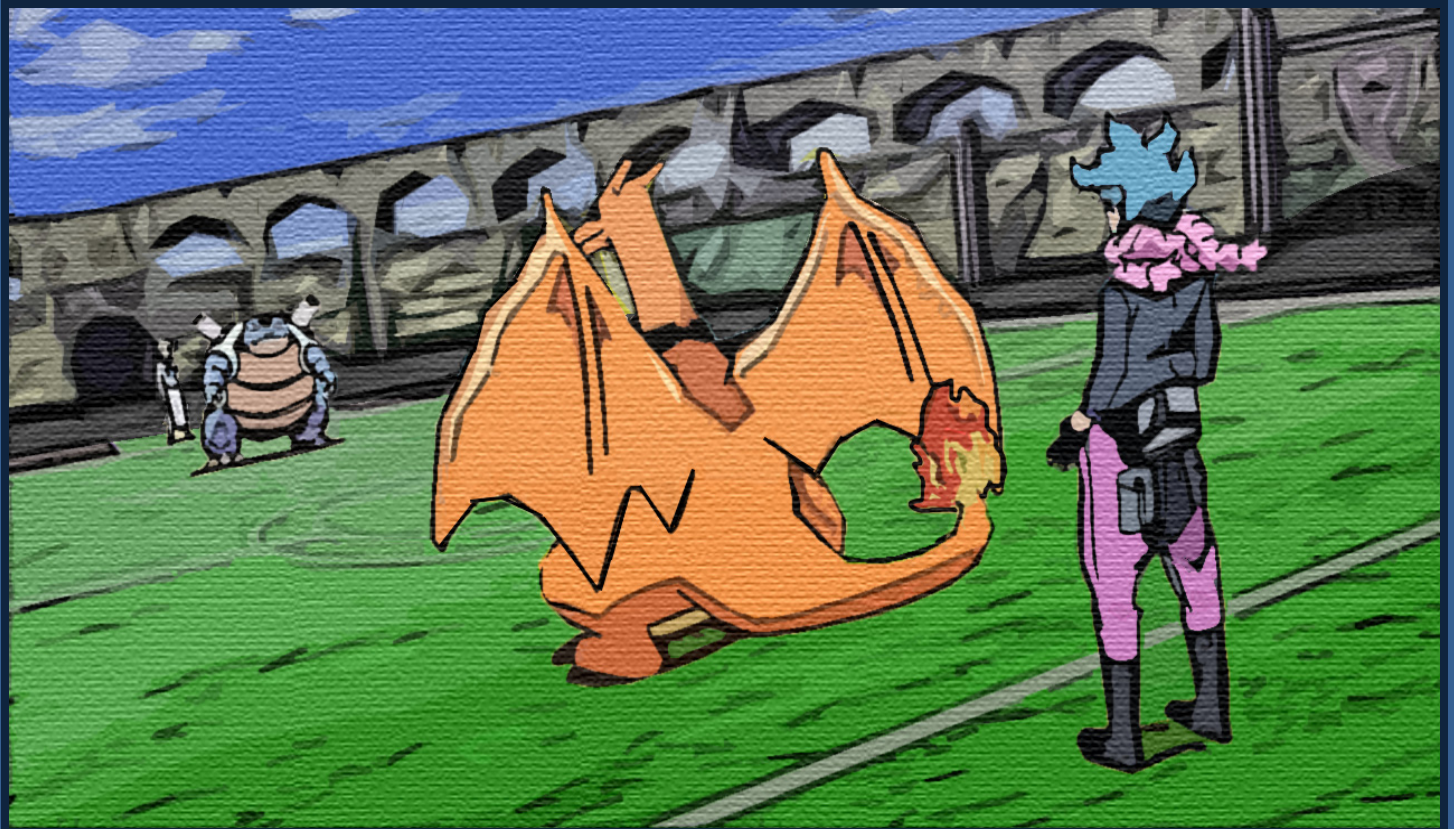
Your reputation precedes you.

Benefit: You gain +6 to your Fame (see the Pokémastering chapter, pg. 116).

Full Power!

You have taught your Pokémon to make attacks with unrestrained force.

Benefit: Once per battle when you direct one of your active Pokémon to make an attack you can spend an additional TA



"It's more important to master the cards you're holding than to complain about the ones your opponents were dealt."
-Grimsley, Elite Four

"Prepare for trouble."
-Jessie, Team Rocket

to boost that attack to above-average strength. The move's damage tier for that attack is increased by 2.

Gym Battler Tree

The Gym Battler tree represents a trainer's preparation to challenge and defeat gyms and other trainers in official matches. All of the abilities listed below are legal to use during battles, usually representing a trainer's bond with their Pokémon or quick thinking and reaction time.

Battler Initiate

You and your Pokémon are training to master and defeat trainers throughout the world.

Benefit: Once per battle as a free action you can allow a Pokémon to move twice in a single round.

Battler Novice

You are mastering more techniques to use in official trainer battles.

Benefit: Once per battle as a reaction to an enemy attack you can tell your Pokémon to dodge, giving them +4 evasion against the triggering attack. You can declare this action after you know if the attack hits. This forces you to lose a TA at the start of your next turn.

Special: If you also have Dodge It! both traits can be used with a single TA.

Battler Adept

You are a skilled Pokémon battler. Your Pokémon feel your determination and fight more powerfully from it.

Benefit: The damage tier of all your Pokémon's moves increase by 1 in official gym or trainer battles.

Battler Master

You have mastered the flow and feel of trainer battles and honed your unity and response time with your Pokémon.

Benefit: Once per battle you can allow your Pokémon to use a move in response to an opponent's attack. This gives the Priority keyword to any move or the Interrupt keyword to a move that already has Priority. After an opponent declares their attack but before they roll the AC your Pokémon can use the move in response. The move used cannot be a damaging move. You lose a TA at the beginning of your next turn (from using a priority move).

Hit em' now!

You can help your Pokémon land a hit on an enemy by seeing a pattern in their movement and predicting when to attack.

Prerequisite: INT 2

Benefit: Once per battle when you direct one of your active Pokémon to make an attack you can spend an additional TA to have your Pokémon exploit a hole in the enemy's defenses. Your Pokémon gains a bonus to the attack roll of the triggering attack equal to your INTx2.

Pokémon Hunter

With an uncanny sense of what Pokémon are thinking as they move in the wild, a skilled Pokémon hunter uses tracks, weather patterns, and gut feelings to find Pokémon wherever they hide.

Hunter Initiate

You find Pokémon more consistently as you hunt them in Pokéhunter (pg. 94)

Benefit: Whenever you roll a 2 you can change it into a 3. Whenever you roll a 3 you can change it into a 2. You gain +5 on Capture Attempts.

Hunter Novice

You are skilled at finding and catching wild Pokémon.

Benefit: When playing Pokéhunter you can reroll all the dice on the table, keeping the current round score, as if you had scored with all your dice. You gain another +5 on Capture Attempts (+10 total).

Hunter Adept

You are adept at hunting and catching wild Pokémon.

Benefit: When playing pokéhunter, you can split your score in two, in any amount you choose. You can capture Pokémon as if you had played twice and gotten the two scores. You gain another +10 to Capture Attempts (+20 Total)

Hunter Master

You are a master Pokémon hunter.

Benefit: Whenever you capture a Pokémon through hunting you can re-roll Nature, Ability, and shiny rolls, keeping either result. You gain another +5 to Capture Attempts (+25 total).

I Believe In You [Friendship]

Your faith in your Pokémon gives him strength.

Prerequisite: SPT 1

Benefit: Once per battle as a free action you can have your Pokémon who just hit with a move deal an additional Xd6

"We've restored your POKÉMON to full health. We hope to see you again!"
-Pokémon center Nurse

damage, where X is your SPT.

Special: For every other friendship trait you have increase the bonus damage by 1d6.

In-Sync

You and your Pokémon are amazingly coordinated in battle. You react to each other's cues without a thought.

Benefit: As long as you have an active Pokémon, you add +4 to your initiative score and +2 to your Reflex saves, and your Pokémon increases their critical range by 1.

Inspired

You feel the effects of incredible events deeply. This motivation hits you even when amazing things happen to others.

Benefit: You can have up to 2 inspirations at a time. When an ally you can see gains inspiration, roll 1d20, on 15+ you also gain inspiration.

Intimidating

You are incredibly intimidating. This is from an unsightly set of scars, a strange glint in your eye, or maybe there is just something about you.

Prerequisite: STR or SPT 2

Benefit: With a successful intimidate check you can force trainers to withdraw a Trainer Challenge. In addition, once per battle as a free action you can force enemies within 5 squares of you to make a

Mind save against a DC of 10+1/2 your Intimidate bonus. If they fail, their attack STAT is reduced 1 combat stage.

Lucky

You are uncannily lucky, somehow pulling through against all odds.

Benefit: Twice per day you can reroll any failed d20 you just rolled. Trainers can apply these rolls to their Pokémon's attacks, checks, or saves as well as their own.

Medic Tree

You hate the feeling of helplessness that comes from people or Pokémon being hurt around you. You like to take matters in to your own hands. If someone needs help you are ready to answer the call.

Medic Initiate – Healer's Art

You have prowess that sets you apart from other medical practitioners.

Prerequisites: AWE or INT 1, Trained in First Aid

Benefit: When you perform First Aid you heal 3d6+2 for every one above DC 15 (instead of 2d6+1 per).

Medic Novice – Combat Technique

You are an expert at treating patients from the battlefield.

Prerequisites: Medic Initiate

Benefit: You can use the Treat Status Effect application of the First Aid skill. You can use the Treat Injury application of the skill as a TA instead of a Full-Round action.

Medic Adept - Rebind

You have a deep understanding of first aid and healing techniques.

Prerequisites: Medic Initiate, Medic Novice

Benefits: You gain +3 on First Aid checks. Once per day you can treat injury on a target that has already had first aid administered to them that day.

Medic Master – Medical Miracle

You are one of the best medical healers in the world. You can attempt to revive someone who has died.

Prerequisites: Medic Initiate, Medic Novice, Medic Adept

Benefit: If a Pokémon or Trainer has died and you are able to administer aid within 2 minutes you can attempt to heal them. Make a First Aid check DC 30. If the check succeeds, the dead character must



make a Body save DC 15 to revive and regain 1d6 HP.

Mega Bond

You have the abiding bond and connection to one of your Pokémon that allows you to tap into the power of Mega Evolution.

Benefit: Choose one Pokémon with a loyalty of 5. You have formed the necessary bond with this Pokémon for it to Mega Evolve. In order to mega evolve, you must have the mega stone for that Pokémon and that Pokémon needs the Mega Bond trait as well.

Move Tutor

You have mastered the art of training Pokémon moves.

Prerequisite: Trained in Training

Benefit: Any time you spend player turns Training, you can add a move the Pokémon knows to your Move Tutor list. You can then teach other Pokémon that move by spending TP (see the Move Tutor Pokémon trait).

Mystic Potential

You have innate spirit and energy.

Prerequisites: AWE 2

Benefit: You become trained in

Mysticism, the skill reflecting mystic ability and strength.

Mystic Savant

Your spiritual energy is exceptionally potent.

Prerequisites: Mystic Potential

Benefit: You gain +4 on Mysticism checks.

Ninja Training

You have undergone formal training in a ninja dojo or with a ninja master. Your training gives you unparalleled mastery of poison and shadow.

Ninja Initiate

You have only begun your training or are relatively inexperienced.

Benefit: You get a +5 bonus to stealth in shadows or dark areas and you gain a +3 bonus to acrobatics checks. Additionally, double your jump distance.

Ninja Novice

You have mastered more ninja techniques and skills.

Prerequisites: Ninja Initiate

Benefit: You can run your up to 30ft up solid, vertical surfaces or along walls. You can also move your full speed without a stealth penalty. Poison moves used by you or your Pokémon have +1 to their damage tier.

Ninja Adept

You are a capable and dangerous ninja.

Prerequisites: Ninja Novice

Benefit: You can make stealth checks even if others are aware of your presence or can see you. You can make full move actions or run actions without penalty to stealth. Subtract 30 feet from falling distances when calculating falling damage (You can still make acrobatics check to reduce it further).

Ninja Master

You are a Ninja master with few equals in the world.

Prerequisites: Ninja Adept

Benefit: As a move action you can make a stealth check DC 15+1/square and an acrobatics check DC 15+1/square to Shadow Step, disappearing from a square with moderate shadows and appearing in another shadowed square.

Ninjutsu

You are trained in two ninjutsu, ancient techniques handed down from ninja to ninja.

Prerequisites: Ninja Novice

"Born in darkness, living in darkness, such is the fate of a ninja."

-Aya, Ninja Master



*"To protect the world from devastation, to unite all people within our nation."
-Jessie and James, Team Rocket*



*"All Pokémon exist for the glory of Team Rocket."
-Giovanni*

*"On the desk there is my invention, POKEDEX! It automatically records data on POKEMON you've seen or caught! It's a hi-tech encyclopedia!"
-Prof. Oak*

Benefit: Choose two of the following moves. You can use these moves once per Battle each.

Agility, Double-Team, Flash, Poison Powder, Sleep Powder, Smokescreen, Spider Web, Spikes, Stun Spore, Substitute, Toxic, Toxic Spikes, or Venom Drench.

Special: You can take this trait again if you have Ninja Adept. And a third time if you have Ninja Master.

Noble Sacrifice [Friendship]

You are willing to put yourself in harm's way to protect your Pokémon. When you do so, your Pokémon are inspired by your courage and determination.

Benefit: You can use your Dodge reaction to intercept an attack for one of your Pokémon within 2 meters. When you do so you are subject to the normal results of the attack, however, if damage from this attack would reduce you below 1 HP you instead fall to 1 HP and gain a degree of fatigue. If you intercept a damage dealing attack, you can boost the guarded Pokémon's ATK or SP.ATK 2 combat stages.

Special: For every other Friendship trait you have you may use Self Sacrifice from an additional square away

Officer

You are an authorized law enforcement officer, military captain, detective, agent, league member, or other official.

Benefit: You have a badge or other form of identification that others recognize as granting authority in specific areas. Additionally, you have the responsibilities and perks affiliated with your position. You become a member of that organization and gain a +10 to your Standing in that organization.

Organization Administration

When it comes to commanding others, managing a large group of people, and tracking logistics you have a natural knack, extensive training, or both.

Natural Leader

You attract followers and supporters, sometimes without even trying.

Benefit: You can create an organization (pg. 126). You are the Boss, CEO, or master of that organization and gain +5 standing in that organization.

Adaptable Structuring

Your organization is flexible and experienced at changing its layout and function.

Prerequisites: Natural Leader

Benefit: When you restructure your

organization it only takes 2d4 days and suffers no score, scope, or influence penalties.

Aggressive Tactics

Your organization is skilled at conflict and confronting other organizations in whatever theater they choose.

Prerequisites: Natural Leader

Benefit: Your organization gains +3 on any conflict checks.

Right-hand Man

Your companion has become a loyal and capable ally who will obey your requests and orders.

Prerequisites: Natural Leader, Have the organization benefit granting an assistant, bodyguard, or cohort (pg. 130).

Benefit: The cohort or ally given by the organization's benefit has a minimum Trainer Level of your TL - 3. Their Pokémon CL levels have a minimum of the average CL of your party - 2. The cohort can and will follow you beyond the scope of the organization. Generally, this cohort will perform tasks, gather information, or even engage dangerous operations for the trainer. However, they should only participate in battles as an allied combatant during exceptionally important occasions. In other words, they are loyal and capable, and follow direction of the player, but should be an occasional addition to a player's combat abilities not a constant battle stay, as regulated by the PM.

Job Perks

Your organization is exceptionally good at providing incentives and advantages to its members.

Prerequisites: Natural Leader

Benefit: Select 3 more benefits for your organization, as if you had increased your organization's influence by 3.

Poké Tech

The world of Pokémon is full of incredible devices built to help Trainer's capture, train, and battle Pokémon. Some of these devices are very rare and given to only a select few.

Pokédex Bearer

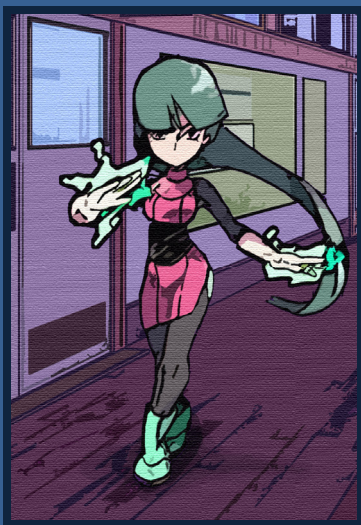
You are one of the few chosen to bear the Pokédex.

Prerequisites: None, or as set by the PM.

Benefit: You have a Pokédex. See the equipment section for more details on the abilities and rules regarding your Pokédex.

Special: In some Pokémon canon Pokédex are fairly common and most Trainers have one, and in some they are

*"You usually have to be born with telekinetic powers. You just can't learn them."
-Sabrina's Father*



very rare and only given to a few. This Trait is for games in which they are rare and grant access to the Pokédex for your character.

Battle Scan

Your Pokédex has been upgraded or you have learned to interpret its data more fully. When you perform a scan during battle you learn more detailed information about your target.

Prerequisites: Pokédex Bearer

Benefit: When you perform a scan of a Pokémon you also learn the percentage of its current HP, its level, moveset, abilities, and what traits it has learned.

Full Scan

Whenever you acquire a Pokémon your Pokédex performs a full biological scan of the species, revealing behavior and weaknesses that give you an advantage against all members of that species.

Prerequisites: Pokédex Bearer

Benefit: You and your Pokémon gain +1 Evasion, +1 on attack rolls, and +1 damage tier against any species of Pokémon you have ever owned.

Poké Radar

You have received the Poké Radar, either in the form of an upgrade to your Pokédex or a standalone device. The Radar detects Pokémon nearby.

Prerequisites: Pokédex Bearer

Benefit: You can spend a trainer action to use your Radar to pinpoint the location of all Pokémon within 30ft. This does not reveal the species or any other information about the target(s). You gain +250 on PokéHunter scores.

Poké Radio

You have received the Poké Radio, either in the form of an upgrade to your Pokédex or a standalone device. The Radio plays special sounds and tones that attract Pokémon from other regions.

Prerequisites: Pokédex Bearer

Benefit: The Poké Radio functions as a radio (see pg. 34). Additionally, when you play PokéHunter you can choose a generation of Pokémon different than the one you are currently in, the added cost of finding those Pokémon out of their native region is cut in half.

Pokémon Empath

You have a unique connection with Pokémon allowing you to befriend them in almost any situation.

Prerequisite: SPT 1,

Benefit: You gain a +4 circumstance

bonus on all checks involving communication or persuasion and Pokémon. This bonus only applies if you or your Pokémon have not attacked the target. You can understand Pokémon speech.

Powerful Connection [Friendship]

Your Pokémon such have a deep affection for you that they can overcome ailments to fulfil your dreams.

Benefit: Any of your Pokémon suffering from the Burned, Poisoned, Asleep, Frozen, or Paralyzed condition have a 10% chance each round of battle to overcome the condition and completely recover.

Special: Increase the chance of overcoming by 4% for each other friendship trait you have.

Practiced Dedication [Disc/Friend]

Your Pokémon have grown to love you and have trained to use this devotion to push beyond their normal limits.

Prerequisite: 2 Discipline and 2 Friendship traits.

Benefit: Once per day as a TA you can revive one of your fainted Pokémon. They revive with 5% of their max HP.

Special: For every other discipline or friendship trait that you have, increase the amount of HP they revive with by 5% . This trait counts as both a Friendship and Discipline trait.

Press [Discipline]

You can press your Pokémon to fight harder.

Prerequisite: Training

Benefit: As a trainer action deal your own Pokémon 25% of their max life. Raise any one combat stage one level.

Special: For every other discipline trait that you have, reduce the damage dealt to your Pokémon by Press by 5% .

Psychic Potential

You have innate psychic ability.

Prerequisite: INT 2

Benefit: You become trained in Psychonesis, the skill reflecting psychic ability and influence. You are now Psychic type.

Psychic Savant

Your psychic power is overwhelming.

Prerequisite: Psychic Potential

Benefit: You gain a +4 to Psychonesis checks.

Special: This bonus stacks with Skill Focus (Psychonesis).

“How you live in harmony with Pokémon and strive to protect nature every day...

How you selflessly go to the help of those in need...

How you've trained and built your body to become a Ranger...”

-Spenser, Ranger Leader

“I can't wait to test our new automatic, high-speed, super-duper, whatchamacallit”

-Jessie

Ranger Training

Pokémon rangers are elite Pokémon specialists dedicated to preserving the natural balance of the world. Pokémon Rangers are trained in a powerful device called the Pokémon Styler. The Pokémon Styler is a device that flies through the air, emitting waves of energy that soothe Pokémon. This device, along with a Ranger's skill and training, allows a Ranger to calm and ally with wild Pokémon.

Ranger Initiate

You are a Pokémon Ranger initiate. You have a unique connection with the natural world and consider its protection of utmost importance. You have been trained with the use of the Capture Styler.

Benefit: You gain training in the Styler skill, and can use it to capture wild Pokémon. Your styler is a non-violent method of capturing Pokémon, as detailed in the Skills chapter (pg. 71) When you play Pokéhunter add 250 to your total score. Additionally, whenever you capture a Pokémon its starting loyalty is 1 higher. Finally, you become a member of the Ranger organization.

Ranger Novice

You are a Pokémon Ranger novice. You can use your styler to temporarily gain the aid of wild Pokémon.

Benefit: You can now use the Call Aid feature of the Styler Skill.

Ranger Adept

You are a Pokémon Ranger adept. You can boost the power of your styler with energy from a friendly Pokémon giving you special attacks.

Benefit: You can now use the Poké Assist feature of the Styler skill.

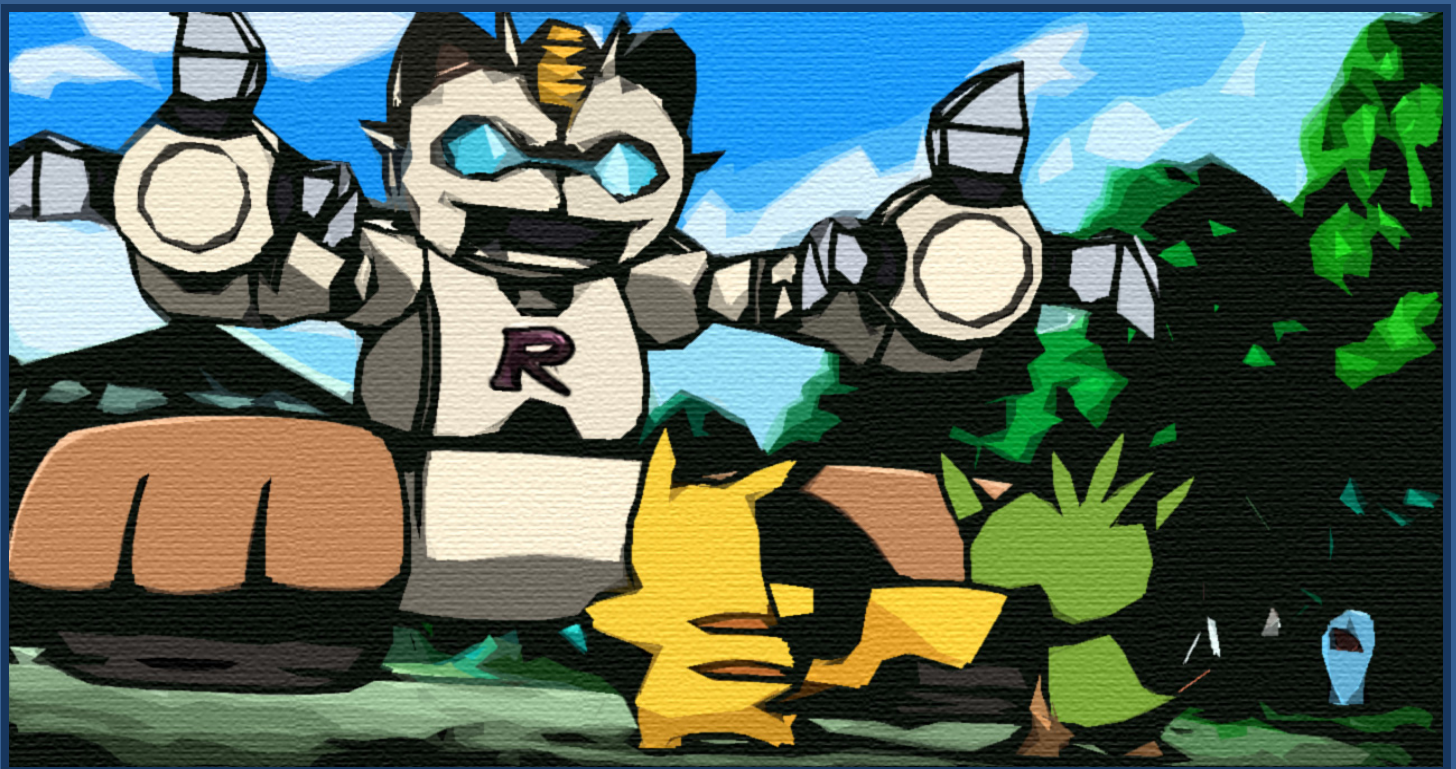
Ranger Master

You are a Pokémon Ranger master. You have a Pokémon that is a dear friend and capable ally in your quest to protect the world.

Benefit: Choose one of your Pokémon. This Pokémon becomes your Ranger Partner. Your Partner immediately gains 2 TP. Whenever you have your partner active, you gain +2 to your Initiative score. Finally, once per day as a standard action your Partner Pokémon can summon 2 other Pokémon of its species (if reasonably found in the area). These allies follow the same rules as the Pokémon allies of the Ranger Novice trait.

Robotics

You have a great knowledge of robotics and machines, able to craft mechanical armors, suits, or vehicles.



"I never give up, no matter what. You must be the same?"
-Lance, Dragon Tamer, Champion

Prerequisites: Trained in Mechanics and Computers. INT 3

Benefit: You can spend the cost of the raw materials to craft mech armor, robots, vehicles or equipment. When crafting an item (see the Computers and Mechanics skills) you multiply your check by 15 instead of 10 to calculate Pokedollar amount. You can also craft more advanced, fantastic, and incredible machines such as mecha armor, robotic arms, or flying ships.

Shake it Off [Discipline]

You have taught your Pokémon to keep focused on the battle at all times.

Benefit: Once per day as a free action you can have one of your Pokémon shake off the effects the Sleep, Confused, Infatuated, Enraged or Flinched conditions.

Special: For every discipline trait you have you can have a Pokémon shake off a condition once more per day.

Skill Training (any)

You master a set of skills you previously found beyond your grasp.

Benefit: Choose two skills you are not trained in. You are now trained in those skills.

Special: You cannot train Psychonesis or Mysticism with this trait.

Skill Focus

You are a master of one skill.

Benefit: Choose one skill you are

trained in, you gain a +2 to skill checks with that skill and can choose to reroll any check you make with that skill. You must take the second roll no matter what.

Sneak Attack

You can hit your enemy in weak spots when they are unaware of your presence.

Prerequisites: AGL 2

Benefit: Whenever you hit an enemy that was unaware of you, your attack's damage tier is increased by 2.

Specialist Tree

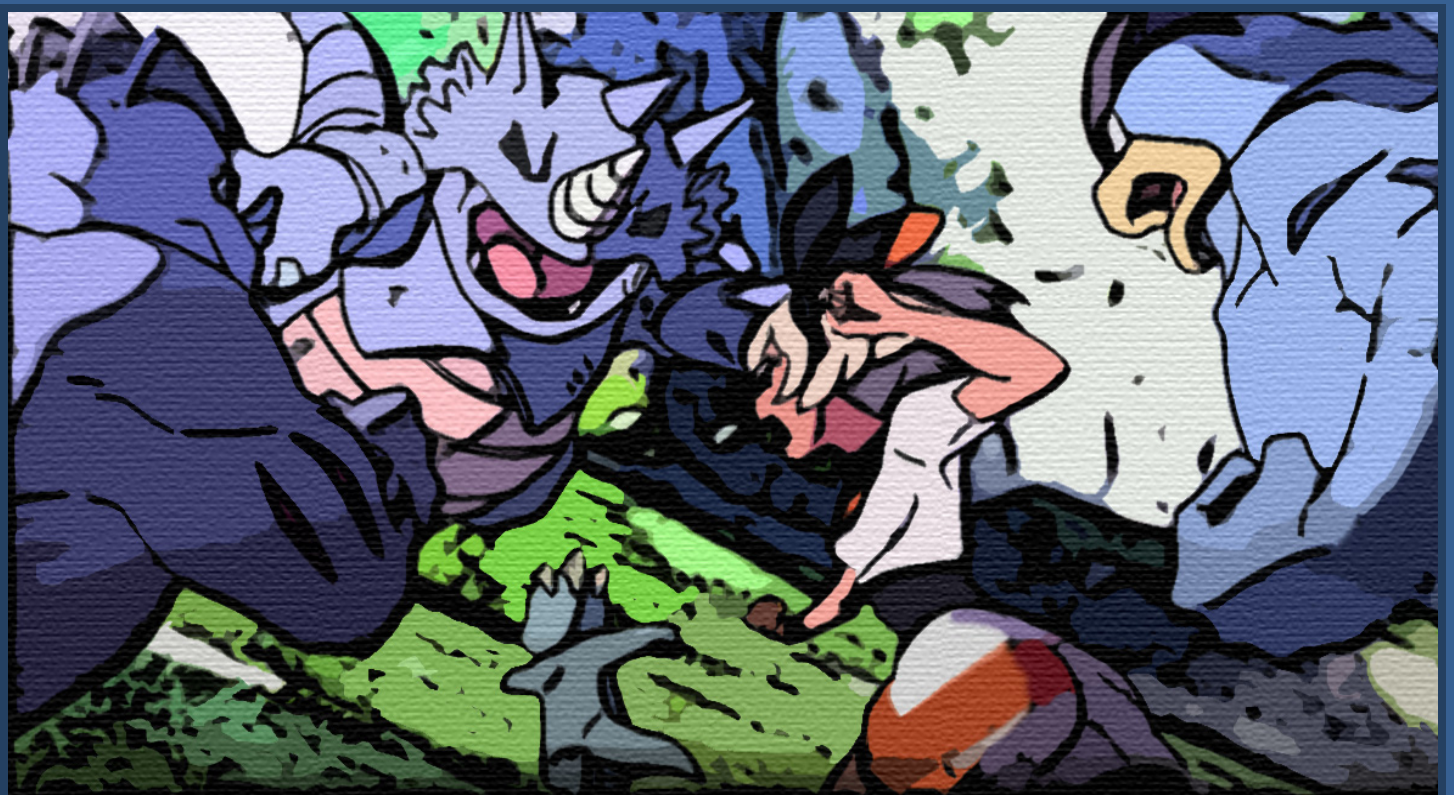
You feel a deep connection with Pokémon of a certain type. Your personality meshes well with Pokémon of this type or perhaps you just like the way they look! Whatever the reason, you have learned to work well with Pokémon of the type you have chosen.

Specialist Initiate

You have an undeveloped but potent connection with a specific Pokémon type. When working with Pokémon of that type they get a small bonus.

Prerequisites: Must own one Pokémon of the chosen type.

Benefit: Pokémon of your chosen type gain 2 TP when you acquire them. You gain +2 to all skill checks involving Pokémon of your chosen type



“A Caterpie may change into a Butterfree, but the heart that beats inside remains the same.”
-Brock

Specialist Novice

You can train and guide Pokémon of your type exceptionally well.

Prerequisites: Specialist Initiate

Benefit: Pokémon of your chosen type get +1 to their Sp.Atk or Atk BST and +1 to their Speed or HP BST.

Specialist Adept

You have an advanced understanding of a specific Pokémon type. When working with Pokémon of that type they get a large combat bonus.

Prerequisites: Specialist Initiate, Specialist Novice.

Benefit: Choose one Pokémon type that is super-effective against your chosen type. Pokémon of your chosen type resist these attacks by 1 step further.

Specialist Master

You have a deep understanding and connection of a specific Pokémon type. When working with Pokémon of that type they get a huge combat bonus.

Prerequisites: Specialist Initiate, Specialist Novice, Specialist Adept

Benefit: Once per day as a free action you can raise a combat stage of a Pokémon of your chosen type by 1

Specialist Soul

You are one with your chosen type.

Prerequisites: Own three Pokémon of the specific type. Specialist Novice.

Benefit: Your type becomes your Specialist Type, giving you the resistances, weaknesses, and STAB as appropriate. In addition, you can detect the presence of your chosen type within 20 meters and you gain a +5 to perception checks against your type.

Specialist Hunter

You are skilled at finding your chosen type.

Prerequisites: AWE 2, Specialist Initiate

Benefit: When you play Pokéhunter you can declare you are hunting Pokémon of your type. If you do so, you gain 750 points toward your score, but only for your type.

Specialist Pokémon Move

You have learned to channel your life force into a Pokémon move of your type.

Prerequisites: Specialist Soul

Benefit: Choose one Pokémon move of your type. You can now use that move. It must be a move that makes relative sense (Fly, for example, is not a great choice,

unless you have a jet pack...), and is subject to PM approval.

Sprinter

You are fast. Very fast.

Prerequisites: STR 1 or AGL 1

Benefit: Your base land speed increases by three (from 6 to 9 squares).

Special: Stacks with Running Shoes.

Stand Together [Discipline]

When your Pokémon stand side by side during battle they help each other land deadly blows.

Benefit: If two of your Pokémon stand within reach of each other and make attacks against the same target increase the critical hit range of both attacks by 2.

Special: For every other discipline trait you have increase the critical hit range by .5 (rounded down).

Strategist

You are a capable battlefield strategist able to direct allies to better positions during combat.

Benefit: As a TA you can allow 2 allies within 10 squares of you to move half their movement speed.

Strong Arm

You have a powerful throw.

Benefit: When throwing something, whether it is Poké balls, grenades, or other thrown weapons, increase the range by 100%.

Special: This includes when sending out a Pokémon.

Survivalist Tree

Your life in the wilds has toughened and hardened you. You are at home where others find other hardship and death.

Initiate – Grit

You can push through weariness and fatigue that would incapacitate others.

Benefit: You lose consciousness at 6 degrees of fatigue instead of 5. You ignore the effects of 1 degree of fatigue. Sleeping in poor shelter or uncomfortable conditions does not give you a degree of fatigue (you still need good shelter to recover from fatigue).

Novice – Wilderness Acclimation

Your body and instincts have adapted from constant exposure to the ailments and dangers of the wildlands.

Prerequisites: Survivalist Initiate



Benefit: When you make a saving throw against move effects, or when you are subject to a trap, hazard, or poison of any kind, you can reroll any allowed saves or skill checks. This includes secondary rolls for resisting further damage or for ending effects early.

Adept – Sturdy

You can stay on your feet even after the most powerful and devastating blows.

Prerequisites: Survivalist Novice

Benefit: You gain the Pokémon ability Sturdy. When an attack would reduce you below 0 HP from full HP, you instead are reduced to 1 HP.

Master – Ear to the Ground

You are aware of the natural order and state of the world around you. When something has altered this, you notice.

Prerequisites: Survivalist Adept

Benefit: You can spend 1 minute of uninterrupted listening to get a feel for the land. After this time, you immediately know of any major geographical features, presence and direction of any large groups of Pokémon or people (10 or more), or unusual occurrences that would alter the attitudes and behavior of wildlife within a number of miles equal to your AWE. When traveling in the wilderness (pg. 91), you can add or subtract 2 from your d20 roll.

Synergistic Assault

When your team attacks with a single type against an enemy, the attacks build off each other's strength.

Benefit: If a target is hit by two attacks of the same type from you or your Pokémon in a single round the attacks can reroll their damage and take the higher result.

Technical Machine Maker

You have learned to program TMs with moves your Pokémon know.

Prerequisite: Trained in Science

Benefit: Any time you spend a player turns Enhancing, you can create a TM from a move the Pokémon knows. You can then teach other Pokémon that move by spending TP (see the Technical Machine Pokémon trait).

Uncanny Dodge

You have a sixth sense that alerts you to danger.

Benefit: When using the Dodge trainer feature you can completely negate the effects and damage of an attack even if you were unaware of it.

Underdog Tree

Your affinity for the small and your respect for your Pokémon's special strength lead you to keep him from evolving. Your Pokémon may not want to evolve, or perhaps you know there is a power to tap with unevolved Pokémon. Whatever the case, your unevolved Pokémon have unlocked something deep inside.

Underdog

Your Pokémon fight with increased vigor in the face of larger foes.

Prerequisites: One Pokémon with the Underdog Pokémon trait

Benefit: When fighting a Pokémon at least one evolutionary stage above it, your Underdog Pokémon deal an additional 1d12 damage on a hit.

Special: Double this extra damage if the enemy Pokémon is from the same evolutionary tree as your Underdog

Small but Powerful

Your Pokémon are exceptionally powerful when they are not evolved.

Prerequisites: One Pokémon with the Underdog trait

Benefit: Moves used by your Underdog Pokémon get +1 to their damage tier.

Wealthy

You have inherited, created, or somehow come into a consistent source of money.

Benefit: You immediately gain 500x(trainer level) in Pokédollars. You gain 500x(trainer level) Pokédollars each time you gain a trainer level.

Weapon Proficiency

For some, there is nothing more comforting than a good side-arm strapped to the belt. For others, weapons provide a way to get in on the action, not content to sit idly on the sidelines during dangerous situations. This tree includes basic weapon proficiency and then more specialized traits to maximize your efficiency in battle.

Weapon Critical

You are able to exploit holes in your enemies defenses, hitting them in weak points more often.

Prerequisite: Weapon Training [Any]

Benefit: Increase the critical hit range of your weapon by 2.

Weapon Expert

You are an expert with your chosen weapon.

Prerequisites: Weapon Training, TL 5

Benefit: Increase the damage of your weapon attacks by two steps on the damage tier chart in the moves and abilities chapter (pg. 158). If it is a quick weapon, only increase the damage by 1 step.

Weapon Master

You have expanded your repertoire of mastered weapons.

Prerequisite: Weapon Training, Weapon Expert

Benefit: You can apply all your traits starting with "Weapon" to another weapon style of your choice.

Weapon Savant

You are exceptionally deadly with the weapon of your choice.

Prerequisites: Weapon Training, Weapon Expert

Benefit: You can reroll any 1s or 2s on the damage dice for your weapon.

Weapon Training [any]

You have trained and become proficient with a weapon style of your choice.

Prerequisites: None

Benefit: Choose a weapon style (Automatic Rifle, Bow, Dagger, Explosives, Hammer, Hand-to-Hand, Pistol, Rifle, Spear, or Sword). You no longer incur the -6 penalty to attack rolls from attacking with a weapon you are not proficient with when using weapons of that style. If you pick this trait at creation, you may start with a weapon of this type.

Aimed Explosions

You are so proficient with explosives that you can predict their blast radius and aim for the most effective shot.

Prerequisite: Weapon Training [Explosives]

Benefit: You can add your attack STAT to damage with explosives, your attack STAT for explosives does not count any STR bonus (like firearms).

Dead Shot

You are an incredible shot.

Benefit: When using a Firearm you can add your AWE to your ATK.

Dual Wielding

You can wield a weapon effectively in both hands.

Benefit: You can wield two weapons at



Vhu, Deviant Art

"Watch out! He's got a flamethrower!"
-Misty

the same time. Each time you use a TA to attack, you can attack with both weapons. When attacking with both weapons you suffer -4 to your attack modifier for both attacks.

Special: You cannot dual-wield Hammers, Spears, Bows, Rifles, or Automatic Rifles

Full-Auto

You can fire a hail of bullets when using an automatic rifle.

Prerequisite: Weapon Training [Automatic Rifle], Steady Hand, TL4

Benefit: When wielding an automatic rifle, you can make your attack target every creature in a line 3 squares long or in a square 2x2. When doing so, decrease the attack modifier of the attack by -4.

Heavy Hitter

Your attacks are powerful enough to crush rocks or pierce steel.

Prerequisite: Weapon Training [Explosives, Hammer, or Hunting Rifle], TL 4

Benefit: Your attacks flinch on attack rolls above 17. Your attacks deal normal damage to Rock and Steel type Pokémon and ignore 15 hardness of objects.

Special: Does not work with Quick or Semi-Auto weapons.

Quick Draw

You are lightning fast with your pistol.

Prerequisite: Weapon Training [Pistol], TL 4

Benefit: You can make an attack with your pistol as an interrupt. As with other interrupt moves, this uses one of your trainer

actions from your next turn. This attack has an availability of 2/Battle.

Reactive Stab

You threaten everywhere you can reach with your spear.

Prerequisite: Weapon Training [Spear], TL 4

Benefit: When an enemy moves to an adjacent square you can use your reaction to make an attack against them.

Sniper

You can aim with incredible precision.

Prerequisite: Weapon Training [Rifle or Bow], TL 4

Benefit: You ignore the effects of cover. You can use a TA to take aim, which allows you to reroll your next attack and damage roll. The rerolls are lost if you move or perform another action before making the attack.

Steady Hand

You are skilled at attacking multiple times with the same weapon.

Prerequisites: Weapon Training [Assault Rifle, Pistol, Knife, or Hand-to-hand]

Benefit: When using a weapon with Doublestrike or Multistrike you gain +1 to your attack modifier with that weapon.

Armor/Shield Proficiency

Even for those not actively attacking enemies, a good shield or tough set of armor can mean life or death. For those on the front lines, they often go hand-in-hand with weapon training.

Armored Like A Tank

Your natural toughness combined with your armor makes you incredibly tough.

Prerequisite: Second Skin

Benefit: When wearing armor add your TL+CL to your DEF and SP.DEF.

Second Skin

You are so familiar with armor that you barely even notice you are wearing it.

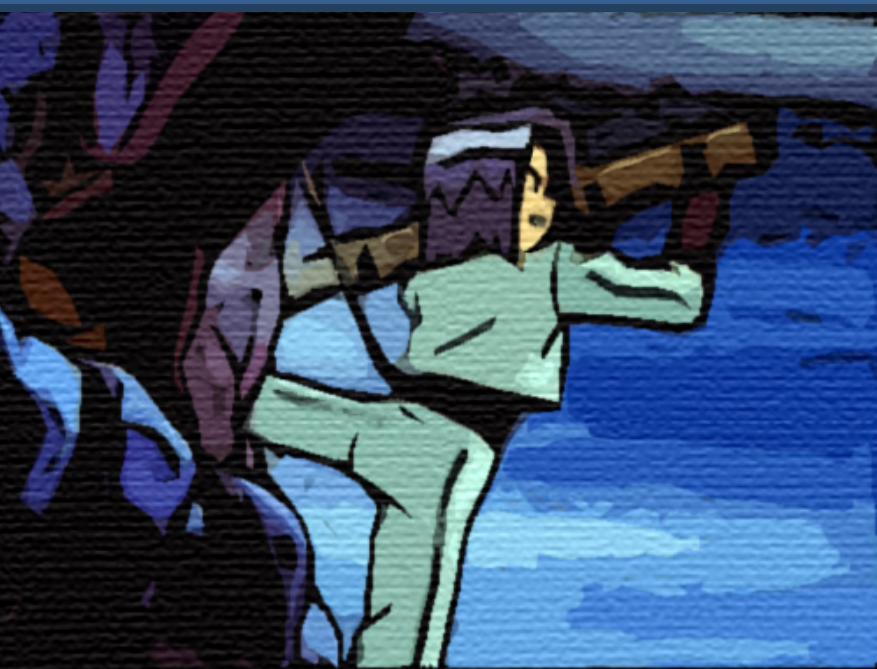
Prerequisites: SPT or VIT 2

Benefit: Reduce the level of impairment from armor by one step. Heavy Impairment becomes Medium, Medium becomes Light, and Light Impairment is completely removed.

Shield Proficiency

You are proficient with a shield and can maximize its defensive advantage.

Benefit: When wielding a small shield in your off-hand, you gain +2 to evasion instead of +1. When wielding a large shield



"It seems a shame to shoot such a sweet creature."
-James

in your off-hand, you gain +4 evasion instead of +2. Increase this evasion bonus another +1 against area of effect attacks.

Shield Ward

You are a stalwart bastion against enemy assaults and can protect those near you.

Prerequisite: Shield Proficiency

Benefit: When wielding a shield you can use a reaction to grant its Evasion bonus to one ally standing adjacent to you until the start of your next turn. This must be done before the attack roll and you cannot declare another Ward until the start of your next turn.

POKEMON TRAITS

Pokémon acquire traits as they advanced in experience. Use these traits to define your favorite Pokémon or explain unique abilities or strengths of the Pokémon on your team. Pokémon traits are easier to obtain with the help of a trainer, but wild Pokémon sometimes develop these characteristics as well.

It is possible to create an incredibly powerful Pokémon, especially if a few people are working together.

Imagine a master breeder produces an egg with the best both parents have to offer, which is raised and trained by an elite Pokémon trainer and then enhanced and infused by a brilliant scientist. This exceptional Pokémon would have power far beyond its lesser kin.

"Looks like you'll have to rethink the way you train"
- Brock

"You're looking at the only Sandshrew in the world who is strong enough to withstand water."
-AJ

Acquiring Pokémon Traits

Unlike Trainers, Pokémon do not gain new traits every level. As Pokémon gain levels, they earn Training Points (TP) which can be spent to purchase the traits below. Additional TP for each Pokémon can be gained through a trainer's efforts with the Breeding, Training, or Science skills.

As soon as a Pokémon has enough TP they can spend it and gain one of the traits below. Some traits require TP from a specific skill to be spent. Unless noted, however, a trait can be purchased by TP gained through leveling or from any of the skills.

Breeding

If a Breeder uses TP from the Breeding skill, it represents selective breeding, techniques to help parents pass certain traits to offspring, or the unique bond formed between human and Pokémon at birth.

TP spent by Breeding must be done when the egg is conceived. If the Breeder selects a trait with a level prerequisite the Pokémon gains that trait as soon as they attain that level.

Science

If a Scientist uses TP from the Science skill to purchase a trait, it represents controlled diet (carbos, protein, ect), energy infusions, computer downloads (such as TMs), activating latent power, or other technological enhancements.

Training

If a Trainer uses TP from the Training skill, it represents dedicated work, exercise, or practice.

Pokémon Trait Descriptions

Name

Prerequisite: Each trait has a specific TP cost. If a trait can be purchased more than once it will list the cost of each acquisition separated by a comma. Some traits have additional requirements, such as a minimum level or specific Pokémon type.

Benefit: Here the effect or new strength of the trait is explained.

Traits

Acquired Resistance

Prerequisite: 8 TP, Lvl 4

Benefit: Choose one Pokémon type, this Pokémon resists moves of this type one step further.

Accurate

Prerequisite: 4, 5, 6 TP

Benefit: The Pokémon gains +1 to attack rolls

Additional Ability

Prerequisite: 6 TP, Lvl 6

Benefit: This allows a Pokémon to unlock one of their other Abilities. The abilities available to each Pokémon are listed in their Pokédex entry. Descriptions of each ability are found in the Abilities and Moves chapter.

BST Boost – EV Training

Prerequisite: 2,3,4 TP, Training or Science TP

Benefit: Choose one BST and increase it by 1.

Special: Can be purchased up to 3 times for each STAT (at the progressive cost)

BST Boost – IVs

Prerequisite: 1,2 TP, Breeding TP

Benefit: Choose one BST and increase it by 1.

Special: Can be purchased up to two times for each STAT (at the progressive cost)

Consistent

Prerequisite: 5 TP

Benefit: This Pokémon can reroll 1s on any damage dice.

Egg Move

Prerequisite: 1 TP, Lvl 1, Breeder TP

Benefit: Choose a move from the Pokémon's egg move list that one of the parents knew. The newly hatched Pokémon knows that move.

Early Evolution

Prerequisite: 3, 5 TP

Benefit: Reduce the level requirement for the Pokémon's next evolutionary stage by 1.

Evasive

Prerequisite: 4, 6 TP

Benefit: The Pokémon gains +1 evasion.

Familiar

Prerequisite: 3 TP

Benefit: The Pokémon grants a skill bonus to their Trainer in 2 skills of the player's choice. The bonus is equal to 1/2 of the Pokémon's bonus in that skill. The Pokémon must be active for this bonus to apply.

Growth Spurt

Prerequisite: 2, 5 TP, Breeder or Scientist TP

Benefit: The Pokémon increases in size by 30% over the next 3 days. After the 3 days it gains +1 STR. If this increase makes it increase to over 3ft tall it is now medium. If it now over 7ft tall it is now large (usually, some exceptions might apply as determined by the PM).

Grappler

Prerequisite: 5TP, Know move Bind, Clamp, Constrict, or Wrap

Benefit: Grappled enemies can only target the grappler. Moves used by the grappled enemy are resisted 1 step further.

Guardian

This Pokémon is adept at distraction, getting in the way, and protecting others.

Prerequisite: 5TP, Trainer or Breeder TP

Benefit: Enemies adjacent to this Pokémon receive a -3 attack modifier to all attacks that do not include it as a target.

Herding

Prerequisite: 4 TP, Trainer TP

Benefit: When this Pokémon hits with an attack it can slide the target up to two squares. If the attack is a burst or area effect, it may slide each target 1 square.

Independent

Prerequisite: 3 TP

Benefit: The Pokémon's intelligence boosts by 1 if it is below intelligence 2. The Pokémon is also more capable of abstract thinking and problem solving. This allows a Pokémon to take significant actions without orders when presented with a crisis or encounter. This does not allow the Pokémon to act without Trainer direction during Battle, but it would improve the Pokémon's tactics if their trainer was absent or unconscious.

Intelligent

Prerequisite: 2 TP

Benefit: Increase their intelligence by 1



Mark331, Deviant Art

Interceptor

Prerequisite: 4 TP

Benefit: This Pokémon can move up to 15ft as part of Intercepting (see pg. 78) an attack. They must end this movement in a square that allows interception of the attack.

Mega Bond

Prerequisite: 5 TP, Maximum Loyalty, Available Mega Evolution

Benefit: This Pokémon has formed the bond necessary to Mega evolve. Unless the Trainer has also formed this bond through the Mega Bond trait for Trainers, the Pokémon cannot mega evolve.

Move Tutor

Prerequisite: 2 TP, Trainer TP, Move Tutor

Benefit: The Pokémon can learn a move from its Move Tutor list. The Trainer must have become a tutor of the move (See the Move Tutor trait) or have access to another trainer who is a tutor of the move.

Move Relearn

Prerequisite: 2 TP

Benefit: The Pokémon learns a move it knew or could have learned before.

Mount

Prerequisite: 2 TP, Trainer TP

Benefit: The Pokémon can bear riders

without the usual -6 penalty to Ride checks.

Move Accuracy

Prerequisite: 2TP

Benefit: Choose a move your Pokémon knows. This move's attack modifier increases by +1.

Move Area Effect

Prerequisite: 5 TP

Benefit: Choose a move your Pokémon knows with an area of effect. Increase the area of effect of the move by 1 square. Burst 1 becomes burst 2, line 3 becomes line 4, ect.

Move Critical Range

Prerequisite: 4TP

Benefit: Choose a move your Pokémon knows. This move's critical range is increased by 2.

Move Damage

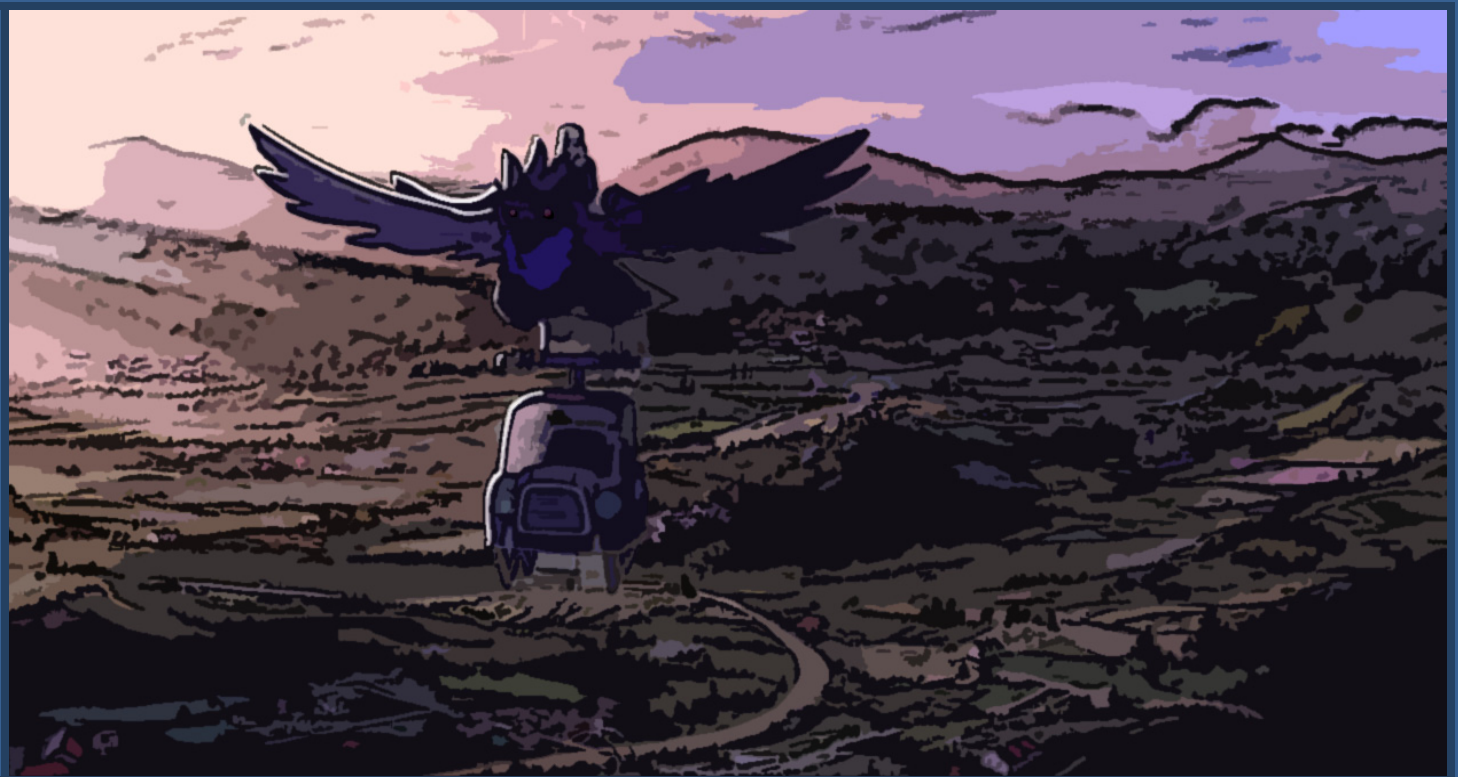
Prerequisite: 5TP

Benefit: Choose a move your Pokémon knows. This move's damage tier increases by 1.

Move Range

Prerequisite: TP 3

Benefit: Choose a move your Pokémon knows. This move's range is increased by 50%.



*"Talking was hard, but I
wouldn't give up."
-Meowth*

Move Utility

Prerequisite: TP 2

Benefit: Choose a move your Pokémon knows that is not a damaging move. This move's effect increases in one significant way. Teleport, for example, might work with additional targets, or Flash might shine in a greater area. Speak with your PM about reasonable effects. If an effect is too strong, try balancing it with a higher TP cost.

Movement Increase

Prerequisite: 4TP

Benefit: Increase any movement speed the Pokémon has by 1 square.

Moveset Increase

Prerequisite: 6, 8 TP

Benefit: The Pokémon can learn an additional move (normally 4 moves max).

Nature

Prerequisite: 2TP, Breeder TP

Benefit: Choose a nature, the unborn Pokémon is that nature.

Rapid Deployment

Prerequisite: 7TP, Trainer TP

Benefit: This Pokémon can make an attack on the same turn it is sent out.

Remove Ability

Prerequisite: 18 TP

Benefit: You can remove any ability a Pokémon has. This does not teach a Pokémon a new ability in its place.

Resilient

Prerequisite: 2, 4, 6 TP

Benefit: This Pokémon gains +2 on Body, Reflex, and Will saves.

Signature Move

Prerequisite: 4 TP, Lvl 6, Trainer TP

Benefit: Choose a move the Pokémon knows. The availability of this move improves by one step. From: Daily to 2/Day, to 1/Battle, to 2/Battle, to At-Will. If it was already an at-will power, once per day you can now use it twice as a single action

Skill Training

Prerequisite: 4 TP, Trainer or Scientist TP

Benefit: Choose a skill that the Pokémon does not have, it now gets +4 in that skill. The skill must make reasonable sense for the species and you must have PM approval.

Skill Boost: Jack of all Trades

Prerequisite: 2,4,6 TP

Benefit: Choose the three lowest skills of your Pokémon. Increase each by +2.

Skill Boost: Mastery

Prerequisite: 2,4,6 TP

Benefit: Choose one skill the Pokémon has a bonus in, it gets an additional +4.

Sneak Attack

Prerequisite: 4, 6, 8 TP

Benefit: Whenever this Pokémon hits a target that was unaware of them, increase the damage tier of that attack by 1.

Sniper

Prerequisite: 4 TP, Trainer or Scientist TP

Benefit: This Pokémon's attacks ignore the benefits of cover.

Speech

Prerequisite: Intelligence 3+, 6 TP

Benefit: The Pokémon can speak English or any one language. If the Pokémon is Psychic type it can also speak this language telepathically to any creature within 6 squares.

Strong

Prerequisite: 2 TP

Benefit: Increase their STR attribute by 1

Technical Machine

Prerequisite: 2 TP, Appropriate TM, Scientist TP

Benefit: The Pokémon learns a move from the technical machine (TM). The TM must be on the Pokémon's TM Move list.

Train and Grow

Prerequisite: 3 TP, Trainer TP

Benefit: The Pokémon gains levels until it is two levels below your party's average Pokémon level.

Underdog

Prerequisite: 4 TP

Benefit: As long as this Pokémon could have evolved and hasn't, it gains the BSTs of the evolved form (as if it had evolved) and +1 to any BST.

Special: This trait enables the Pokémon to benefit from the Underdog trainer trait tree.

Equipment and Tech



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Equipment is a vital part of every trainer's career. Poké Balls, flashlights, potions, and weapons are just a few of the items trainers have at their disposal. Savvy trainers will diversify their arsenals to increase their effectiveness and strength. This section will detail costs and effects of different pieces of equipment.

Technology in the Pokémon world is radically different than our own. From the ability to digitalize Pokémon and items, to high-tech telepads, this world is full of powerful and advanced technology.

Equipment

The Poké RPG has equipment above and beyond that available in the Pokémon games. Tents for long journeys into the mountains, flashlights for delving into the depths of bottomless caves, and any other item necessary for a trainer to succeed are available for players to acquire. Item descriptions are found below, and a table for price, weight, and size of each item is found later in the chapter.

Communication Gear

The world is vast, with cities and regions separated by miles and miles of wilderness. Trainers often need a way to communicate with one another to plan, execute, and coordinate their activities.

Walkie-Talkie

Walkie-Talkies are two way radio devices that read incoming signals of a certain frequency. Walkie-Talkies come in various sizes, from hand-held to ear pieces, and have different maximum ranges. Walkie-Talkies are useful because they are cheap and durable, and do not need to establish a signal through a tower (like phones do).

Radio

Radios are usually boxes able to pick up a wide range of frequencies and signals from a long range. Depending on the set-up, radios can also send signals to other radio devices and communicate over great distances.

Pokégear

Pokégear is a highly advanced piece of equipment combining the functions of a radio, phone, and digital map into a portable device. Pokégear is incredibly useful, but also very expensive.

Phone

Phones are handheld communication devices. Depending on the time period, cell phones or portable phone devices may or may not be available and have different ranges and effectiveness.

Medical and Recovery

Both Trainers and Pokémon often get hurt during a battle or over the course of an adventure. The following items aid in healing this damage and removing status effects.

Antidote

Antidotes are small, protected syringes that cure a Pokémon of various poisons and venoms.

*"While being trained, a Pokémon usually stays inside its Poké Ball. However, there are many exceptions."
-Ash's Pokédex*



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Berries

Berries are naturally growing fruit with healing properties. Various forms of berries exist, each having different effects on the Pokémon consuming them. Berries are rarely sold in Pokémarts because they have an exceptionally low shelf life and are difficult to cultivate. Some farmer's markets or special vendors might sell them.

Burn Heal

Burn heal is a small container with balms and ointments. When applied to a burned Pokémon they are healed of the burned status condition.

Medical Kit

A medical kit is a small box or bag containing bandages, antibacterial ointment, painkillers, and medicine. A medical kit is used by those with the First Aid skill or Medic traits to heal allies or themselves.

Paralyze Heal

Paralyze heal is a small metal probe with a charge that shocks a Pokémon. Each paralyze heal has enough charge for only

one use, but on application it heals a Pokémon of the paralyze status effect.

Potions

Potions are small spray bottles of condensed energy. When sprayed onto a Pokémon's wounds potions speed healing and recovery. Potions are single use.

Basic Potion – Heals 15 HP

Super Potion – Heals 30 HP

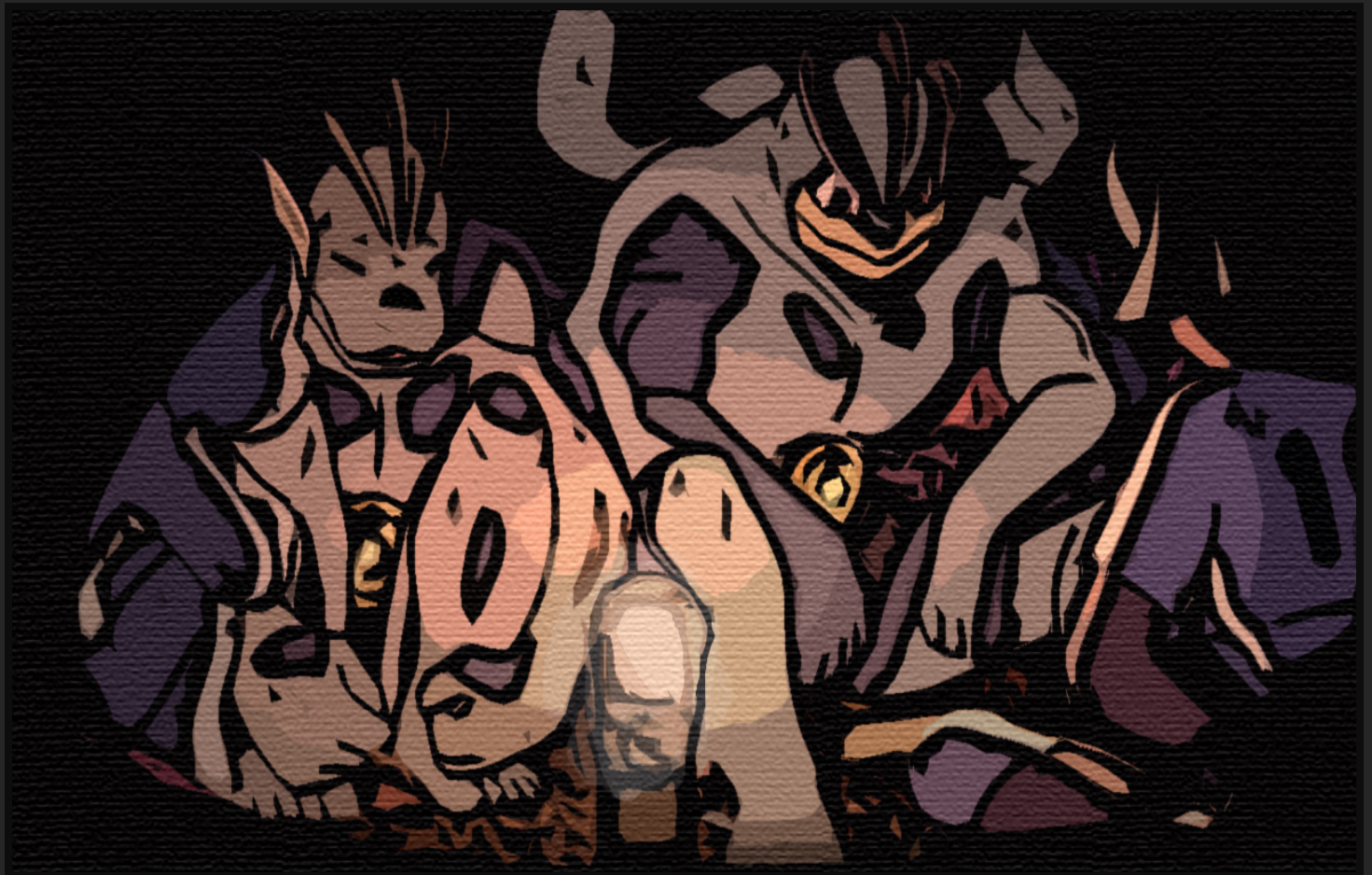
Hyper Potion – Heals 50 HP

Survival Gear

The world is dangerous, especially in the unexplored areas of the wilds. Pokémon trainers often travel deep into uncivilized areas and need gear to survive for days or weeks without returning to a town or city.

All-Weather Clothing

Durable, protective, and adaptable are the key aspects of a trainer's clothing. Trainers have clothing available for each type of environment. From water-proof coats for the deep rain forests to light, sun-reflective gear for the deserts, wearing the right kind of clothing is important for any traveling party.



*"I like shorts!
They're comfy and
easy to wear!"
-Youngster*

Back Pack

Back Packs are important tools for trainers, allowing them to carry and transport a wide variety of Poké Balls, food, and gear. Back Packs give 40 Volume.

Bandolier/Pouches

Extra pouches across the chest or belt provide easy access and additional storage space. Pulling an item from a bandolier pouch is a free action. A bandolier or setoff belt pouches has four slots, and each can hold an item or items of vol. 4 or less.

Field Kit

Essentially a backpack full of survival gear, typical field kits contain two water packs, a waterproof bedroll, a weeks' worth of rations, a flashlight, three flares, a fire starter, and 30ft of rope.

Flares

Flares are sticks a foot long which will burn for about two hours providing bright light in a 5ft area, and dim light in a 15ft area. Flares can be used for illumination, signaling, or anything else a long burning light might be useful for. Flares do not produce much heat on their own but can be used to start fires.

Rations

Rations are portable, nourishing, non-perishable food. Rations can be dried meats or fruits, bread, or anything else that will sustain travelers over long journeys.

Rope

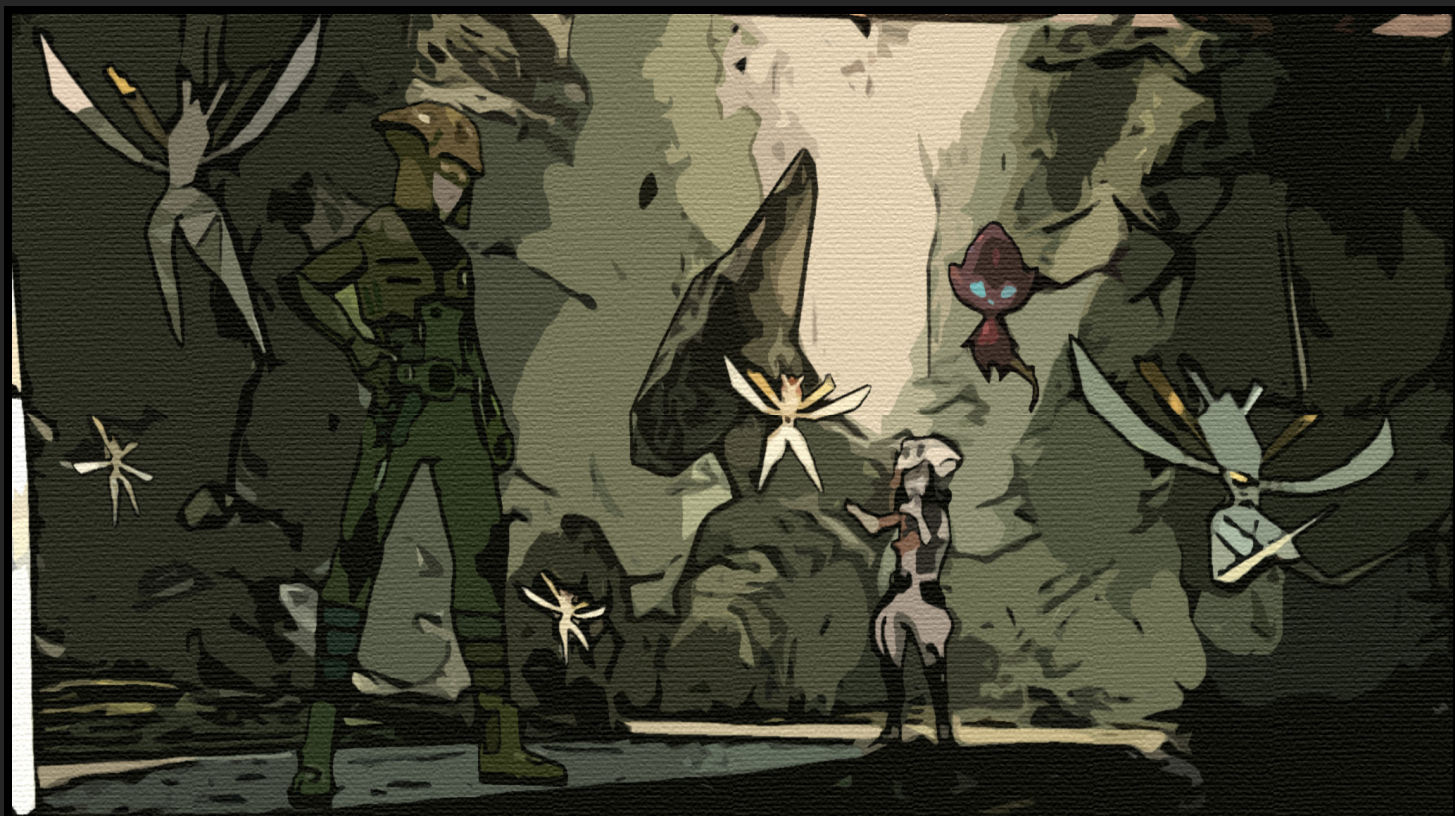
Anything from a simple cord to a steel cable, rope is one of the most versatile tools around. Rope can bind enemies, bridge ravines, create shelter, and much more. If used as binding the base break DC for standard rope is 20. Stronger and weaker types of rope or cable exist in different capacities throughout the world.

Tools and Misc.

The same tools that are available in our world are available in the Pokémon universe, plus some extras! Listed here are only the tools that are likely to be needed over the course of a Trainer's adventure. Mundane things such as wrenches, hammers, light bulbs, and more are available but are not included in this section.

Binoculars

Binoculars extend the maximum range of sight. Using binoculars allows trainers to see up to 10x farther while maintaining reasonable discernment of detail.



Gear

<u>Name</u>	<u>Price</u>	<u>Wt.</u>	<u>Vol.</u>
<u>Communication Gear</u>			
Radio	400	13	8
PokéGear	600	2	2
Phone	500	1	1
Walkie-Talkie	150	1	1
<u>Medical and Recovery</u>			
Berries	-----		
Burn Heal	100	.5	.5
Medical Kit	500	9	8
Paralyze Heal	100	.5	.5
Potion	150	1	.5
Super Potion	250	1	.5
<u>Survival Gear</u>			
All-Weather Clothing	200	10	8
Backpack	100	5	5
Bandolier or Pouches	25	1	2
Bedroll	50	7	10
Field Kit	350		
Flares	25	.2	1
Rations	20	1	1
Rope	50	3	2
<u>Tools and Misc.</u>			
Audio Recorder	250	1	1
Binoculars	150	3	3
Camera	400+	3	3
Flashlight	50	2	3
Gas Mask	250	2	3
Lock Picks	150	-	-
Night Vision Goggles	500	2	3

Gear

<u>Name</u>	<u>Price</u>	<u>Wt.</u>	<u>Vol.</u>
<u>Tools and Misc. Cont.</u>			
Pokédex	-----	2	2
Scuba Gear	350	15	15
Tool Kit	300	10	8
Video Recorder	400+	4	3
<u>Training and Capture</u>			
Bait	50	1	.5
Fishing Pole	250+	2	5
Nets	100	4	7
Poké Ball	200+	.3	1
Poffins or Pokéblocks	200	.2	.5
Repellant	200	1	1
Saddle	450	15	30
Technical Machine (TM)	-----	-	
<u>Transportation</u>			
Bicycle	900	10	10
Bike Repair Kit	250	2	2
Car	1300	-	-
Glider	1000	40	60
Jet Pack	1300	15	30
Motorcycle	1100	-	-
Roller Blades	900	5	8
Running Shoes	800	2	5



Flashlight

Flashlights produce a beam of light up to 50ft away. Flashlights usually run on batteries lasting up to 8 hours of continuous use before going dark.

Lock Pick Set

A set of lock picks allows a skilled user to open locks and doors. Lock picks are necessary for opening locks with the Thievery skill.

Pokédex

A highly advanced device the Pokédex scans a Pokémon's biology and genetic code and correlates this with all known information about the species. To get a Pokédex, a trainer must take the Pokédex Bearer trait (pg. 21).

As a trainer action you may perform a scan on a Pokémon from a distance of 50ft (10 squares) away. You learn the target's species. You gain access to any information in the Pokédex book or available online regarding that species of Pokémon.

Your Pokédex analyzes local geography for likely habitats of the scanned Pokémon. Whenever you play PokéHunter you can add a scanned Pokémon to your list of 6 an additional time without paying any of your score. The Pokémon must normally be found

in the area and you still must have scored above the Pokémon's required score.

More specific information about the scanned Pokémon can be gained if the traits Battle Scan or Full Scan have been taken. See the Poké Tech trait tree (pg. 21) for more information.

Tool Kit

Tool kits come in many sizes and varieties, but the basic form is a bag or box of common tools and items needed for repair, maintenance, or construction of mechanical devices. Tool kits also come with a selection of electrical gear needed for work on computers, Poké Balls, or other small machines.

Scuba Gear

Enables the user to breath underwater. Usually a scuba tank provides 2 hours of air, but smaller and larger tanks are not unheard of. Typical scuba gear is cumbersome and unwieldy, and while wearing it out of water you have Medium Impairment (see Armor Impairment pg. 41).

Camera

Cameras take pictures, either onto film or a digital storage device, depending on the time period. Cameras are useful for cherishing memories, investigating bad

guys, and taking photos of rare or exceptional Pokémon.

Audio Recorder

Usually small and discreet, audio recorders are used to capture the sounds and conversations near them. Audio recorders pick up the sounds that occur up to 15ft around them. Wireless microphones, longer range fidelity, and other modifications may be available depending on time period.

Video Recorder

Usually larger than an audio recorder, video recorders pick up both audio and visual information. Small or hidden video recorders exist later as technology advances, but may not be available in early campaigns.

Night vision Goggles

Night vision goggles allow the user to see in the dark. Colors are not discernable while wearing night vision goggles, but vision is otherwise unimpaired even in pitch black conditions.

Gas Mask

Gas masks are useful against certain poison attacks from Pokémon and against gas grenades or airborne toxins. A gas mask makes the wearer immune to Smog, Sweet Scent, and other appropriate attacks. However, it conveys a - 3 to perception checks.

Training and Capture

Raising and catching Pokémon is difficult even with the proper equipment and almost impossible without it. Below are common tools used for catching, rearing, and living with Pokémon.

Bait

This specially prepared food attracts Pokémon. By placing bait in an apt location Pokémon will approach and eat the bait. Generally, Bait grants a +500 to any Pokéhunter score. However, if the situation permits, a Pokémaster might allow the use of Bait during game play (rather than with the use of a Player Turn and Pokéhunter). During these times, Bait might attract a family of Pokémon for the trainers to fight, or allow for a role on the Wilderness Adventuring Pokémon encounters table.

Fishing Pole

Fishing poles are used to catch water Pokémon. Water Pokémon are notoriously difficult to catch because you cannot throw Poké Balls into the water. By using a fishing pole, Trainers can pull water Pokémon to the surface, where the Pokémon will either attempt to break free or battle the trainer. Once weakened, a trainer can throw a Poké Ball at water Pokémon while still attached to the line.

Old Rod – Grants a -750 penalty to fishing Pokéhunter scores

Good Rod – No penalty or bonus



Super Rod – Grants a +250 bonus to fishing PokéHunter scores

Nets

A length of open-meshed material made of wire, cord, rope, or something similar, nets allow trainers to hold Pokémon still while attempting capture them. With a successful hit, a net grants a +10 capture bonus.

Poké Balls

The Poké Ball is the mainstay of any trainer's arsenal. Poké Balls allow for the capture and training of Pokémon. Many different kinds of Poké Balls exist, each granting various bonuses to capture depending on the ball.

Poké Ball –

A ball thrown at wild Pokémon to catch them. This ball is the standard capture device for Pokémon Trainers. Poké balls have a maximum range of 6 squares; this is for deploying, recalling, or attempting a capture.

Great Ball –

More effective than a Poké Ball, this ball has a more powerful containment field and is of a higher quality. When using a Great Ball, Poké Hunter Scores increase by 150 and gives a +5 to capture rate on capture attempts.

Ultra Ball –

More effective than a Great Ball, an Ultra Ball is the best Poké ball money can buy. The Ultra ball is the pinnacle of capture technology. When using an Ultra Ball, Poké Hunter scores increase by 250, and it gives a +10 to capture rate.

Unique Poké Balls -

Many other poke balls exist, such as the Net Ball, Dive Ball, and more. These balls have special effects or are exceptionally effective in specific circumstances. When these specialized balls are used and certain conditions are met they increase PokéHunter scores by 500 and give +15 to capture rate, otherwise they function as a standard Poké Ball.



Poké Ball	Price	Effect/Works better on...
Poké Ball	200	Standard Poké Ball
Great Ball	400	Better than Poké Ball
Ultra Ball	600	Better than Great Ball
Level Ball.	Apricot	Pokémon of levels lower than your active Pokémon
Lure Ball	Apricot	Works better while fishing
Moon Ball	Apricot	Pokémon that evolve with a Moon stone
Friend Ball	Apricot	Increases Loyalty
Love Ball	Apricot	Opposite gender of active Pokémon
Heavy Ball	Apricot	Heavier Pokémon
Fast Ball	Apricot	Fast Pokémon
Sport Ball	Apricot	Used in Sporting Events
Premier Ball	200	Commemoration ball, functions as Poké Ball
Repeat Ball	450	Pokémon of a species you have previously caught
Timer Ball	450	Works better in long battles
Nest Ball	450	Lower level Pokémon
Net Ball	450	Water/Bug-type Pokémon
Dive Ball	450	Works better while diving or surfing
Luxury Ball	450	Increases loyalty gains
Heal Ball	300	Fully restores the caught Pokémon
Quick Ball	450	The first round of battle
Dusk Ball	450	Works better in caves or darkness
Cherish Ball	-	Rare gift ball
Park Ball	-	Used in certain Parks
Dream Ball	-	???
Master Ball	-	Never fails to capture



*"I love racing downhill!
Crash and Burn!"
-Biker*

*"How do you like your new
BICYCLE? You can take it
on CYCLING ROAD and in
caves!"
-Bike Store Attendant*

Transportation

Getting around quickly is important. Sometimes there are people in danger, or a rare Pokémon is getting away, or something with massive teeth is chasing you. Whatever the case may be, the items below will help you move faster and reduce travel time.

Bicycle

Made of an advanced alloy that is light-weight but incredibly durable, bicycles play a major role in every trainer's life. Bicycles are uniquely able to fill all of a trainer's needs in transportation. Bicycles allow for fast travel, even in areas where no roads, gasoline, or development are available. Bicycles also allow trainers to travel through areas with little noise, which would scare most Pokémon away. Trainer bicycles are made of advanced alloy that is light and strong. Generally, bicycles are capable of taking large amounts of damage without breaking or getting destroyed. Most trainer bicycles are also foldable, able to compact into a much smaller shape for carrying. When folded, the bicycle is not small enough to fit in a backpack, but can be easily attached to a backpack and carried on the back.

Bicycles increase the base speed of the user by 7 squares. However, the first 4 squares of movement are considered difficult terrain unless you were moving the previous round. Movement costs of difficult terrain due to a steep incline costs 4 squares instead of 2. Moving downhill increases the speed boost from 7 to 12. Performing complicated maneuvers (like a turn steeper than 120 degrees, jumping off a high ledge, or keeping balance after taking damage) requires an Athletics check with a DC from Easy to Hard as set by the PM to avoid crashing or coming to a complete stop.

Bike Repair Kit

Bike repair kits are useful for fixing broken parts and keeping your bike running smoothly. A bike repair kit includes all the tools and materials necessary to repair common bike problems, such as flat tires, brakes, and other issues. The bike repair kit also includes fast-sealing epoxy and other liquid alloys that can repair more severe frame damage.

Roller Blades

Very popular in certain regions, Roller Blades

Apricot-

An Apricot designation in price means these are not for sale and must be made from special apricot plants. It may be possible to find someone who knows how to craft Poké balls from Apricots

Poffins/Pokeblocks

Pokeblocks, often called Poffins, are a concentrated berry supplement for a Pokémon's diet. Pokémon love the taste and benefit greatly from the nutrients and energy in a Poffin. Many flavors of Poffin exist, and each Pokémon has a different preference for Poffin type and flavor. Supplementing your Pokémon's diet with Poffins for three days and consistently feeding them such food gives them something good.

Repellant

A common tool for many Trainers, Pokémon Repellant, or Repel, keeps wild Pokémon from attacking or approaching the user. A single application of repellant lasts 24 hours and reduces the d20 roll range for Pokémon encounters by 1 (see Wilderness Adventuring, pg. 91)

Technical Machine (TM)

A TM is a small machine that stores the data and energy necessary to teach a Pokémon a specific move. Each TM is programmed with a move, and when used on a compatible Pokémon allows it to learn that move almost instantly. To use a TM on a Pokémon, a trainer must be trained in the Science skill and spend TP as detailed in the Pokémon Traits section of the Traits chapter (pg. 30). In early Generations, TMs were single-use. Later on the technology was perfected and allowed multiple uses of a single TM.

"If you're going on an adventure wear these RUNNING SHOES. They'll put a zip in your step!"
-Brendan's Mom

are faster than running shoes but limit maneuverability. Roller blades increase the base speed of the wearer by 5 squares. However, the first 2 squares of movement are considered difficult terrain unless you were moving the previous round. Performing complicated maneuvers (like a turn greater than 90 degrees, jumping off a high ledge, or keeping balance after taking damage) requires an Athletics check with a DC from Easy to Hard as set by the PM to avoid crashing or coming to a complete stop.

Running Shoes

These shoes are the envy of every trainer and would-be adventurer. Specially made and mechanically enhanced, they increase your running speeds by up to 50%! Base character speeds increase by 3, from 6 squares to 9 (or 9 to 12 with the Sprinter trait).

Jet Pack

While rare, jet packs are not unheard of in the Pokémon world. Due to expense most people never really consider jet packs a viable mode of transportation. However, jet packs are incredibly useful, and law enforcement groups, government agencies, criminal organizations, and even some Pokémon Trainers find them to be worth the cost in certain situations.

Glider

A glider is a self-powered flying apparatus that allows the user to fly for a limited period of time. Many types of gliders exist, most using the momentum gained from starting at a high position to allow them to fly for a brief period of time. For more money some gliders come with a small engine or other propulsion system that allows for takeoff from the ground and sustain longer periods of flight. Without a propulsion system, a glider allows for 15 squares of horizontal movement while losing 1 square of vertical height. These gliders travel at 15 squares per round (60km/h). Propulsion systems generally are limited by fuel, and the engines are used to allow the glider to climb to a high altitude and then glide once again. In this fashion, a propelled glider has fuel to climb to a height of 2 km, allowing for 30 km of horizontal travel.

Motorcycle

A motorcycle is a two-wheeled vehicle that is used mainly for its maneuverability and fast acceleration. Motorcycles can carry up



to two people and are among the fastest vehicles around. However, motorcycles do not provide cover to the occupants and are notorious for their dangerous wrecks.

Car

Cars come in many shapes and sizes, from all-purpose jeeps to small sedans used for commuting to work. Cars are pretty expensive, and most Pokémon trainers shy away from them for the large footprint they leave, the difficulty cars have in getting to most wilderness areas, and the difficulty in finding Pokémon while making too much noise.

Armor

Armor grants a bonus to the DEF and SP. DEF stats of the wearer. Armor often impairs the movement abilities of the wearer depending on the type, as listed below. The Second Skin trait reduces the penalties from wearing armor.

Armor Properties

Light Impairment -

Slight hindrance to movement and endurance. If wearing such armor you incur a -4 penalty to endurance checks.

Medium Impairment -

Substantial hindrance to movement and endurance. -6 On Endurance and -3 to Athletics, Acrobatics, and Stealth checks. -1 to base movement speed.

Heavy Impairment -

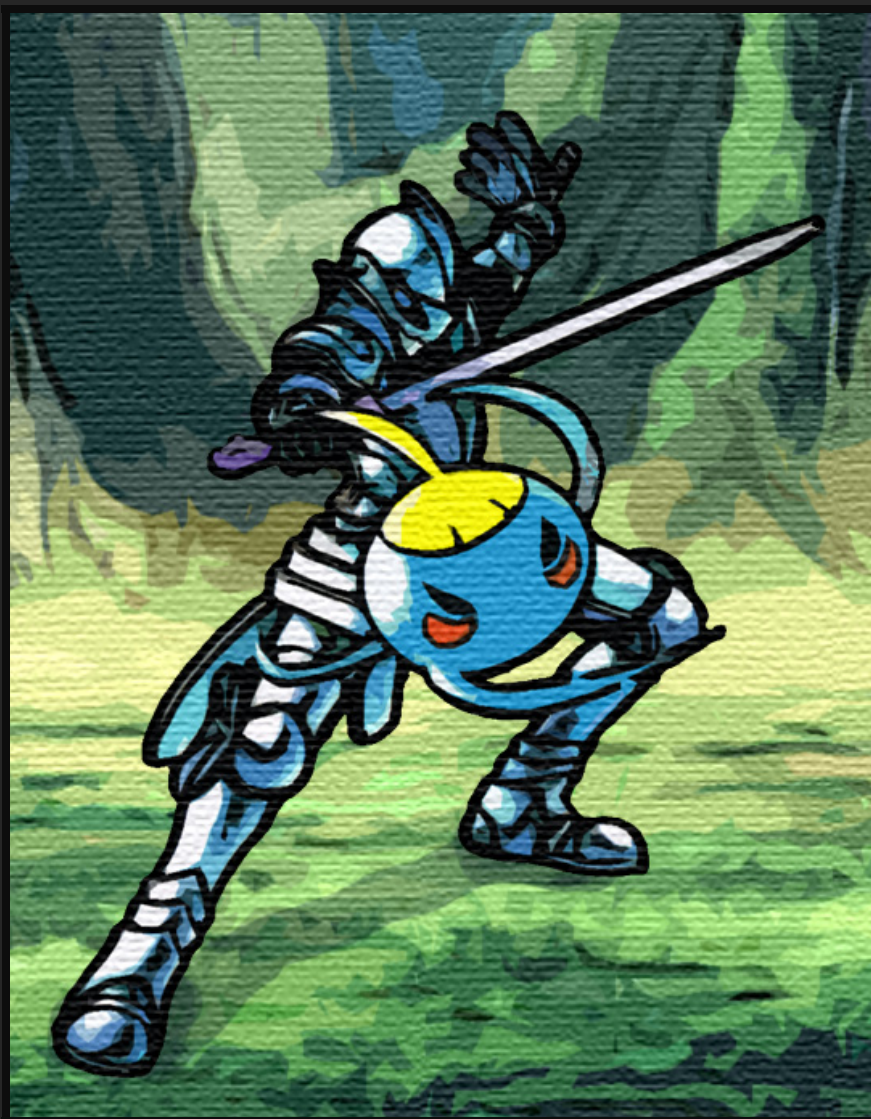
Dramatic hindrance to movement and endurance. -8 to Endurance and -5 to Athletics, Acrobatics, and Stealth. -2 to base movement speeds.

Archaic Light

Archaic light armor are simple leathers,

Armor

Type	Bonus	Price	Properties	Wt.	Vol.
Archaic					
Light	3	200	-	8	4
Medium	8	400	Medium Impairment	20	8
Heavy	12	800	Heavy Impairment	35	16
Modern					
Light	3	150		5	3
Medium	6	400	Light Impairment	13	6
Heavy	9	800	Medium Impairment	30	12
Shields					
Small Shield	+1	200	-		
Large Shield	+2	350	-3 to Athletics, Acrobatics, and Stealth		



heavy cloth, or other protective clothing that is relatively light and flexible, but offers less protection than heavier options.

Padded Cloth, Light Leather, Studded Leather

Archaic Medium

Archaic Medium armors are Chain mails, Scale Mail, Hardened or Studded Leathers, and the like. Heavier than Light armor, Archaic Medium incurs a Medium Impairment level.

Chainmail, Scale Mail

Archaic Heavy

Archaic Heavy Armor includes full body armor made of metal or similarly tough material. It is the best protection available, including gauntlets, helmet, and under armors to maximize protection and as much comfort as possible. These armors are heavy and hot, and have a High Impairment level.

Full plate, Samurai Armor

Modern Light

Modern Light armors are very similar to their archaic counterparts. Leather jackets, heavy work clothes, and the like, all offer limited amounts of protection while still allowing normal movement and finesse.

Leather Jacket, Heavy Work Clothes

Modern Medium

Modern medium armors are generally Kevlar or a similarly tough material woven into a vest or jacket of stab-resistant fabric. They include light Kevlar vests, tactical weave chest pieces, and durable fiber clothing. Lighter and more flexible than archaic medium armors they still provide a reasonable amount of protection. This armor is a real-world equivalent of Type II or Type IIIa body armor used by law-enforcement and military personnel.

Undercover Vest, Kevlar Vest,

Modern Heavy

Modern heavy armor is made of the same material as medium, but includes arm, sides, and groin protection. It also has steel or ceramic plates inserted in the fabric that dramatically increases protection and weight. This armor is a real-world equivalent of Type IV body armor.

Tactical Suite, Full-Army Gear

Shields

Small and large shields grant a bonus to evasion instead of the defense STATS. Shields function in the same manner whether they

are of ancient or modern construction. Small shields are three feet or less across and offer good protection without too much impairment. Large shields, such as modern riot shields or older tower shields are much heavier and are over four feet long.

Weapons

With dangerous monsters that can spit fire, shoot lightning, or bite through steel, Humans have had to rely on their ingenuity and grit to survive. In today's Pokémon world, guns and other weapons usually take a secondary role in warfare and other types of combat. Nevertheless, personal weapons are used by those who do not have the skill to train Pokémon, those who desire a form of defense that does not rely on other creatures, and the trainers who believe their Pokémon's prowess can be limited by their own.

The statistics below can be applied to any weapon of similar make and size, just modify it as necessary. The Charged Sword, for example, could also just be a finely made sword of more traditional feel, but perhaps attaching an ice-field generator to that sword does not make as much sense.

Weapon Properties

Firearm -

When using a firearm, do not add your STR to your attack STAT.

Jarring -

Pokémon get a -2 to starting loyalty if damaged by a jarring weapon during the encounter they are caught (Loyalty normally starts at 2 of 5).

Knockback -

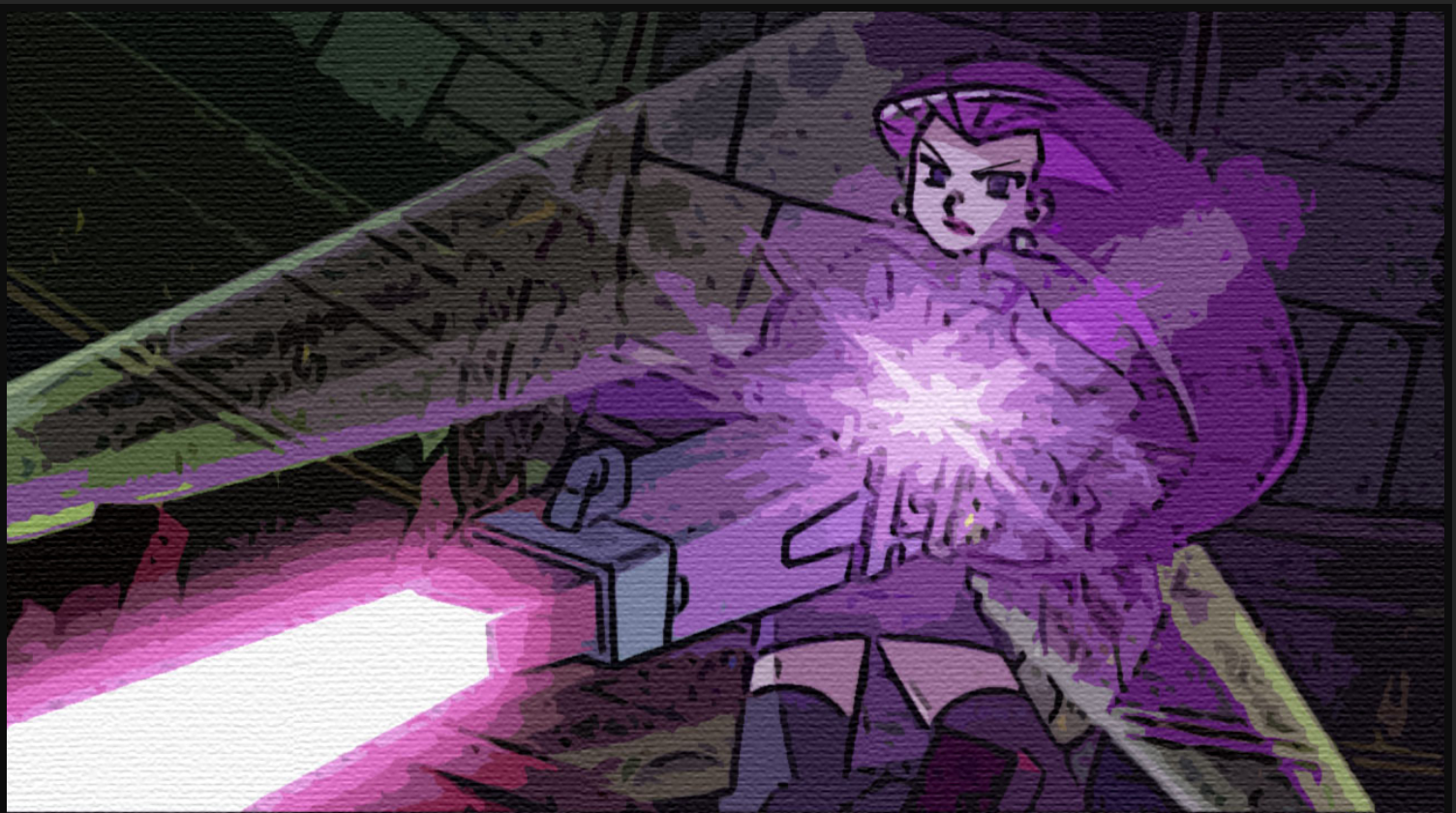
Weapons with the Knockback trait fling targets away from the user after a successful hit. See Knockback in the Moves and Abilities chapter.

Long Range -

Long range weapons take a -3 penalty to attacks against targets within two squares but have a much longer range than other weapons

Doublestrike -

Doublestrike weapons function exactly like Doublestrike Pokémon moves. With a doublestrike weapon you can attack twice with one action. You can choose new targets for each attack, make new rolls, and apply STATs as normal for each attack.



Weapons

Name	Damage	Mod	Range	Price	Properties
Firearms					
Assault Rifle	2d8+	-1	7	500	Firearm, Multistrike, Jarring
Pistol	2d12	-3	4	400	Firearm, Doublestrike, Jarring
Hunting Rifle	4d8	+1	11	500	Firearm, Long Range, Jarring
Explosives					
Bazooka	3d12x2	0	7	800	Burst 2, Do not add ATK
Grenade Launcher	-	0	5	500	Burst 2, Do not add ATK
Fragmentation Grenade	3d10x2	-1	3	50	Burst 2, Do not add ATK
Energy Grenade	4d8	-1	3	50	Burst 2, Do not add ATK, Status on 11+
Archaic Weapons					
Sword	2d12	+2	Melee	400	Charge, Versatile
Hammer	4d8	-1	Melee	400	Charge, Knockback
Spear	2d12	+2	4	400	Charge, Reach,
Dagger	2d8	0	Melee	250	Charge, Doublestrike
Compound Bow	2d12	+1	8	500	Charge, Retrievable Ammo, Silent
Hand to Hand	2d6+	+2	Melee	400	Multistrike, Fighting Type, Charge
Advanced Weaponry					
Field Generator	-	-	-	400	Attaches to a Charge weapon
Energy Gun	+1	-	-2	+500	Adds Charge to a Firearm



Multistrike –

Multistrike weapons function identically to Multistrike Pokémon moves. Multistrike moves can “hit” the target a variable amount of times. When making an attack, if you hit the target, you then roll 1d6. On a roll of 1, you hit once and deal the listed damage. On a roll of 2, you hit twice and add 1 to the attack's damage tier. On a roll of 3 or 4 you hit three times and add 3, on a roll of 5 you hit four times and add 4, and on a roll of 6 you have hit five times and add 5.

Assault Rifle

Assault rifles are firearms capable of shooting many times in a few seconds. These weapons are almost always regulated by governments and law-enforcement, but a savvy or well-known Pokémon trainer could probably convince someone of their necessity.

Bazooka

Bazookas are powerful weapons that launch missiles at their target. The missile explodes on contact with an object, whether it is the intended target or not. Illegal in most situations, Bazookas still find their way into some Trainers arsenals, especially those on the wrong side of the law.

Compound Bow

Compound bows are powerful weapons that rely on pulleys and a levering system to propel arrows at great speeds. These weapons are silent and deadly, which makes them ideal for hunting Pokémon or for other more questionable activities.

Charged Sword

Swords are versatile melee weapons that have been around for thousands of years. Add a high-powered taser or flame-field generator and you've got yourself a very potent weapon indeed. When wielding a sword, increase your Evasion by 1.

Dagger or Rapier

Smaller and lighter than swords, Knives, Daggers, and Rapiers deal less damage but have the Doublestrike trait, allowing for two attacks in a single round.

Energy Grenade

Energy grenades deal less damage than their Fragmentation brothers but make up for that in status effects and typed damage. Energy grenades come in Electric, Fire, Poison, Ice, Sleep and Confusion varieties. On an AC check of 11 or higher each grenade afflicts any caught in its blast radius with the status condition associated with its type. Sleep and Confusion grenades deal Normal type damage.

Energy Gun

Energy guns are variants of firearms that are more expensive and more advanced. Energy guns deal more damage at the cost of decreased effective range. Energy guns also have the Charge trait, allowing field generators to be attached to them. Apply the changes listed in the Energy Gun stat block to another Firearm.

Field Generator

Small devices that attach to compatible weapons, Field Generators come in every Pokémon type. When activated, these generators surround a weapon with fire, electricity, or other fields of energy that cause the weapon to deal damage of that type. In addition to the field generator itself, power cells are required to keep the generator working. One power cell has enough power for 15 hits with that weapon. Power cells cost 100 Pokédollars.

Fragmentation Grenade

Compact objects filled with explosives, the most dangerous part of a frag grenade is the shrapnel that is expelled when it explodes.

Grenade Launcher

Similar to Bazookas, Grenade Launchers instead lob a grenade to greater distances than usually attainable by hand. What they lack compared to Bazookas in range and damage, they make up for in versatility and control (A timed Sleep grenade around a corner, anyone?).

Hunting Rifle

Large firearms capable of firing at great distances, Hunting Rifles are used in towns bordering great wildernesses to keep wild



Pokémon at bay or, for the skilled user, to hunt.

Pistol

Pistols are small, hand-held firearms that are popular for their portable size. Still capable of packing a powerful slug, these weapons are often restricted by law-enforcement but it possible to get a permit allowing their ownership.

Power Glove

Martial artists use the statistics above for their unarmed attacks. However, if someone trained in martial arts uses a Power Glove, they can change the damage type of their attacks from fighting to whatever field-generator type they attach.

Power Hammer

Like the sword, combat ready hammers have been around for ages. Heavy and unwieldy compared to swords however, Hammers offer more damage at the expense of defense.

Spear

Spears are ancient weapons favored for their long reach. A spear allows the user to keep away from an enemy while still being able to attack. When attacking with a spear you can attack an enemy two squares away as if you were adjacent to them. Spears are also capable of being thrown, with a base range of 5.

Held Items

Pokémon are mystical creatures that harness energy in ways that even the greatest Pokémon professors and scientist

Item	Type	Item	Type	Item	Type
Black Belt	Fighting	Metal Coat	Steel	Silk Scarf	Normal
Black Glasses	Dark	Miracle Seed	Grass	Silver Powder	Bug
Charcoal	Fire	Mystic Water	Water	Soft Sand	Ground
Dragon Fang	Dragon	Never-Melt Ice	Ice	Spell Tag	Ghost
Hard Stone	Rock	Poison Barb	Poison	Twisted Spoon	Psychic
Magnet	Electric	Sharp Beak	Flying		

do not understand. Held items somehow interact with a Pokémon to contribute energy, help the Pokémon focus, or otherwise synergize with a Pokémon's natural power to bring about incredible effects. Generally speaking, held items are hard to come by, expensive, and sought after by trainer and collector alike. With a few exceptions, held items cannot be bought at a Pokémart and are rarely sold in any significant fashion. These items are usually available as mission rewards from the PM, for trade or purchase at unique vendors, or as gifts from NPCs.

Most held items are exceptional artifacts made of powerful materials, have incredible origins, or hold a special power that makes them extraordinary. Not any magnet enhances an electric attack, nor any set of sunglasses a dark-type attack.

In order for these items to take effect a Pokémon must be holding the item or it must be worn on a collar, necklace, band, or other appropriate binding. Only one held item can be equipped on a Pokémon at a time or the energies conflict and have no effect.

Type-enhancing items

A few rare items have been found to enhance a Pokémon's ability to deal damage with a specific type of move. 16 different type-enhancing items exist, each boosting a specific type of Pokémon move damage by 1 tier.

Gems

Gems are powerful crystals imbued with type-specific energy. Unlike type-enhancing items, Gems are single use. Fortunately, gems are much more common, and in some time periods can even be

manufactured. Gems boost the damage of the first move used of the appropriate type by two damage tiers; afterwards the gem crumbles to a worthless powder.

Choice Items

Choice items significantly boost a single STAT while limiting a Pokémon to only using one move for the duration of a battle. If the availability of that move does not allow the Pokémon to use it again, then it must be recalled or the battle end before it can select a new move.

Choice Band -

Boosts Attack by 50%, but only allows the use of the first move used in battle.

Choice Scarf -

Boosts Speed by 50%, but only allows the use of the first move used in battle.

Choice Specs -

Boosts Sp. Attack by 50%, but only allows the use of the first move used in battle.

Condition Boosters

Condition boosters increase the effectiveness of certain Pokémon moves that inflict a condition on the environment or on another Pokémon.

Damp Rock -

Lengthens duration of Rain Dance and Drizzle from 5 turns to 8 turns when used by the holder.

Heat Rock -

Lengthens duration of Sunny Day and Drought from 5 turns to 8 turns when used by the holder.

Icy Rock -

Lengthens duration of Hail and Snow Warning from 5 turns to 8 turns when used by the holder.

Smooth Rock -

Lengthens duration of Sandstorm and Sand Stream from 5 turns to 8 turns when used by the holder.

Grip Claw -

A hold item that gives a +2 bonus to attempts to maintain a grapple. It also increases the DC to dispel moves that trap or slow a target by 2.

Light Clay -

Allows Reflect and Light screen to be activated 4 times instead of 3 before fading.

Binding Band -

Increases the end of turn damage of Bind, Clamp, Wrap, and or trapping moves like Infestation to 15% of the target's max HP per turn.

Herbs

Herbs are medicinal plants that a Pokémon naturally knows how to use. After consumption, a Pokémon benefits from the herbs effect.

Mental Herb -

Removes the effects of infatuation, Taunt, Encore, Torment, Disable, and Cursed Body*. Consumed after use.

Power Herb -

Allows user to skip the first turn required by certain moves. This herb is consumed after use. It affects Solar Beam, Skull Bash, Sky Attack, Razor Wind, Fly, Dig, Dive, Bounce, Shadow Force, Freeze Shock, Ice Burn, Phantom Force and Geomancy.

White Herb -

Removes any negative stat changes to holder. Consumed after use.

HP Restoration Items

These items help Pokémon regenerate or increase the effectiveness of Pokémon moves the restore HP.

Big Root -

The HP stolen by HP-draining moves is increased by 30%. It affects the moves Absorb, Mega Drain, Giga Drain, Leech Seed, Leech Life, Dream Eater, Drain Punch, Horn Leech, Draining Kiss, Parabolic Charge, Oblivion Wing—and despite not being HP-stealing moves—Ingrain and Aqua Ring. It does not increase the damage dealt by any of these moves.

Black Sludge -

Restores 1/16 of the Pokémon's maximum HP (rounded down) each turn when held by Poison-type Pokémon; damages all other types by 1/8 of maximum HP each turn. Does not damage a Pokémon with Magic Guard.

Leftovers -

Restores 1/16 of the Pokémon's maximum HP (rounded down) each turn when held.

Shell Bell -

Whenever the Pokémon holding it deals damage, it restores 1/8 of the damage dealt as HP.

Power Boosts

Power boosts are items that increase a STAT or move-type when certain conditions are met.

Absorb Bulb -

A one-time use item that raises the holder's Special Attack one stage when hit by a Water-type move.

Assault Vest -

Raises the holder's Special Defense by 50%, but also prevents the holder from using Status moves.

Berserk Gene -

Confuses the user and raises Attack by 2 stages. Consumed after use.

Cell Battery -

A one-time use item that raises the holder's Attack by one stage when hit by an Electric-type attack.

Expert Belt -

Boosts the damage tier of super effective moves by 2.

Life Orb -

Boosts the damage tier of moves by 3, but inflicts 10% max HP damage to the holder each time they make an attack.

Luminous Moss -

A one-time use item that raises the holder's Special Defense by one stage when hit by a Water-type attack.

Metronome -

Boosts the damage tier of moves used repeatedly. Each time a move is used consecutively, its damage tier is boosted by 1, up to a maximum increase of 5.

Muscle Band -

Boosts the damage tier of physical moves by 1.

Scope Lens -

Increases the holder's critical hit range by one.

Snowball -

A one-time use item that raises the holder's Attack by one stage when hit by an Ice-type attack.

Weakness Policy -

A one-time use item that raises the holder's Attack and Special Attack 2 stages when hit by a super effective move.

Wide Lens -

Reduces the AC of all moves by 2, minimum 1 AC.

Wise Glasses -

Boosts the damage tier of special moves by 1.

Zoom Lens -

Reduces the AC of all moves by 4 if the users turn is after the targets, minimum 1 AC.

Initiative Items

These items modify a Pokémon's initiative bonus.

Lagging Tail -

Forces the holder to move last in its priority bracket and ignores the effect of Trick Room.

Quick Claw -

A hold item that gives the holder a 20% chance of going first in its priority bracket and ignores the effects of Trick Room and Stall.

Focus Items

Focus items allow a Pokémon to remain at 1 HP when they would have been reduced to 0 or lower.

Focus Band -

There is a 10% chance that when the holder is hit by an attack that would otherwise cause fainting, it can survive with 1 HP.

Focus Sash -

If the holder has full HP and is hit by an attack that would otherwise cause fainting, it survives with 1

Negative Effect Items

Negative effect items convey some penalty, status condition, or other negative effect when held by the user for too long.

Flame Orb -

Inflicts the holder with a burn after one turn of battle.

Toxic Orb -

Inflicts the holder with bad poison after one turn of battle.

Sticky Barb -

Damages holder each turn by 12.5% of its maximum HP each turn. May transfer to a foe on contact if the foe has no held item.

Iron Ball -

Cuts the holder's Speed by 50%; negates the Levitate Ability, and the effects of Telekinesis and Magnet Rise from the holder and makes Flying-type holders susceptible to Ground-type moves, Arena Trap, Spikes, and Toxic Spikes.

Ring Target -

The holder loses its type immunities.

Other Items

Items that do not fall under other categories, these held items have a wide variety of effects on the Pokémon who hold them.

Air Balloon -

Gives the holder immunity to Ground-type moves and traps, but pops when the holder is attacked.

Amulet Coin -

Any time this Pokémon participates in a battle or encounter that rewards money, increase the reward by 20%.

Bright Powder -

Raises the holder's evasion by 2.

Destiny Knot -

Infatuates the foe if the holder becomes infatuated.

Eject Button -

A one-time use item that forces the holder to switch out when hit by an attack. Eject Button allows the Pokémon to bypass trapping moves.

Held Item	Location/ Price	Held Item	Location/ Price
Black Belt	-	Expert Belt	-
Black Glasses	-	Light Orb	-
Charcoal	9800	Luminous Moss	-
Dragon Fang	-	Metronome	1000
Hard Stone	-	Muscle Band	-
Magnet	-	Scope Lens	-
Metal Coat	5000	Snowball	-
Miracle Seed	-	Weakness Policy	-
Mystic Water	-	Wide Lens	-
Never-Melt Ice	-	Wide Glasses	-
Poison Barb	-	Zoom Lens	-
Sharp Beak	-	Lagging Tail	-
Silk Scarf	-	Quick Claw	-
Silver Powder	-	Focus Band	-
Soft Sand	-	Focus Sash	-
Spell Tag	-	Flame orb	-
Twisted Spoon	-	Toxic Orb	-
Gems	-	Sticky Barb	-
Choice Band	-	Iron Ball	-
Choice Specs	-	Ring Target	-
Choice Scarf	-	Air Balloon	-
Damp Rock	-	Amulet Coin	-
Heat Rock	-	Bright Powder	-
Icy Rock	-	Destiny Knot	-
Smooth Rock	-	Eject Button	-
Grip Claw	-	Float Stone	-
Light Clay	-	King's Rock	6000
Binding Band	-	Razor Claw	5000
Mental Herb	-	Razor Fang	-
Power Herb	-	Red Card	-
White Herb	-	Rocky Helmet	-
Big Root	-	Safety Goggles	-
Black Sludge	-	Shed Shell	-
Leftovers	-	Smoke Ball	-
Shell Bell	-	Evolution Stone	5000
Absorb Bulb	-		
Assault Vest	-		
Berserk Gene	-		
Cell Battery	-		

Float Stone -

Halves the weight of the holder.

King's Rock -

Has a 10% chance of causing the target Pokémon to flinch when using a move that deals damage and does not already have a chance to flinch.

Razor claw -

Increases the holder's critical range by 2. Required by some Pokémon to evolve.

Razor Fang -

Causes all damaging moves used to have a 10% higher chance of Flinching the target. Required by some Pokémon to evolve.

Red Card -

A one-time use item that forces the opponent to switch to a random Pokémon when the holder is attacked by a move.

Rocky Helmet -

Contact moves used against the holder will damage the attacker with 1/6 of their maximum HP.

Safety Goggles -

Grants the holder immunity to weather-related damage and powder moves

Shed Shell -

Allows the holder to switch out even if it is trapped by a move or Ability that restrains the Pokémon from switching out under normal circumstances.

Smoke Ball -

Causes opponents to lose sight of the Pokémon for 1 round and receive a -10 on survival checks to track them.

Evolution Stones

Nine evolutionary stones have been discovered. Each stone is pure, concentrated energy made physical. These stones allow certain Pokémon to evolve or effect their evolution in some way. The stones are rare, only forming in areas tied to their type and infused with huge amounts of energy. Evolution stones are consumed when used, which only adds to their scarcity.

Fire Stone -

Fire stones form in areas of intense heat,

such as volcanoes, thermal caves, or magma flows. These stones are hard to obtain as the areas of their formation are inherently dangerous and difficult to navigate.

Water Stone -

Water stones form in areas of pure water, such as deep ocean trenches or pristine fountains of exceptional water.

Thunder Stone -

Thunder stones form in areas infused with intense electrical energy, such as mountain peaks frequently struck by lightning, or power plants with uncontrolled discharges.

Leaf Stone -

Leaf stones form in areas suffused with intense plant growth and natural energy, such as dense forest groves or inside ancient trees or plants. These stones are often hard to find because of the high amount of Pokémon (often Bug and Grass-types) that swarm the areas where they can be found.

Moon Stone -

Moon stones form in areas exposed to the dark void of space, such as on the moon or in other astrological bodies. These stones are found where meteorites commonly fall, or in areas that have a significant connection to the stars.

Sun Stone -

Sun stones form in areas exposed to extreme amounts of sunlight, such as deserts, grasslands, and barren mountains.

Shiny Stone -

Shiny stones form in areas with high amounts of mystical energy, such as isolated fields thick with wild flowers or areas with a magical connection.

Dusk Stone -

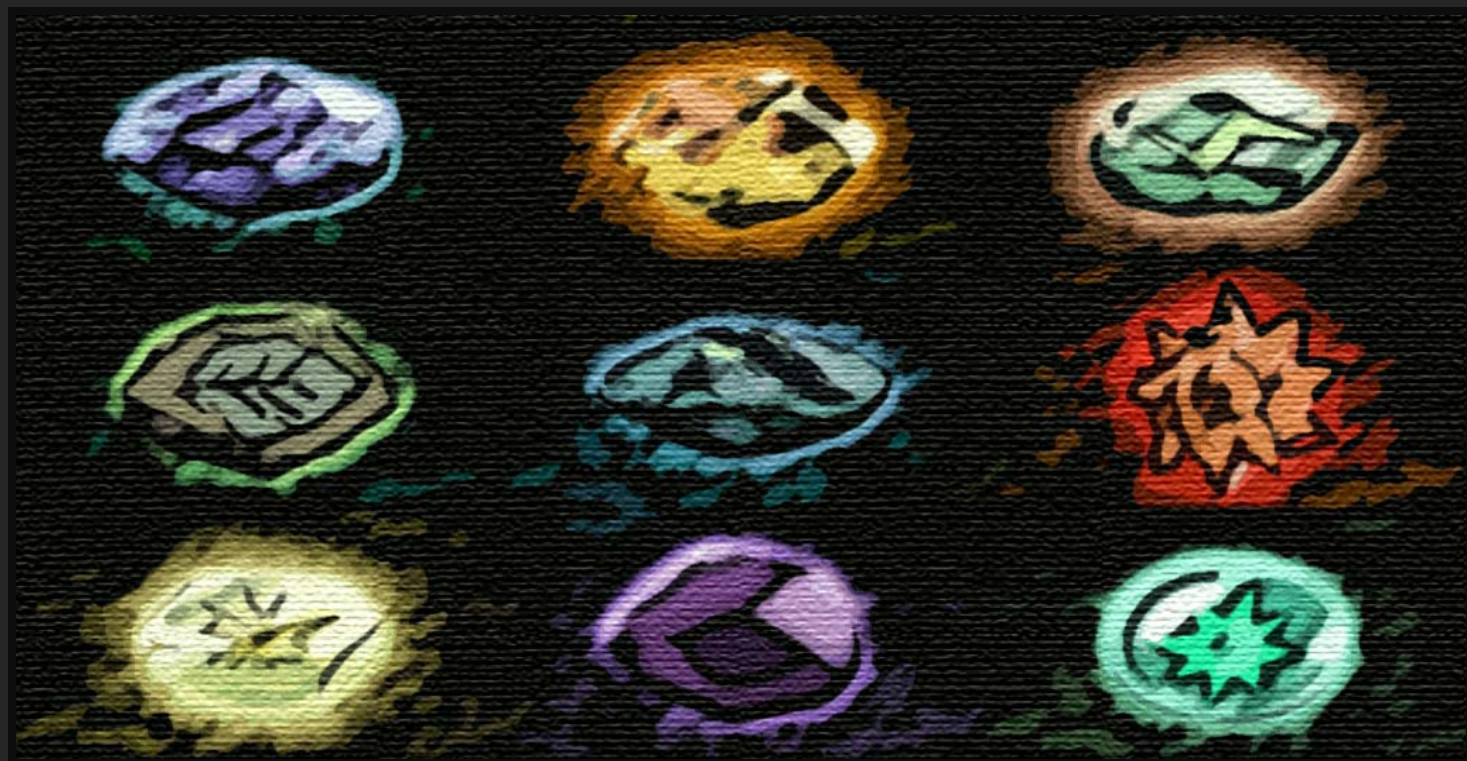
Dusk stones form in areas connected to darkness, nighttime, and midnight, such as abandoned buildings in dark forests or caves with an unusually sinister atmosphere.

Dawn Stone -

Dawn stones form in areas connected to light and new beginnings, such as mountains where day's light first touches or well-lit forest glades that burst into life when the sun shines from above.

Everstone -

Everstones form in areas that are timeless, places withdrawn from noise, activity, and change. These are places that never seem to change or shift throughout countless years, such as ancient landmarks or old caverns from pre-history.



Skills



A Pokémon breeder finally mates two endangered Dratini, a computer whiz downloads a move into his Pokémon's brain, and a Pokémon hunter silently tracks a Tauros through the woods. Skills allow characters to interact with the world around them. They are what each character is exceptionally good at because of training, experience, and a bit of raw talent.

SKILLS SUMMARY

Your character's skills represent a variety of abilities, and you get better at them as you advance in level. A skill check takes into account your training (trained skill bonus), natural talent (attribute score), experience (trainer level), and luck (the die roll). This chapter has the details and rules for each skill.

Skill Basics

To make a skill check, roll:

**1d20 + trained skill bonus + key attribute
+ ½ level + miscellaneous modifiers**

A skill check is made just like an attack roll or saving throw. The higher the roll, the better. You're either trying to get a result that equals or exceeds a certain **Difficulty Class (DC)**, or you're trying to beat another character's check result. For instance, to sneak quietly past a guard, Joey needs to beat the guard's Perception check with a Stealth check.

When adding "½ trainer level," always round down (a 1st level character adds +0).

The "key attribute" is the character's bonus or penalty for the skill's associated attribute (Strength, Agility, Vitality, Spirit, Awareness, and Intelligence). The key attribute for each skill is explained below.

"Miscellaneous modifiers" include penalties for armor or poor circumstances and bonuses from traits and good circumstances.

Some skills cannot be used unless the trainer is trained in the skill, such as Computers. Other skills, like Persuasion, can be used untrained, but the +5 trained bonus will not apply.

How Skills Work

A character begins play with four trained skills. The trait Skill Training can be taken at any time, and allows for a character to pick two more skills that he or she can be trained in. The skills Mysticism, Psychonesis and Styler require special traits to learn, every other skill can be picked with the starting four skills or the Skill Training trait.

Making Skill Checks

When your character makes a skill check, roll 1d20 and add the trained skill bonus (if trained) + your key attribute + ½ level + misc modifiers. Success in the skill attempt depends on the difficulty of the task at hand.

Example: Joey, a 1st level trainer, has an Awareness of 1 and is trying to find his way out of Viridian forest. First he attempts a



Survival check. Joey is trained in Survival, so he gets the +5 trained skill bonus. He rolls 1d20 and adds one-half his level (+0), his Awareness (+1), and his trained skill bonus (+5). He gets a 7 on the d20 roll, and he adds everything together to get a total of 13. Unfortunately, the PM knows that because of the storm blowing through the woods the DC to find his way out is 15. Joey is getting lost! However, the PM also knows that Joey is from Viridian Forest and spent most of his life tromping through those woods. The PM decides that having lived in the area grants a favorable circumstance bonus of +2, for a total of 15, and it turns out that Joey sees a familiar landmark in the distance and gets home before the storm hits.

Advancing Skills

Since a character's skill modifiers are based on trainer level, they automatically increase as the character gains levels. When a character reaches 2nd level, all of his skill modifiers – in both trained and untrained skills – increase by 1. A character's skill modifiers can also be increased by traits.

Degrees of Success

Occasionally a skill or other check will have varying levels of success. In this case, the check will state that for every degree of success a certain outcome will result. One degree of success is passing the base DC, and for every 5 above the DC of the check result another degree of success occurs.

Types of Skill Checks

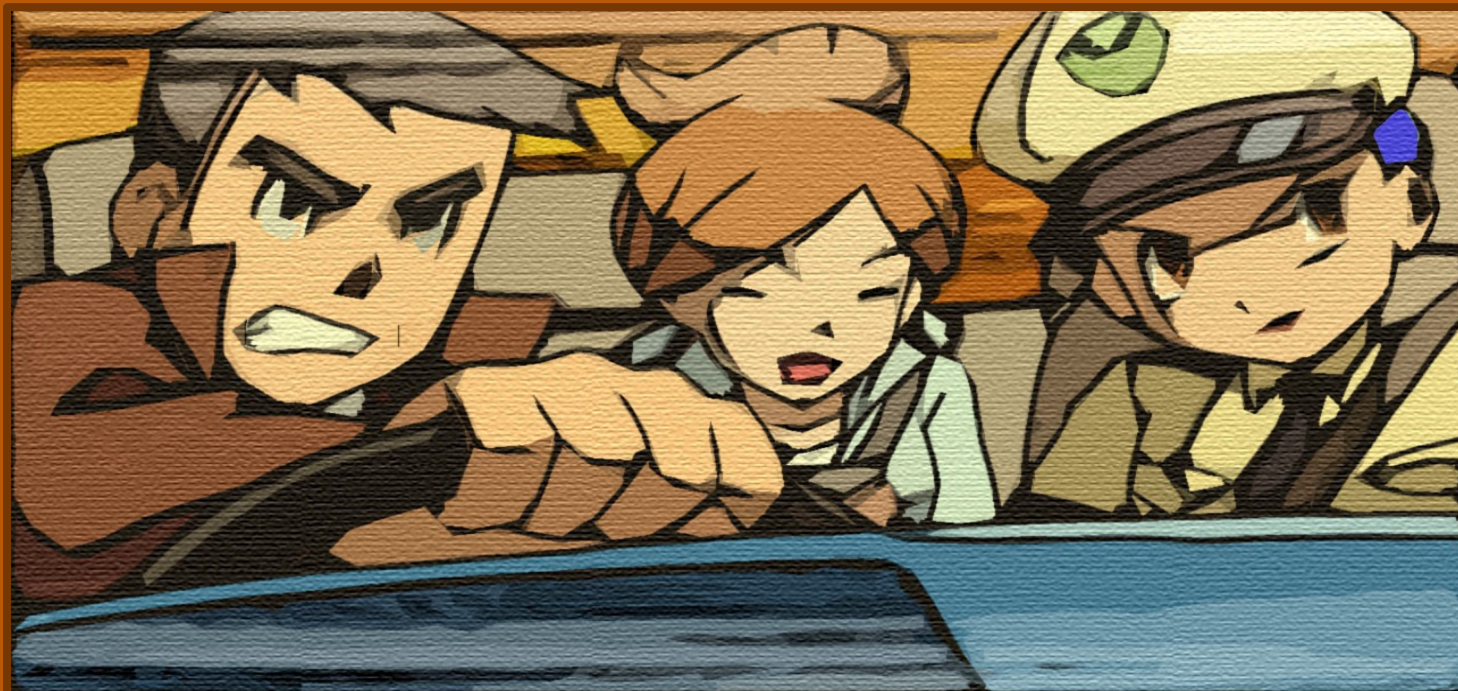
When you use a skill, you make a skill check to see how well you do. The higher the result on your skill check, the better you do. Based on the circumstances, your result must equal or exceed a particular number (a DC or the result of an opposed skill check) for you to use the skill successfully. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. If your free to work without distractions, you can make a careful attempt and avoid simple mistakes. If you have lots of time, you can try over and over again, assuring that you eventually succeed. If others help you, you may succeed where otherwise you would fail.

Opposed Check

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result. For example, to sneak up on a guard, you need to beat the guard's perception check results with your Stealth check result. You make a Stealth check, and the PM makes a Perception check for the guard. Whoever scores the higher result wins the contest.

For ties on opposed checks, the character with the higher skill modifier wins. If those scores are the same, roll again.



Check Against a Difficulty Class (DC)

Some checks are made against a Difficulty Class (DC). The DC is a number set by the PM (using the skill rules as a guideline) that you must score as a result on your skill check to succeed. For example, climbing the outer wall of a ruined warehouse may have a DC of 15. To climb the wall, you must get a result of 15 or better on an Athletics check.

Untrained Checks

Some skills can be used only if you are trained in the skill. If you don't have the Computers skill, for example, regardless of your level, attribute modifiers, or circumstance you cannot make a Computers skill check. You just don't know the desktop from the keyboard.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Many skills, however, have natural consequences for failing that must be accounted for. Some skills cannot be tried again once a check has failed for a particular task. For most skills, when a character has succeeded at a given task, additional successes are meaningless.

For example, if Joey tries to scale the outer wall of a warehouse and fails, he can keep attempting to climb the wall. If, however, a Mightyena is close on his heels, failing the first check has consequences. Similarly, if Joey misses a climb check by 5 or more he falls, after which he can try again if he didn't fall and get injured too badly.

If a skill carries no penalty for failure and no time constraint, you can take 20 and assume that you keep trying until you eventually succeed.

Rerolling

Some traits allow you to reroll a skill check. You must declare that you are using this option immediately after making the check but before any effects are resolved. Furthermore, you must accept the result of the reroll, even if it is worse. For all purposes, the result of the reroll is treated as the actual result of your skill check.

Circumstances

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for the skill check, or change the check DC. It's one thing for Joey to find his way in the familiar forests of Viridian, but in the deserts of Hoenn it is a whole different scenario.



The PM can alter the odds of success in four ways to take into account exceptional circumstances:

- Give the skill user a +2 circumstance bonus to represent circumstances that improve performance, such as having the perfect tool for the job, getting help from another character, or possessing unusually accurate information.
- Give the skill user a -2 circumstance penalty to represent circumstances that hamper performance, such as being forced to use improvised tools or possessing misleading information
- Reduce the DC by 2 (or assign penalties to an opposed check) to represent circumstances that make the task easier, such as having a friendly audience or performing work that does not have to be perfect.
- Increase the DC by 2 (or add bonuses to an opposed check) to represent circumstances that make the task harder, such as having a hostile audience or performing work that must be flawless.

Circumstances that affect your ability to perform the skill change your skill modifier. Circumstances that modify how well you have to perform the skill to succeed change the DC.

Time and Skill Checks

A skill's description tells you whether using a skill is a trainer action, a move action, or a free action. Some skills can take minutes or hours to use.

In general, using a skill that requires concentration (and thus distracts you from being fully aware of what's going on around you) causes you to lose your Evasion bonus, and might restrict your ability to use Dodge during battle.

SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for other purposes than those listed here. For example, you might be able to impress a group of PokéFans with a Pokémon check.

Here is the format for skill descriptions. Headings that do not apply to a particular skill are omitted in that skill's description.

Skill Name (Key Attribute)

Trained Only; Armor Check Penalty; Tools

The skill name line and the line below it contain the following information:

Key Attribute: The abbreviation for the attribute that applies to the skill check.

Trained Only: If "Trained Only" appears on the line beneath the skill name you must be trained in that skill to use it. If "Trained Only" is omitted, the skill can be used untrained except for some uses. If any special notes apply to trained or untrained use, they are covered in the Special section.

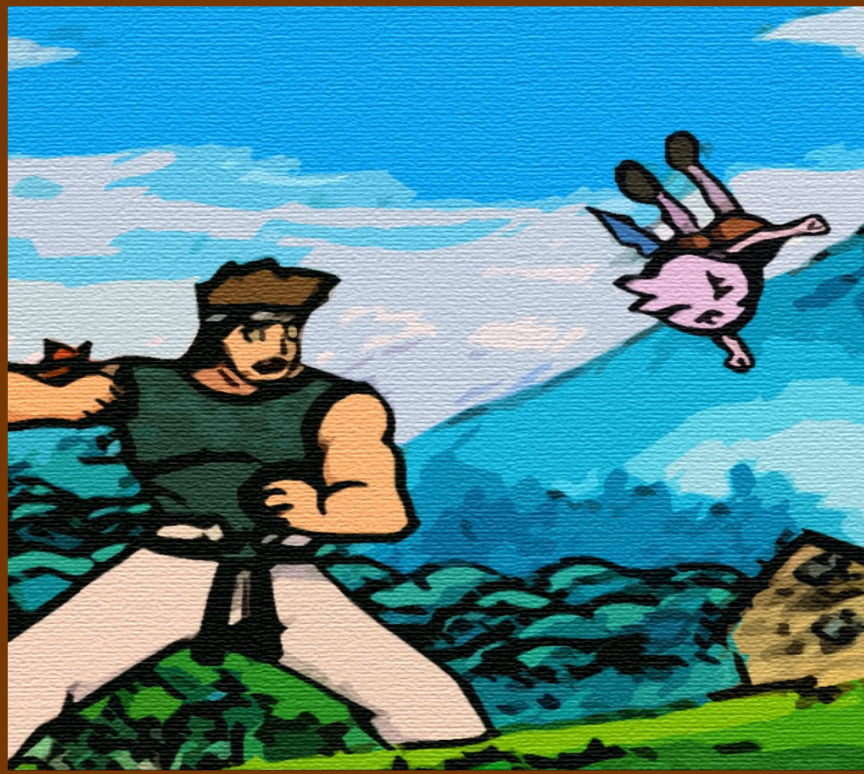
Armor Check Penalty: If "Armor Check Penalty" appears on the line beneath the

skill name, a character wearing armor or carrying a heavy load takes a penalty on skill checks made with the skill. The size of the armor check penalty depends on the type of armor or the total weight carried.

Tools: If "Tools" appears on the line beneath the skill name, you need to have the proper tools to use the skill. Not having the proper tools incurs a -5 circumstance penalty to the check, and the PM may decide a certain application of the skill is impossible without tools.

The skill name line is followed by a description of the skill and how it is used.

Skill List	Key
Acrobatics	AGL
Athletics	STR
Breeding	SPT or AWE
Computers	INT
Deception	SPT
Endurance	VIT
First Aid	AWE
History	INT
Insight	AWE
Intimidate	STR or SPT
Investigation	AWE or INT
Mechanics	INT
Mysticism	AWE
Pokémon Combat	INT
Pokémon	INT
Perception	AWE
Persuasion	SPT
Psychonosis	INT
Science	INT
Stealth	AGL
Streetwise	SPT or AWE
Styler	SPT
Survival	AWE
Training	SPT or AWE



Acrobatics (AGL)

Armor Check Penalty

Use Acrobatics to flip, dive, roll, tumble, and perform other acrobatic maneuvers, as well as keeping your balance under difficult circumstances.

Special: If you are trained in Acrobatics, you gain a +2 to Reflex Saves.

Balancing

You can keep your balance and move along a precarious surface at half your ground speed with a successful Acrobatics check against the surface's DC. If the surface is slippery or unstable, increase the DC by 5. A failed check means you fall prone and must make a DC 15 Reflex save to catch the ledge or wire.

Narrow Surface	Acrobatics DC
8-15 cm wide	10
4-7 cm wide	15
Less than 4 cm wide	20

You are considered vulnerable while balancing, and thus you lose your Evasion bonus. If you are trained in acrobatics, you can add a +5 to the DC to keep your Evasion while balancing.

If you take damage while balancing, you must immediately make another Acrobatics check against the same DC to keep from falling.

Tumbling (Trained Only)

If you are trained in Acrobatics and succeed at a DC 15 check, you can move through difficult terrain at your normal speed. The PM may rule that some terrain cannot be navigated in this way or has a higher DC.

Escape Bonds

With a successful Acrobatics check, you can slip free of restraints (DC varies; see below), wriggle through a tight space (DC 20), or escape from a grapple (DC = the grappler's grapple check).

It takes a Trainer Action to escape a grapple. It takes a full-round action to escape a net or to move 1 square through a tight space. Restraints can take up to a minute.

Falling (Trained Only)

With a successful DC 15 Acrobatics check, you can treat a fall as if it was 10 feet shorter when determining damage. For every 10 points by which you beat this DC, you can subtract an additional 10 feet from the fall. If you make this check and take no damage from the fall, you land on your feet.

Standing (Trained Only)

If you are trained in Acrobatics and succeed at a DC 15 check, you can stand up from prone as a free action (instead of a move action).

Stunts

Acrobatics is also used to perform general acrobatic feats, such as backflipping off a rope, vaulting a low wall, or other activities. These have varying DCs based on the circumstance and are set by the PM.

Maneuvering (Trained Only)

If you succeed at an Acrobatics check, you can tumble through the fighting space of an enemy as part of your move action. The DC is 15 +1 per Combat Level of the enemy. Each occupied square that you tumble through counts as 2 squares of movement.

Athletics (STR)

Armor Check Penalty

Use Athletics for physical feats like climbing, jumping, sprinting, and swimming.

Climbing

With each successful Athletics check you can advance up, down, or across a slope, wall, or other steep incline. You climb at one-half your speed as a full-round action. You can move half that far—one-fourth of your speed- as a move action.

A failed Athletics check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained.

The DC depends on the circumstances of the climb:

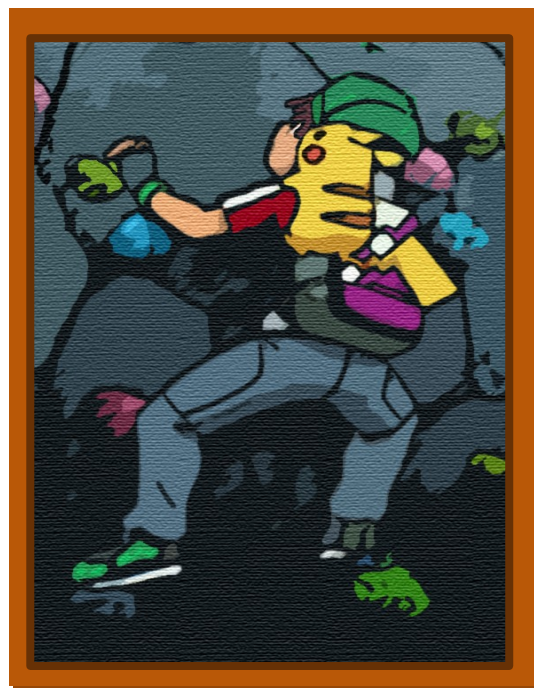
DC	Example Wall or Surface
0	Slope too steep to walk up; knotted rope with a wall
5	Rope with a wall, or a knotted rope
10	Surface with ledges to stand on or hold, very rough wall
15	Surface with adequate handholds and foot holds, very rough rock or tree; unknotted rope
20	Uneven surface with some narrow handholds or footholds
25	Rough surface, such as a brick wall
25	Overhang or ceiling with handholds
--	Perfectly smooth, flat surface cannot be climbed
-10	Inside air duct or other location where one can brace against two opposite walls
-5	Climbing at a corner where one can brace against perpendicular walls
+5	Surface is slippery

Since you cannot move to avoid an attack you lose any bonus to evasion from SPD.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height.

Accelerated climbing

You can try to climb more quickly than



normal, but take a -5 on the check. Success means you climb at your full speed as a full-round action or half your normal speed as a move action.

Jumping

The result of an Athletics check is the distance (in feet) you can clear in a running long-jump. If you make a standing jump, divide the distance in half. If you make a vertical jump (straight up) divide the distance by 5, and if you make a standing vertical jump, divide it by 10. Your Athletics bonus + 10 is the base distance you can jump under routine circumstances. So a hero with a +10 Athletics bonus can make a routine long-jump of 20 feet, a standing long-jump of 10 feet, a vertical jump of 4 feet, and a standing vertical jump of 2 feet on a routine basis.

Jumping Distance

Type of Jump	Distance (in Feet)
Running Long-Jump	Athletics Check Result
Standing Long-Jump	Athletics Check/2
Running Vertical	Athletics Check/3
Standing Vertical	Athletics Check/4

Riding

Riding a Pokémon does not require a check unless they are moving half their movement

Exceptions to the “mountable innate feature” requirement can be made at the discretion of the PM if the Pokémon is large enough to bear a rider on their backs, shoulders, or another reasonable place and has at least 2 STR.

Newborn or recently hatched Pokémon are very small and weak, holding a position in the PokéRPG called “level 0.” Level 0 means they are helpless, and other events (usually a few weeks or days of game time) are required to get them to level 1, where they can then defend themselves and begin battling and leveling in the traditional manner.

speed or more, jumping, battling, or moving erratically. In these cases, the DC to stay mounted ranges from easy to hard based on the intensity of the maneuver. Moving quickly is generally easy while galloping while dodging and attacking is hard.

To be rideable, a Pokémon must have the mountable innate feature. Unless a Pokémon has taken the Mount Pokémon trait, their riders suffer a -6 penalty to all ride checks.

While mounted, the Pokémon being ridden can be directed with a TA to make an attack as normal. The mount uses your move action to move up to its full movement speed but cannot be directed to move again.

Running

You can make a DC 15 Athletics check as a free action to run faster: one or more degree of success increases your ground speed by +1 for one round.

Swimming

A successful DC 10 Athletics check allows you to swim half your ground speed as a move action. If the check fails, you make no progress through the water during the action. If you fail by 5 or more you go under. If underwater, you must hold your breath to avoid drowning.

Swimming Difficulties

DC	Modifiers
+5	Rescuing another character who cannot swim
+5	Rough or Choppy Water
+5	+1 Swim Speed
+10	Stormy or turbulent water

Breeding (AWE\SPT)

Trained only. Tools.

Breeding allows you to help two Pokémon breed and produce offspring. It also rewards those offspring with extra **training points** (TP) to spend on Pokémon traits. Some Pokémon breed easily and without much effort, while other Pokémon can only breed in captivity with the skill and knowledge of a master breeder.

Breeding

If you want to breed 2 Pokémon you must make a breeding check. Breeding checks require 2 player turns and a private and safe area where the Pokémon feel comfortable. Generally, this safe area is a Pokémon ranch or stable of some kind but may vary on the Pokémon type (calm waters in an empty, protected pond for example). The two Pokémon must share compatible egg groups and make feasible sense for breeding to be possible. Other factors may influence the DC, such as rarity of the Pokémon, happiness, and loyalty, as directed by the PM.

Breeding Modifiers

DC	Circumstance
10	Common Pokémon
15	Uncommon Pokémon
20	Rare Pokémon
+2	Every level apart
+3	Offspring species of Male
+3	Same egg group but different species
-3	Loyalty 4 or above
+5	Loyalty 2 or below

If the check is made the Pokémon successfully breed. In 1d2 days the mother will produce an Egg, a Seed, or become pregnant. The average time until an egg hatches, a seed fully matures, or a pregnant Pokémon gives birth is called the Hatch rate. Hatch rates are found in the Pokédex and described in the Innate Features section of the Moves and Abilities chapter.

The offspring is the species of the female. The offspring has a random ability, random nature, and normal starting move set for a Pokémon of its species. Newly hatched, grown, or born Pokémon are of the lowest evolutionary stage of the mother and start at level 0 (infantile).

The new Pokémon receives 2 (TP) per degree of success of the breeding check. Thus, if breeding two Rattata (common Pokémon) of the same level, and the trainer gets an 18 on their breeding check, the new Rattata gets 4 TP to spend on Pokémon Traits.

The TP gained this way stack with any TP a Pokémon earns through normal level progression.

Tending an Egg or Seed

Eggs and Seeds must be tended and cared for. Generally, if a parent Pokémon is left to tend the egg or seed they will watch over it in a caring manner and it will mature and hatch into a healthy Pokémon. If the parent Pokémon is removed or separated from the egg or seed a breeder can tend it instead. Taking care of a gestating egg requires one hour each day until it hatches.

A DC 20 breeding check each day of care from a trainer results in that day counting as 2 days towards the hatch rate.

Computers (INT)

Trained Only; Tools

Use this skill to access secure systems, bypass security measures, navigate the Net, or build electronics.

Disable Device or Security

You can use Computers to disarm or sabotage various electronic devices, including electric locks, traps, and sensors. This takes at least a minute, possibly longer, at the PM's discretion. The PM makes your Computers check secretly so you don't necessarily know right away if you have succeeded. The Pokémonmaster sets the DC of the check based on the level of security:

DC	Security Example
10	Simple home alarm system
15	Quality home alarm system
20	Business and corporate security

25	Very high security: bank vault, museum
30	Very high security: bank headquarters vault, medium prison
35	Maximum security: highly secure prison
+5	Preventing your tampering from being noticed.

Failure on your skill check means nothing happens, but you can keep trying. More than one degree of failure sets off the security or trap, if it is possible to do so.

Research

Using the internet or a computer database, you can use your Computers skill to research answers to a specific question. You can research the background of a specific person, make a History or Pokémon knowledge check, or find answers to other questions that may be located somewhere online. Generally, you can make a Computers check to research against the same DCs for the skill you are attempting to mimic, but it takes at least an hour to make this check.

Craft Electronic Device

You can design and build electronic devices, such as computer hardware, recording devices, or other technological items. Crafting requires 1 Player Turn per check.

Crafting DCs depend on the complexity of the desired item. Whether it is designing a completely new device or building



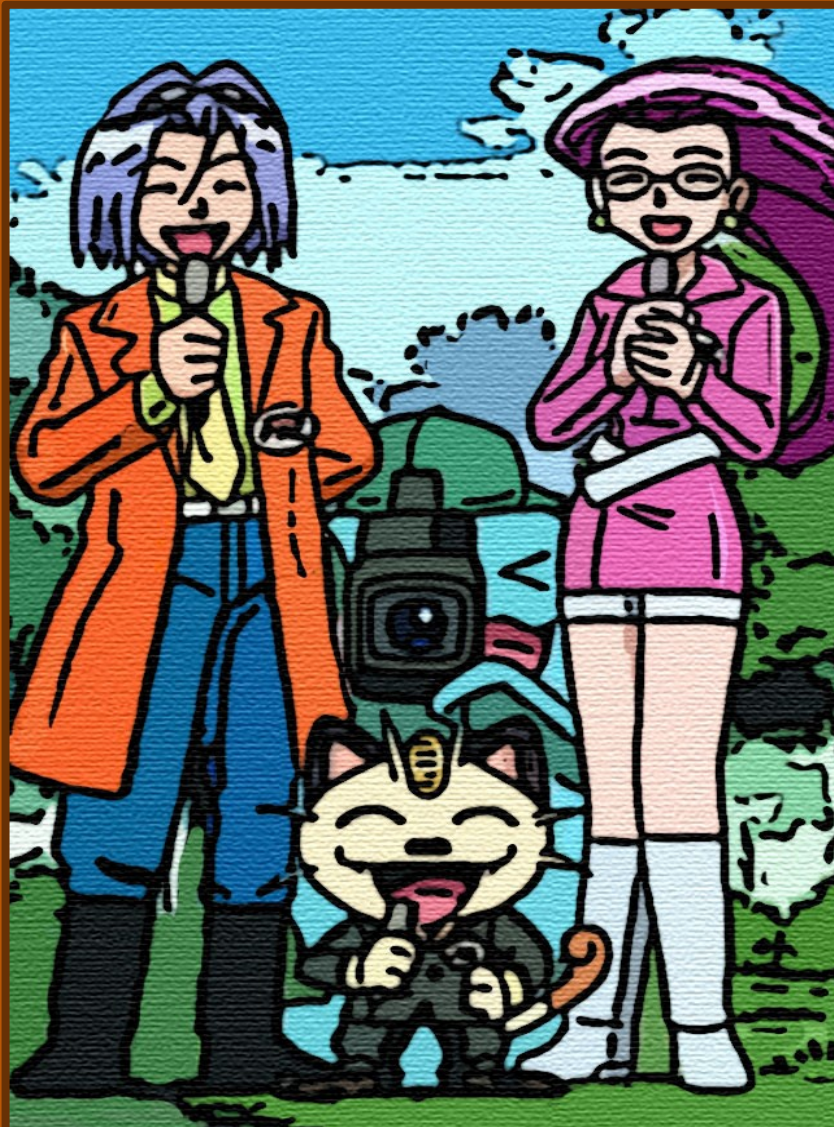
I tried too hard to be someone I'm not. I have to do things my natural way. If I don't, my Pokémon will be confused.
 – Flannery

something already invented, more complex items take longer and are more difficult.

DC	Device Type
10	Simple device
15	Complicated device
20	Very complex device

The above DCs are for designing or crafting a particular item. Having a design is necessary to begin creation. Inventing your own design requires at least two successful checks, sometimes more, as determined by the PM based on the design complexity.

Once you have a design, successfully making a check results in the (check result)x10 Pokédollars towards the finished product. Multiple checks stack for Pokédollar total. Once you have a total Pokédollar amount equal to the device's value, the device is complete and ready for use.



Special

Being trained in Computers is a prerequisite for the **Robotics** trait.

Deception (SPT)

You can make the untrue seem true, the outrageous seem plausible, and the nefarious seem ordinary. This skill encompasses conning, fast-talking, misdirection, forgery, disguise, and outright lying. Use a Deception check to sow temporary confusion, pass as someone you're not, get someone to turn his head in the direction you point, or pass faked documents off as genuine.

Bluffing

Make a Deception check to tell a believable lie or get someone to go along with you. A bluff is usually opposed by the target's Deception or Insight check. Favorable and unfavorable circumstances weigh heavily on the outcome. Two circumstances can work against you: the deception is hard to believe, or what you ask goes against the target's self-interest, nature, or personality.

If it's important, you can distinguish between a deception that fails because the target doesn't believe it and one that fails because it asks too much. For instance, if the target gets a +10 bonus to Insight because the deception demands serious risk, and the Insight check succeeds by 10 or less, then the target doesn't so much see through the deception as prove reluctant to go along with it. If the target's Insight check succeeds by 11 or more, he has seen through the deception, and would have refused even if it had not placed unusual demands on him (that is, even without the +10 modifier).

Deception Modifiers

Modifier	Circumstance
-5	The target wants to believe you
+0	The deception is believable and doesn't affect the target much either way
+5	The deception is a little hard to believe or puts the target at some kind of risk
+10	The deception is difficult to believe or entails serious risk
+20	The deception is way out there, almost too incredible to consider

Disguise

You can use makeup, costumes, and other props to change your appearance. Your Deception check result determines the effectiveness of the disguise, opposed by others' Perception check results. If you have time to scrutinize your disguise in a mirror you can see the check result, otherwise the PM makes the Deception check secretly so you are not sure exactly how well your disguise appears.

Disguise is heavily dependent on circumstances: favorable ones include appropriate costuming and a subject resembling your normal appearance, while unfavorable circumstances include disguising yourself as a member of a different race or sex, or not having sufficient props (which can be up to a -5 modifier). If you are impersonating a particular individual, anyone who knows that individual gets a circumstance bonus to the Perception check: regular associates get a +2, while friends get a +5 and intimate loved ones a +10.

Successfully *acting* like who you appear to be may also require a Deception check with a DC equal to the observer's Insight check, modified by familiarity if the observer knows the subject well, as mentioned previously.

A disguise normally requires at least 10 minutes of preparation. The PM makes Perception checks for those who encounter you immediately upon meeting you and each hour or day thereafter, depending on circumstances.

Feinting

You can use Deception as a trainer action to mislead an opponent in combat. Make a Deception check opposed by the better of your target's Mind or Insight. If your Deception check succeeds, you can immediately make an attack against the target and it loses any evasion bonus against the attack. After feinting, regardless of the result, the target gains +4 on its saves against your feinting attempts for the rest of the battle.

Endurance (VII)

Armor Check Penalty

You can push yourself beyond normal physical limits. Focusing through pain, surviving without food or water, running a marathon, and more are all part of Endurance. Many parts of the Endurance skill can result in degrees of fatigue. See chapter 5: Trial and Battle pg. 75 for more details on fatigue and its effects.

Concentrate

Whenever you are trying to perform an action that requires concentration and you take damage, make an Endurance check to see if you can finish the task despite the distraction. The DC is equal to the damage taken. If no damage is taken but it is still a situation that is difficult to maintain concentration in (such as hanging from a moving vehicle while trying to disarm a bomb attached to the under-carriage) the DC is set by the PM, usually easy to hard, depending on how crazy everything is around you. If you fail you do not complete the action but it still uses the action.

Force March

Each hour of walking after 6 hours requires you to attempt a DC 10 Endurance check (+2 per hour after the first). If you fail you receive a degree of fatigue.

Hold Breath

You can hold your breath for a number of rounds equal to 5 + your Vitality score. After this period of time you must succeed on a DC 10 Endurance check in order to continue holding your breath. The DC increases by +2 per additional round. If you fail, you must breathe or you fall unconscious. If you are still unable to breathe on your next turn you start dying. After another round of suffocation you die.

Ignore Hunger

You can go without food for a number of days equal to your Vitality score (minimum 1 day). After this time, you must succeed on an Endurance check (DC 13+1 per previous check) each day or receive a degree of fatigue. If you receive 5 degrees of fatigue in this fashion you die.

Ignore Thirst

You can go without water during intense physical activity or extreme heat for a number of hours equal to five times your Vitality score. After this time, you must succeed on an Endurance check (DC 10+1 per previous check) every hour of travel or intense activity. Failure results in a degree of fatigue. If you receive 5 degrees of fatigue in this fashion you die.

Run

You can run for a number of rounds equal to four times your Vitality score without any trouble. If you want to continue running after that, you must succeed an Endurance check (DC 10+1 per previous check).

**"To a doctor, a patient is a patient. There's no such thing as good guys or bad guys. A doctor's job is to heal, not to judge."
-Dr. Proctor**

Swim/Tread Water

Each hour that you swim, you must succeed on a DC 15+2 per previous check Endurance check or receive a degree of fatigue. If you receive a third degree of fatigue while swimming, you begin drowning. If you are only treading water, reduce the DC by 5.

First Aid (AWE/INT)

Trained Only; Tools

Use this skill to keep a badly wounded friend from dying, to heal the injured, perform surgery, or to treat status conditions like poison, paralysis, or burn.

Without the necessary tools there is no penalty to First Aid, it simply cannot be attempted.

Long-Term Care

If you tend to a creature for 8 consecutive hours, that creature regains 50% of its HP after the long rest, instead of 25%. You can tend one creature at a time if untrained, or up to six simultaneously if trained and resources are available. You cannot give long-term care to yourself.

Treat Injury

As a full-round action you can administer first aid to an unconscious or wounded creature. If you succeed on a DC 15 First Aid check the creature regains 2d6 HP +1 for every 1 your result is over the DC. If the skill

check succeeds, the tended creature cannot benefit from additional first aid for 24 hours.

You can treat your own injuries, but doing so incurs a -5 circumstance penalty on the check.

Treat Status Effect

The Treat Status Effect application of the First Aid skill can only be used after the Medic Adept trait has been taken.

As a full-round action you can treat a character with a Status Effect. Make a First Aid check, if your result beats the DC the status effect is removed. The DC is 15 + the CL of the enemy who caused the status effect. If you fail, you cannot attempt to remove the status effect until a day passes.

Perform Surgery

You can perform surgery to heal damage to a wounded creature or treat a serious injury. Both of these operations require 1 hour of uninterrupted work, at the end of which time you must make a First Aid check. If you fail your check, the surgery does not yield any benefit. In addition, if you fail your check by 5 or more the creature takes damage equal to 25% of its max HP. If this damage reduces the creature to 0 HP, it dies. No matter the result, creatures receive 2 degrees of fatigue after undergoing surgery.

Heal Damage

You can make a DC 20 First Aid check to



“There’s always something new to look for in our lives and in ourselves. There’s meaning for every creature.”
-Bill

“Do you want to find out what ‘or else’ means?”
-Giovanni

perform surgery on a wounded creature, healing an amount of hit points equal to $5d6 + 1$ for every point your result is over the DC.

Remove Serious Injury

You can make a DC 20 First Aid check to perform surgery on a creature with a serious injury. If you are successful, you reduce the healing time necessary to remove the injury by 1 week for every degree of success. Once a surgery has been performed to right an injury they cannot benefit from further surgery (unless the first attempt failed). Some injuries will not begin healing until surgery is performed in this way.

History (INT)

The History skill is knowledge about ancient events, civilizations, political changes, or other significant events throughout time. A successful check means your character knows about the subject at hand or recalls an important piece of information or a main fact about whatever the check was made for.

DC	Knowledge Example
10	Commonly known facts, major world events
15	Names, places, dates of world events, background of important figures
20	Obscure information, facts known only to historians or those who were present
25	Almost forgotten information, prehistoric facts, known only to few

Insight (AWE)

You can tell someone’s true intentions and feelings by paying attention to things like body language, inflection, and your own intuition.

A successful Insight check allows you to resist the effects of some interaction skills, becoming aware of the other person’s true intent. You can also use the skill to tell when someone is behaving oddly or for assessing trustworthiness.

Detect Illusion

The PM makes a secret Insight check to determine if your hero senses the true nature of an illusion (DC $15 + CL$ of originator, or a opposed check to their skill check). Success means you pick up on a flaw in the illusion, sensing it is not real.

Detect Influence

You can make an Insight check to notice someone acting under outside influence. The DC is $15 + CL$ of the influencer. If you succeed, you notice the subject is not acting entirely of his or her own will. Three or more degrees give you a general idea of what is influencing them (and perhaps even whom, depending on the situation).

Evaluate

With an Insight check, opposed by Deception, you can tell if someone is trustworthy and honorable (or not) upon meeting them. You can also make an Insight check (DC 20) to evaluate a social situation, getting a feel for the overall mood and prevailing attitudes. Two or more degrees of failure on either check mean you misinterpret the signs, so the PM may make these checks for you in secret.

Resist Influence

Make an Insight check when called to do so to resist or overcome the effects of certain interaction skills, such as Deception or Intimidation. If the result of your check exceeds your opponent’s, you are unaffected by their attempt to influence you.

Intimidation (STR/SPT)

You know how to use threats (both real and implied) to get others to do what you want.

Coercing

Make an Intimidation check, opposed by the target’s Insight or Mind save (whichever has the highest bonus). If your check succeeds, you may treat the target as friendly, but *only* for actions taken in your presence. That is, the target retains his normal attitude, but will talk, advise, offer limited help, or advocate on your behalf while intimidated. The target cooperates, but won’t necessarily obey your every whim or do anything that would directly endanger him.

If you perform some action that makes you more imposing, you gain a circumstance bonus on your Intimidation check. If your target clearly has a superior position, you suffer a penalty.

With more than one degree of failure on your check, the target may actually do the opposite of what you want! Succeed or fail, a target’s true attitude towards you generally becomes unfriendly or hostile after you attempt an Intimidation check, even if they go along with you for the moment.

"The scene of a crime always holds more than what first meets the eye."
-Officer Jenny

Demoralizing

You can use Intimidation in combat as a Trainer action to undermine an opponent's confidence. Make an Intimidation check as a Trainer action. If it succeeds, your target takes a -4 circumstance penalty on all checks until the end of your next round. With three or more degrees of success, the target suffers a -8 penalty until the end of your next round. If the battle is going poorly for them and the target is in danger, they may flee or surrender.

Investigation (INT)

Trained Only

You know how to search for and study clues, gather information through interviews and surveillance, and analyze evidence to help solve crimes. The PM may make Investigation checks for you in secret, so you do not know exactly what you have found or if you have missed something.

Search

You can search an area for clues, hidden items, traps, and other details. Perception allows you to immediately notice things, while an Investigation check allows you to pick up on details with some effort.

DC	Sample Search
10	Ransack an area to find a certain item
20	Notice a secret compartment, simple trap, or an obscure clue
25+	Find a well-hidden secret compartment or trap, or an extremely obscure clue

A search takes 1 second for every square foot covered. Thus, to search an office that



is 12ft by 12ft, it would take 144 seconds, or a little over two minutes.

The DC for an Investigation check to find a concealed object is usually opposed by the Stealth check of the character that hid it.

Gather Evidence

To collect a piece of evidence for analysis, make an Investigation check (DC 15). If the check succeeds, the evidence can be analyzed (see the following). If the check fails, an analysis can be done, but with a -5 penalty for highly unfavorable circumstances. With more than one degree of failure, the evidence is ruined and no analysis can be done. On the other hand, two or more degrees of success provide a +2 circumstance bonus to later analysis.

Analyze Evidence

You can make an Investigation check to apply forensic knowledge to evidence. This function of Investigation does not give you clues where none exist. It simply allows you to extract useful information from evidence and clues you have found. The base DC 15, modified by the time elapsed since the evidence was left, and whether or not the scene was disturbed. Success gives you information based on the clue (and determined by the PM). Two or more degrees of failure may provide misleading or confusing evidence, also at the PM's discretion.

DC	Task
15	Analyze Evidence
15	Gather Evidence
DC Modifiers	
+2	Every day since event
+5	Crime scene outdoors
+2	Crime scene disturbed
+5	Crime scene highly disturbed

Gather Information

You know how to make contacts, collect gossip and rumors, question informants, and otherwise get information from people. By succeeding at a DC 10 Investigation check taking at least an hour, you get a feel for the major news and rumors in an area. This assumes no obvious reasons exist why information would be withheld. The degree of the check result determines the completeness and detail of the information. Information ranges from general to protected, and the DC increases

accordingly for the type of information, as given on the table.

Result of Check	Type of Information
10+	General
15+	Specific
20+	Restricted
25+	Protected

- *General* information concerns local happenings, rumors, gossip, and the like.
- *Specific* information usually relates to a particular question
- *Restricted* information isn't generally known and requires you to locate someone with access to the information
- *Protected* information is even harder to come by and might involve some danger, either from the one asking the questions or the one providing the answers.

When gathering information, you may add your SPT instead of your INT to the check.

Failure on the investigation check means you waste time turning up nothing of value. If you fail by 5 or more you might alert someone who may be interested in your inquiries, perhaps even someone you are investigating.

Surveillance

You can set up surveillance of a particular area, watching from a stationary location. The DC of the subject's Stealth check to evade your notice is equal to the result of your Investigation check. For actively following a subject, see **Tailing** in the **Stealth** skill description.

Mechanics (INT)

Trained Only; Tools

You are a skilled mechanic and understand the workings of mechanical devices. You can bypass locks and traps, set and disarm explosives, repair mechanical devices, and create various items.

Craft Mechanical Device

You can design and build mechanical devices, such as motors, locks, or other items. Crafting requires 1 Player Turn per check.

Crafting DCs depend on the complexity of the desired item. Whether it is designing a completely new device or building something already invented, more complex

items take longer and are more difficult.

DC	Device Type
10	Simple device
15	Complicated device
20	Very complex device

The above DCs are for designing or crafting a particular item. Having a design is necessary to begin creation. Inventing your own design requires at least two successful checks, sometimes more, as determined by the PM based on the design complexity.

Once you have a design, successfully making a check results in the (check result)x10 Pokédollars towards the finished product. Multiple checks stack for Pokédollar total. Once you have a total Pokédollar amount equal to the device's value, the device is complete and ready for use.

Disable Device

You can use this skill to open mechanical locks that require a key or similar switch. You can also defeat traps or rig a device to fail when used.

The effort takes a full-round action, and the DC depends on the intricacy or complexity of the item being disabled or sabotaged, as shown below:

Device	DC	Examples
Simple	15	Jam a gun, bypass basic mechanical lock
Tricky	20	Bypass advanced mechanical lock, sabotage a plane.
Complex	25	Bypass master mechanical lock; sabotage a plane to fail at a certain time.

If the Mechanics check fails by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally.

Jury-Rig

You can make temporary repairs to any disabled mechanical device, from a simple tool to a complex machine component. Jury-rigging is a full-round action and requires a successful DC 25 check. If you use a tool kit, you gain a +5 equipment bonus on the check. A jury-rigged device functions properly for the encounter but breaks down at the end. The same device cannot be

"I am a CHANNELER!
There are spirits up to
mischief!"
-Channeler in
POKÉMON TOWER

"Give...me...your...soul
..."

Oh! I was possessed! I
fell to evil spirits despite
my training!"
-CHANNELER

jury-rigged again, but it can be repaired normally.

Repair

You can spend 1 hour and make a DC 20 mechanics check to repair a damaged or disabled object, restoring your check result in HP to the device or vehicle. If you are on board a damaged vehicle while trying to repair it you get a -5 circumstance penalty on the check.

Retry

You can usually retry a Mechanics check. In some specific cases, however, a failed Mechanics check has negative ramifications that prevent repeated checks.

Special

Being trained in Mechanics is a prerequisite for the **Robotics** trait.

Mysticism (AWE)

Trait skill. Trained Only.

Mysticism encompasses a wide range of abilities, powers, and knowledge. A successful mysticism check can be used to sense the auras of living creatures near you, see otherwise invisible Pokémon, communicate with ghost Pokémon, possess Pokémon, or channel the spirits of deceased Pokémon. Mysticism might also represent knowledge of legendary Pokémon and grant a unique connection with those Pokémon.

Sense Aura

DC 10+1 for every 5 feet away - You can feel the energy of living creatures to a certain distance. You can recognize the auras of specific people. If a person is attempting to hide, you gain a +5 to your perception check if you can sense their aura. If a person is attempting to disguise themselves, you gain a +5 to recognizing who they really are.

Reveal Ghost Pokémon

DC 15+1 per Pokémon level - Ghost Pokémon are notoriously difficult to approach because they turn invisible or go incorporeal. With a successful check the target cannot turn invisible or use the Phasing ability for 3d4 minutes.

Possess Pokémon

DC 20 + Mind save of the target - You gain control of a Pokémon for 1 minute for every 1 over the dc you succeed. If the target is



willing do not add the target's mind save to the DC.

Channel Spirit

DC 20+5 per move, attribute, or movement speed - You channel a Pokémon's spirit. Gaining a move or attribute the Pokémon had while living. You can only use a move gained this way once, and the duration of a attribute or movement speed is 5 minutes. After channeling a spirit, you gain a degree of fatigue. If the spirit you channel is hostile, it can attempt to reject your interaction with a Mind save. If it succeeds by two degrees you lose control of your body while it possesses you for 2d4 minutes.

Tell Fortune

Make a DC 25 check to get vague impressions about certain courses of action, see major events of the past, or possible future events. Sometimes retrieves no answer. If you fail by 2 degrees you read the future wrong but think you understood.

Astral Projection

With a DC 20 Mysticism check you can remove your consciousness from your body, allowing your spirit to roam free. While unembodied, you can fly at your movement speed. You perceive the world around you as you normally would, and gain the Phasing Pokémon ability. Every minute you are disembodied you must make another check at +1 DC, on a failure your spirit is pulled back to your body.

Others can detect your presence with a Perception check opposed to your Mysticism check. Mystics can sense your Aura normally

Another Mystic can force you to become visible or to return to your body with an opposed Mysticism check.

Project Illusion

With a DC 20 Mysticism check you can create an illusion up to 20ft away. For every degree of success the illusion can fill a 5ft cube and appear another 10ft away.

By adding 10 to the DC the illusion can make soft noises. The illusion can be detected with an Insight or Perception check opposed to your Mysticism check. If a subject interacts with the illusion and finds it is not physical (such as trying to grab a hand that is not there), they automatically succeed on detecting the illusion.

The illusion lasts for as long as you concentrate + 1 round. Concentrating maintains the illusion but requires a TA every round.

Pokémon Combat (INT)

Pokémon Combat represents your character's understanding of Pokémon battling and strategy. Type advantages, move effects, and other tactical knowledge are all encompassed in this skill.

Combat Information

Make a Pokémon combat check to know what types are super-effective against what, look at a moves description that you do not have, or gain a bonus in battles.

DC	Knowledge Example
10	Basic strategies, typing of standard moves like Peck, Vine Whip, Water Gun
15	Advanced facts, range of Rock Throw, type effectiveness of common types (normal, grass, water ect.)
20	Obscure information, type effectiveness of rare types (Fairy, Dragon, Steel, ect.)

Every time a trainer is presented with a move or combat situation, he can make a check to see if he knows useful information about the situation, such as the weaknesses of the enemy's type, the stats of the move being used, or potential environmental effects available.

Move Combinations

With a successful Pokémon Combat check, and the PM's approval, a trainer can predict if two moves will interact in a

beneficial or counter-effect manner and can pull it off at least once.

Move interaction is under the discretion of the PM, but examples could include using Flamethrower after the enemy has used Hydro Pump to fill the area with fog, or using Flamethrower on boulders so another Pokémon's Rock Throw deals Fire damage.

As you play, you may think of cool ideas for move interactions with your Pokémon and with your group's Pokémon, Pokémon Combat is used to determine if those ideas are practical (the PM will decide) and see if you can help your Pokémon pull it off successfully.

Move combinations can be a fun way to liven up a battle, but should not become consistently used techniques unless the whole group thinks it is fun and balanced.

Pokémon (INT)

The Pokémon skill represents knowledge of Pokémon behaviors, habitats, tracks, and the like. Often the Pokémon skill relates to information that might be found in the Pokédex, such as areas Pokémon are found or past or future evolutionary stages. The main benefit of this is that no Pokédex is required to know these things, and you do not have to have the Pokémon scanned in order to obtain these facts.

DC	Knowledge Example
10	Commonly known facts, evolution of a Rattata
15	Advanced facts, cry of a Pidgey vs a Pidove
20	Obscure information, specific details of rare Pokémon
25	Almost forgotten information, prehistoric facts, known only to few

Perception (AWE)

Use this skill to notice and pick up on things. Discerning details—such as clearly hearing conversation or reading fine text—requires at least three degrees of success on the Perception check.

In general, you have a -1 circumstance penalty to Perception checks for every 10 feet between you and what you are trying to perceive. So hearing a noise from 50 feet away is a -5 modifier to your Perception check, for example.

The PM usually makes Perception checks secretly so you don't know whether there was nothing to notice or you simply failed.

“This brat’s tough. Tougher than I can put into words, and I know a lot of words.”
-Team Galactic Grunt

“Even if we don’t understand each other, that’s not a reason to reject each other. There are two sides to any argument. Is there one point of view that has all the answers? Give it some thought.”
-Alder, Champion

Hearing

Make a check against a DC based on how loud the noise is or against an opposed Stealth check. Normal conversation is DC 0, a soft noise DC 10. Listening through a door is +5 DC, +15 for a solid wall. While you’re asleep, hearing something well enough to wake up is +10 DC.

Seeing

Make a check against a DC based on how visible the object is or against an opposed Stealth check. Something in plain sight is DC 0, while something subtle or easily overlooked may be DC 5, 10 or more. Visual perception is also used to detect someone in disguise (see the **Deception** skill) or to notice a concealed object.

You can make a Perception check every time you have the opportunity to notice something new. As a move action, you can attempt to notice something you failed (or believe you failed) to notice previously.

Persuasion (SPT)

You’re skilled in dealing with people, from etiquette and social graces to a way with words and public speaking, all of which helps to get your point across, make a good impression, negotiate, and generally win people over to your way of seeing things.

In negotiations, all participants roll Persuasion checks to see who gains the advantage. Opposed checks also resolve cases where two advocates plead opposing cases before a third party.

Non-player characters each have an initial attitude towards you or your cause. The PM chooses the character’s initial attitude based on the circumstances. Most of the time, people are friendly or indifferent toward trainers, but a specific circumstance or complication may call for a different attitude.

If a Persuasion check fails, trying again is futile; the subject is too set against your arguments. At the PM’s discretion, you can try again when the situation changes in some way: you find a new approach to your argument, new evidence appears, and so forth. The PM may consider you at a disadvantage in further negotiations, imposing a circumstance penalty as well.

Improve Relationship

You can improve others’ lasting attitudes towards you with a DC 15 Persuasion check. Success improves the subject’s attitude by one step, while every two additional

degrees of success improve it by another step (so two steps at three degrees, three steps at five degrees, and so forth). Failure means no change, and more than a degree of failure worsens the subject’s attitude by one step! In the case of a hostile subject, they may outright attack or otherwise interfere with you if their attitude worsens.

Attitude	Effect
Hostile	Will take risks to attack or interfere with you.
Unfriendly	Will insult, mislead, or otherwise cause you trouble.
Indifferent	Acts as socially expected towards you.
Friendly	Will chat, advise, and offer limited help.
Helpful	Will take risks to help or protect you.

Improving a relationship requires a long period of time, usually an hour at the minimum, while you spend time conversing and befriending the individual. If you are attempting to improve a relationship under false pretenses or for any reason outside of a sincere desire for friendship or to resolve differences, the individual makes an Insight check opposed by your Deception. If they succeed, they realize you are attempting to get close to them for some specific gain, and might react poorly (depending on the reason and the individual’s beliefs and personality).

Convince

Persuasion can be used to convince another of you are right or of the necessity of a particular course of action. Even enemies currently battling you can be convinced that ceasing hostilities and leaving the burning building is in everyone’s best interest. These checks do not change the target’s relationship with you but temporarily aligns them with your point of view.

Convincing someone is at least a standard action, and may take more than one turn. The PM decides if you can persuade at all once a conflict has broken out. Even if the initial check succeeds, the other character can only be persuaded so far; you might convince them that leaving the burning building is best, but they might leave some expendable henchmen behind to keep you busy while they run off.

“Let your minds rely on mine... Teleportation.”
-Sabrina’s Father

Make a Persuasion check against the target’s Insight. If you are successful, they agree with you and react accordingly.

Convincing is very dependent on the situation at hand. If the target is hostile you receive a -2 or -4 on your check. If the action you want them to make or the position you are taking is obviously beneficial for the target, you gain a +2 or +4 on the check.

The bonuses or penalties for either side are determined by the PM, with input from the Trainer making the check (as he explains why he thinks the attempt might work).

For every degree of success, the target more firmly agrees with you and is more apt to do as you ask without modifying it in some way.

Psychonesis (INT)

Trait skill. Trained Only.

Psychonesis represents a characters’ ability to tap into otherwise latent psychic abilities. Psychics share a unique connection with Psychic Pokémon and can manipulate the world around them with mental strength. Psychics can learn to move objects with their minds, read thoughts, and even master psychic type Pokémon moves.

Telekinesis (Move Object)

DC 10+1/5 ft away, +1/5 pounds – You can move an object remotely with a successful check. You can move the object up to 3 squares each round unless it weighs less than 5 pounds, in which case you can move the object 6 squares each round. While not

perfect as an attack, dropping an object on a creature deals 1d6 damage per 10 pounds per 10 feet, up to a maximum of 10d6. The creature avoids the object with a REF save DC 5+ your Psychonesis skill bonus. DEF applies normally.

Telepathy (Read Thoughts)

DC 15+1/5 feet – The target makes a Mind save DC 10+1/2 your psychonesis skill bonus. If you succeed the check and the target fails their save, you read the surface thoughts of the target. You get +5 to insight to tell if the target is lying, and you can pick up on other major thoughts on its mind. The target is unaware of the attempt unless it succeeds it’s Mind save. Even on a success, the target only has vague impressions of unease, exposure, and vulnerability; with two degrees of success it connects these feelings to your presence. If the target is familiar with psychics or trained mentally it can recognize these feelings as psychic influence.

Perform Psychic Move

Performing a Psychic-type moves requires an intense amount of effort that leaves a trainer feeling drained. Make a Psychonesis check against the move’s DC, you lose 5 HP, +1 HP for every 1 below the DC of your result. For example, using the move Psychic is a DC 40 check. If your check result is 23, you take 22 damage (5+17), and you can use the move normally.



The future is now,
thanks to science!
-Clemont

DC	Move Example
25	Weak move, Confusion, ect.
30	Non-damaging Move
35	Good move, Psybeam, ect.
40	Powerful move, Psychic, Psycho Boost, ect.

A trainer can lower the DC of a move by 5 for every degree of fatigue they give themselves after using the move. In this way, a trainer can reduce immediate damage at the cost of more lasting weariness.

Move availability restrictions still apply. Additionally, this has not been extensively play tested yet, as such it is subject to PM discretion. If a Pokémon move is proving too strong or perhaps too difficult to use, increase or reduce the DC.

Science (INT)

Science is mastery of physics, chemistry, and biology. It includes an understanding of research and experimental techniques, and allows a trainer to enhance their Pokémon through energy infusions, STAT boosting items like proteins and carbos, technical machines, and more.

Enhancing

Like the Breeding and Training skills, Science can be used to give Pokémon extra **training points** (TP) to spend on Pokémon traits. To enhance a Pokémon, you must spend 2 player turns researching, recording data, and preparing the proper mixture or program to give your Pokémon. Make a science check against DC 17. For every degree of success that Pokémon gains 1 additional TP.

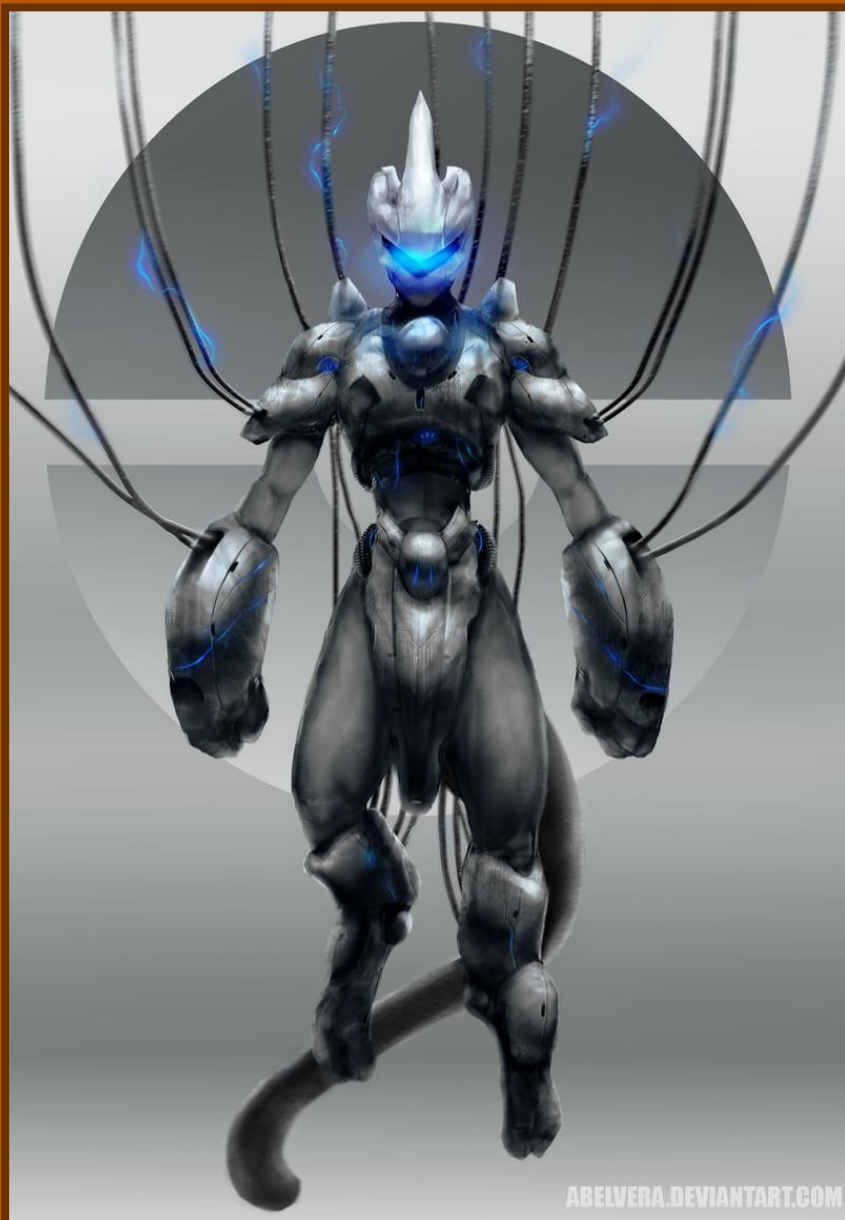
The TP gained this way stack with any TP a Pokémon earns through normal level progression.

Unlike Training, Science does not get more difficult on higher level Pokémon. However, in order to use Science you must to have access to a lab or other area with materials and the tools necessary for the job. Spend money on resources? Have certain items?

Knowledge

The Science skill also grants knowledge of physics, chemistry, biology, mathematics, and significant discoveries in the sciences. A successful check means your character knows information about the subject at hand or recalls an important piece of information or a main fact about whatever the check was made for.

DC	Knowledge Example
10	Commonly known facts, elements in water, $E=mc^2$
15	Uncommonly known facts, function of the Golgi apparatus, the atomic number of elements
20	Obscure information, Maxwell's electrical field equations, the reaction of Benzene with $KMnO_4$
25	Incredibly complex information, $\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \mathbf{u}) = 0$, Visual phototransduction pathway



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Sneaking around as a group can get difficult, as every member must make a check, and the chances of you all doing well get lower and lower with every additional roll. When sneaking around, try keeping your group as small as possible. Consider only having Pokémon out if they are exceptionally good at stealth. You should also remember that distance is your friend, and the opponent gets a penalty on their perception checks the further you are away from them.

Stealth (AGL)

You're skilled in going unnoticed. While using Stealth, you can move half your speed with no penalty. Faster than that, up to your full speed, you take a -5 circumstance penalty to your Stealth checks.

Every member of a group must make a stealth check, including any active Pokémon. For every degree of success on an individual's result they can add +2 to another group member's result.

Hiding

If you have cover or concealment, make a Stealth check, opposed by an observer's Perception check, to hide and go unnoticed. If others are aware of your presence, you can't use Stealth to remain undetected. You can run around a corner so you are out of sight and *then* use Stealth, but others know which way you went. You can't hide at all if you have absolutely no cover or concealment, since that means you are standing out in plain sight. Of course, if someone isn't looking directly at you (you're sneaking up from behind, for example), then you have concealment relative to that person. A successful Deception or Intimidation check can give you the momentary distraction needed to make a Stealth check while people are aware of you. When others turn their attention from you, make a Stealth check if you can reach cover or concealment of some kind. (As a general guideline, any such cover has to be within 1 foot for every bonus you have in Stealth.) This check, however, is at a -5 penalty because you have to move quickly.

Tailing

You can use Stealth to tail someone at your normal speed. This assumes you have some cover or concealment (crowds of people, shadows, fog, etc.). If the subject is worried about being followed, he can make a Perception check (opposed by your Stealth check) every time he changes course (goes around a street corner, exits a building, and so on). If he is unsuspecting, he only gets one Perception check for the scene. If the subject notices you, make a Deception check, opposed by Insight. If you succeed, you manage to pass off your presence as coincidence and can continue tailing. A failed Deception check, or being noticed a second time, means the subject knows something is up and reacts accordingly.

Streetwise (SPT\AWE)

Streetwise allows a character to get the feel for a town or city, ask locals for information on recent events, find the best deals, pick up the names of important figures and their activities, and even dip into the secret dealings of the underground.

This knowledge is gained by interacting with people, not by studying maps or books. This action takes about 1 hour of effort. See the table below for appropriate DCs. If successful, the character gleans a useful bit of information, gathers rumors, finds an available job or unique locale or comes up with the best possible deal on an item. The character is able to do this without attracting any unwanted attention to him or herself. If the check fails, the character may try again but might draw the attention of some authority or hostile faction doing so.

Streetwise can also be used as a Knowledge check, requiring no actions and no time.

DC	Locale Type
10	Familiar or Friendly Town or City
15	Unfamiliar but Typical
20	Foreign or Unfriendly City or Town
+5 or +10	Information is secret or closely guarded

Styler (SPT)

Trait skill. Trained Only. Tools.

Pokémon Rangers are trained in the use of a special device called the Capture Styler. The Styler allows for the Ranger to charm and convince wild Pokémon to help overcome environmental dangers or threats, join his team, or leave an area in peace.

Like Psychonesis and Mysticism, the Styler skill can only be trained through a Trait. Additionally, many aspects of the Styler skill are unavailable until additional Traits are taken.

Capture Attempt

Whenever you encounter a wild Pokémon, instead of battling with it and capturing it with a Poké Ball, you can attempt to charm the Pokémon with the Capture Styler. Make a Styler check against a DC of 15 + the

Styler Poké Assist Techniques

Bug - Sticky Web

A blob of sticky webbing explodes from the Capture Disc. In a burst 1 from a square along the arc all creatures must make a Reflex save or have their SPD reduced 2 combat stages.

Dark - Dark Purge

Dark tendrils from the Capture Line remove effects. Any environmental changes, traps, or hazards within the area contained in the arc are eliminated.

Dragon - Meteor Strike

Make a meteor fall on where the Capture Disk was. Use the move Draco Meteor centered on a space along the arc. This attack hits Blast 1 instead of Blast 3. After using Draco Meteor the styler is overloaded and all features of the styler are disabled until the Ranger can spend 1 minute making a Styler check DC 15 to repair it.

Electric - Thunderbolt

A thunderbolt hits the spot where the Capture Disc was. Use the move Thunderbolt on 1 target along the arc.

Fighting - Power Up

Fighting strength emits from the Capture Line. Four adjacent squares along the arc become filled with fighting energy. Any creature in one of the affected squares has their Attack STAT raised 1 combat stage.

Fire - Trail of Flame

Fire blazes from the Capture Line. Every square the styler passes through ignites, burning for 1d3 rounds. Any creature that enters or passes through a square on fire must make a Reflex save or get burned.

Flying - Twister

Releases a small twister. Choose 1 square along the arc. Any creature within Burst 1 of the chosen square must make a Body save. On a failure they are caught in the twister for 1 turn. While caught in the twister they are tossed about in the air and unable to use any movement speed except flying and must make an Endurance check to make an attack on their turn. For every weight class above 3 a Pokémon gains +2 on all saves and checks against Twister

Ghost - Manifest Spirits

Ghosts appear within the arc. The spirits of the dead, before unseen, begin showing in every square contained in the arc. Any ghost Pokémon in the area of the arc are forced to physically manifest. Additionally, all trainers and non-ghost Pokémon in the area must make a Mind save or become frightened. Every round after a frightened creature can make the save again to end the effect. Once saved they cannot be frightened again.

Fairy - Mystical Energy

Mystical power emits from the Capture Line. Four adjacent squares along the arc become filled with mystical energy. Any creature in one of the affected squares has their Sp.AtK STAT raised 1 combat stage.

Grass - Overgrowth

Plants sprout from the Capture Line. Every square the styler passes through in its arc becomes difficult terrain for the scene. Any creature in a square the styler passes over must make a Reflex save or become immobilized. Once a turn as a free action an immobilized creature can make a Body save to break free

Ground - Earth Churn

The Capture Line churns the earth. The ground of three squares adjacent to each other along the styler's arc break apart and engulf anything standing there. Any creature in those squares must make a Body save or become trapped. A trapped creature cannot take any actions. Once a turn as a free action a creature trapped can make another Body save to escape. For every round trapped the creature gains +2 to this save.

Ice - Wall of Cold

Loops form patches of ice. A total of 3 squares along the arc become filled with walls of ice, these squares need not be continuous. The wall is two meters tall, has a hardness of 15 and HP equal to the highest non-hp STAT of the Pokémon who charged the Styler. If you create a wall in a square with a creature inside it, the creature makes a Reflex save or becomes Frozen for 1 turn after which the wall breaks apart. On a success, the creature can choose any unoccupied adjacent square and moves there. The walls have the weaknesses and resistances of Ice-type.

Normal - Overcharge

Increase the power and length of the Capture Line. While charged with Normal-type energy the Styler can deploy, recall, and capture Pokémon up to 11 squares away. Additionally, you gain +3 on Styler checks, and another 250 on your Pokéhunter scores (total 500).

Poison - Toxic Cloud

A poisonous mist spreads from the Capture Line. Six adjacent squares along the arc are subjected to the attack Smog.

Psychic - Telekinesis

Elevate a Pokémon in mid-air. Use the move Telekinesis on one target along the arc.

Rock - Gravel Shotgun

Sharp gravel blasts from the Capture Disc. Use the move Rock Blast in a Burst 1 along the arc.

Steel - Iron Orb

Materializes a steel ball and launches it at an enemy. Use move Magnet Bomb on one target along the arc. Add +10 damage to this attack.

Water - Rejuvenating Sphere

Forms a bubble of healing water. Use the move Aqua Ring on one target along the arc.



Pokémon's Mind save. If you are successful, you change the disposition of the Pokémon by one step for every degree of success. Most wild Pokémon begin at a disposition of Unfriendly, but exceptionally curious or calm Pokémon might be indifferent or even friendly, and more aggressive or hungry Pokémon might start at Hostile.

At any time during the encounter, you can use a TA to attempt to capture the Pokémon. Make a capture attempt as if you were throwing a Poké Ball (pg. 96). The friendlier the Pokémon is, the lower its capture rate becomes for capture attempts with the Styler.

Disposition	Capture Rate Modifier
Hostile	+20
Unfriendly	+10
Indifferent	-
Friendly	-15
Helpful	-30

Call Aid

Call Aid can only be used once the Ranger Novice trait has been taken.

Once per day, after a minute of searching and preparation you can make a Styler check DC 10. For every degree of success a

number of wild Pokémon appear and become friendly to you for the scene. These Pokémon are of an appropriate species and level to the area (see terrain types in the Catching Pokémon chapter). These allies loosely follow your command and will aid you in whatever way they can. They will put out fires, chase enemies, and even fight rampaging Pokémon or hostile trainers for a limited amount of time. If damaged in any way the Pokémon will flee. If any trainers attempt to capture them they will flee. If you try to use their aid to do anything other than protect other Pokémon, people, or the environment, they will flee.

Poké Assist

The Poké Assist feature of the Styler can only be used once the Ranger Adept trait has been taken.

As a TA you can have a friendly adjacent Pokémon charge your styler with energy. You can only have one charge in your styler at a time. Once charged the styler gains a special attack. The type of Pokémon that charges your styler changes the effect of your attack, as seen on the table below. All save DCs are equal to your Styler skill bonus plus the Attack or Sp.Attack BST of the charging Pokémon.

Survival (AWE)

Use this skill to hunt and forage, guide a group safely through scorching deserts, identify signs that Mankey live nearby, or avoid quicksand and other natural hazards.

Basic Survival

You can make survival checks to avoid natural hazards and stay safe and fed in the wild. With a successful check you reduce the probability of facing a hazard during travel. You can provide food and water for a number of people based on your check result. The DC varies depending on the terrain type. See "Wilderness Adventuring" (page ___) for more details.

Know Direction

As a full-round action you can ascertain which direction is north by succeeding on a DC 10 survival check.

Track (Trained Only)

To find tracks or to follow them requires a full-round action and a successful Survival

check. The DC of the check depends on the surface and the prevailing circumstances, as given below. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the terrain type changes.

You move at half your normal speed while tracking. You can choose to move your normal speed instead, but you take a -5 circumstance penalty on the checks made to follow tracks.

DC	Surface
10	Soft Ground
20	Firm Ground
30	Hard Ground

Soft Ground: Any surface (fresh snow, thick ash, wet mud) that holds clear impressions of footprints)

Firm Ground: Any outdoor surface (lawns, fields, woods) or exceptionally soft or dirty indoor surface (dusty floors, thick carpets) that can capture footprints.

Hard Ground: Any surface that does not hold footprints at all (bare rock, concrete, metal deck plates)

DC	Circumstance
-1	Every 3 creatures in the group being tracked
+1	Every day since the trail was made
+1	Every hour of rain since the trail was made

+5	Fresh snow cover since the trail was made
+5	Poor visibility
+5	Tracked target hides trail

Largest creature being tracked:	
-10	Huge
-5	Large
0	Medium
+5	Small or smaller

Training (SPT\AWE)

Training is your ability to teach Pokémon unique or abstract strategies, tricks, or stunts. Trainers with this skill can do more than just get their Pokémon to listen to them, but can also teach their Pokémon advanced techniques.

Making a training check requires 2 player turns. Once the turns have been spent to train a Pokémon, make a Training check against DC 10 modified by circumstances on the following table. Your Pokémon will gain a number of **training points** equal to the degree of success. These training points can be spent on new traits, abilities, or other effects to improve the Pokémon's power.

The TP gained this way stack with any TP a Pokémon earns through normal level progression.

DC	Circumstance
+1	Per level of Pokémon
+3	Final Evolution
+5	Loyalty below 2
-3	Loyalty above 3

The traits available to Pokémon are listed in the Traits chapter.

“That’s no straightjacket, it’s a strength intensifier. It’s my own secret weapon for unlocking a Pokémon’s power.”
-AJ



TRIAL AND BATTLE



Pokémon is all about battle and overcoming trials. Fighting evil, defeating dangerous monsters, and becoming the best there ever was all depend on your wits, skill in battle, and the power of your Pokémon.

Even if you lose in battle, if you surpass what you've done before, you have bested yourself.
– Marshal

COMBAT ROUNDS

The **combat round** (or simply **round**) is how Poké RPG breaks down time when things like who goes first and how much each character can accomplish are important. A round represents about six seconds of time in the game world.

During a round, each character involved takes a **turn**, which is that character's opportunity to do something. A character has an allotment of **actions**, used during that character's turn. Players decide what their characters do on their turns, while the PM handles everyone else's turn.

Initiative

The order in which characters take their turn is determined by **initiative**. Initiative represents response time and coordination between Trainer and Pokémon.

Initiative Score = (Trainer SPD) + (Pokémon SPD)

If a trainer has no active Pokémon, double his part of the initiative bonus. If a trainer has two or more active Pokémon, average their part of the initiative bonus. In other words, a Trainer doubles their bonus to initiative when acting alone, representing their ability to focus without directing Pokémon. When acting with a together the Trainer and Pokémon combine scores. If a trainer has two Pokémon in play, average the bonus they give to initiative. For example, a Jolteon with a 67 speed and a Geodude with 36 speed would give roughly 51 to initiative if a trainer had both the Jolteon and the

Geodude out at the same. The In-Sync trait improves the initiative bonus.

At the start of a battle, the PM or a player he designates writes the initiative score of every participant in the battle.

The initiative score determines what order characters act in, counting down from highest to lowest. Usually, the PM writes the the names of the characters down in initiative order to move quickly from one character to the next each round. If two characters have the same initiative score, they act in order of highest AGL and AWE. If there is still a tie, each tied player should roll a die, with the highest roll going first. The PM may use one score for an entire group of Pokémon or NPCs, giving them all all the same initiative. If characters enter a conflict after it's begun, their initiative scores are added to the list and act when their turn comes next in the existing order.

“The world pushes us without mercy, and when some push back the world points and cries ‘evil!’”
–Mewtwo



TkptVN, Deviant Art

“There are bad ways to win—and good ways to lose. What’s interesting and troubling is that it’s not always clear which is which. A flipped coin doesn’t always land heads or tails. Sometimes, it may never land at all...”
-Grimley, of the Elite Four

Changing Turn Order

If a trainer switches his Pokémon, a SPD STAT is modified, or anything causes the initiative bonus to change, move the trainer and his team up or down in the turn order as appropriate.

For example, Joey and his Beedrill have an initiative score of 72. When Beedrill uses agility, his speed increases and so does his bonus to initiative, increasing their initiative score to 92. If this now places Joey above another initiative he goes before the other character in the following rounds of combat.

Surprise

Some conflicts begin with one or more characters caught unaware or **surprised**. This is typically because the character did not succeed on a Perception or other check and was therefore caught off-guard. Some characters on a side can be surprised while others are not. If any characters in the conflict are surprised, then the battle begins with a **surprise round**. Everyone involved in the conflict makes initiative checks as usual. Surprised characters do not act on the surprise round. Other characters who are not

surprised may act, but are limited to a standard action and free actions, although they may exchange their standard action for a move action, as usual.

Action Types

The four types of actions characters can take are trainer, move, free, and reaction. In a normal round, you can perform two **actions** and a **move action**. You can also perform as many **free actions** as your PM allows. You can make one **reaction** per round even when its not your turn. Some situations (like the surprise round) and conditions (like being dazed) limit the actions you can take during your turn.

TRAINER ACTION A trainer action, sometimes referred to as a Standard Action, allows you to do something. Trainer actions represent the most significant portion of your turn. You can direct a Pokémon, make an attack, use a skill, trait, or device, send out a Pokémon, or perform similar actions. During a battle round, you can take two trainer actions and a move action. However, you cannot direct the same Pokémon twice nor can you use both trainer actions to have a trainer attack twice.



A typical turn in combat might look like this:

Joey's turn starts with his Weedle and Metapod on the battlefield. His Metapod is getting low on HP, so he uses his Move Action to recall Metapod. He uses one of his two Trainer Actions to send out Rattata. Even though Joey has another Trainer Action, Rattata cannot act on the turn it was deployed. Instead, Joey chooses to direct his Weedle, giving it a Move and Attack action of its own. Joey moves his Weedle into position and attacks with Poison Sting.

MOVE ACTION A move action allows you to move your speed or perform an action taking a similar amount of time, such as draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action. You can take a move action in place of a trainer action. For example, rather than moving your speed and attacking you can stand up and move your speed (two move actions), draw a weapon and climb (two move actions), or pick up an object and stow it (two move actions). You can only substitute a trainer action for a move action once per round. You can also make a DC 15 Athletics check as a free action to run faster: one or more degree of success increases your ground speed by +1 for one round.

FREE ACTION Free actions consume very little time and, over the span of the round, their impact is so minor they are considered to take no real time at all. You can perform one or more free actions while taking another action. For instance, dropping an object, dropping to a prone position, and speaking a sentence or two are all free actions.

REACTION A reaction is something that happens in response to something else, like a reflex. Like free actions, reactions take so little time they're considered free. The difference between the two is a free action is a conscious choice made on the character's turn to act. A reaction can occur even when it's not your turn to act. Some moves and traits are usable as reactions.

NO ACTION Finally, some things players are called upon to do—certain die rolls like saving rolls, for example—are not considered actions at all, as they involve no action on the part of the characters.

Taking Your Turn

When it is your turn in the initiative order, you declare what actions your character will perform and then they are resolved in order.

Taking Actions

You get two trainer actions and a move action each turn. You can exchange one of your trainer actions for an additional move action, allowing you to perform up to two move actions. You can also perform as many free actions on your turn as you wish.

Order of Actions

You perform your actions in any order that you wish, you can even split your actions. For example, you can move half your distance, attack, and then move the other half. Combat is broken into rounds for accessibility, but it should feel as fluid and real-time as possible.

Common Trainer Actions

Send out a Pokémon

Sending out a Pokémon is often the first thing you need to do in a battle. You can send a Pokémon out anywhere within 6 squares of your position. A Pokémon cannot move or take any action on the turn it is deployed from its Poké Ball.

Direct a Pokémon

Directing a Pokémon allows the Pokémon to move its speed and make an attack. Effectively, directing a Pokémon gives it a Move Action and a Attack Action of its own. To direct a Pokémon it needs to be out of its Poké Ball and capable of receiving orders from you. Generally, shouting is loud enough to direct Pokémon within 1km, but special circumstances might modify this range.

If you do not direct a Pokémon, it cannot take actions in battle. However, if you are unconscious or otherwise unable to direct your Pokémon, it will act according to its own instinct to protect itself and, if its loyalty is 3 or higher, to protect you.

Grab

You attempt to grab and hold a target. Make an make an opposed Body check against their Reflex or Body save. If you win with one degree of success, the target loses their evasion bonus and cannot move. Two or more degrees you trap your target (if it's a Pokémon it cannot be recalled) and they cannot make physical attacks. You lose your evasion bonus while grabbing and holding an opponent. You can maintain a successful grab as a free action each turn, but cannot perform other actions requiring the use of your grabbing limb(s) while doing so. You can drag a grabbed target along with you when you move. The target gets a Strength resistance check against your Strength. If it fails, you move and the target moves along with you. If the target resists, you are immobilized that turn unless you release your hold on the target. You can end a grab (releasing your target) as a free action. If you are unable to take the free action to maintain the hold, the target is

automatically released. A target can attempt to escape from a grab as part of a move action (see **Escape**).

The Pokémon moves Bind, Clamp, and Wrap enter a grapple with an AC of 3 (Likely easier than an opposed check). If a Pokémon has the move Bind, Clamp, or Wrap, they gain a passive +3 to checks to maintain a grapple. The damage for Bind, Clamp, and Wrap automatically occur every turn a grapple is maintained, if the grappler so desires.

Pokémon with long bodies, extra arms, or any other reasonable advantage gain +3 to maintaining a grapple.

Make an Attack

Kicking, punching, or making any other kind of attack as a trainer requires a trainer action.

Use Item

Potions, other healing items, STAT boosters, and the like require a trainer action to use. Unless otherwise noted these items require you to be adjacent to the target.

Activate Trainer Ability

Many traits give trainers special abilities. Unless the trait specifies a different action that is required, activating these abilities uses one of your trainer actions for the turn.

Common Move Actions

Escape

You attempt to escape from a successful grab (see **Grab**). Make an opposed save of your Body or Reflex against the Body of your opponent. If you succeed, you end the grab and can move up to half your normal speed. If you fail, you are still grabbed.

Pokémon that are insubstantial, slimy, or otherwise difficult to hold gain +3 to escaping a grapple.

Any Pokémon that can become incorporeal may escape a grapple automatically any time they do so.

Move

The most common use for a move action, moving allows you to move up to your speed around the battleground. You cannot move through squares occupied by an enemy, nor can you end your space in a square occupied by an ally.

Humans have a base speed of 6, while Pokémon's speed capabilities are listed in the Pokédex.

Some terrain, such as areas covered in bushes or thick vines, a steep hill, or rocky and uneven ground is considered **difficult terrain**. Difficult terrain costs 2 squares of movement to move 1 square.

Recall Pokémon

Recalling a Pokémon is a move action. You can only return Pokémon within 6 squares of you.

Retrieve Item

Digging through your backpack to retrieve an item requires a move action. After the action, the item is in your hand and ready for use.

All-out Run

If you use a move action to move your full speed, and then use a trainer action as a move action to move your full speed again, instead of moving your speed twice you can move your speed three times.

Common Reactions

Dodging

Once per battle a trainer can dodge any attack about to hit them. After the attack roll has succeeded and damage is rolled, a Trainer can decide to Dodge an attack, completely negating its effects. If the trainer was unaware of the attacker they can only reduce the damage by half and still suffer any other effects of the attack.

At level 6 a trainer can dodge twice per battle.

Once a trainer has multiple uses of dodge they can choose to use two of their dodges to completely negate the effects of an attack they were not aware of.

Intercepting

As a reaction a trainer can command a Pokémon within reach of a melee attacker and its target to intercept an attack. The Pokémon intercepting the attack becomes the new target and suffers the effects of being hit by that attack.

A Pokémon can intercept a ranged attack in the same manner but does not need to be within reach of the attacker and target. Instead, the interceptor of a ranged attack must be within reach of the path the ranged attack must travel to hit the target.

To intercept an attack the trainer and Pokémon must be aware of the attacker. A Pokémon cannot evade an attack they are intercepting.

Ending Your Turn

At the end of your turn, you should:

- End any effects that last “until the end of your turn”.
- Make any necessary resistance checks to recover from ongoing effects.

- Inform the Pokemaster and other players that your turn is finished, allowing the next character in the initiative order to go.

STATs

STATs are absolutely necessary for combat. STATs determine how much extra damage a move does, how tough a defender is, who goes first, and many other important aspects of battle. There are 6 STATs, each playing a different role in combat. This section explains what each STAT represents and why.

Stat Descriptions

Hit Points

Hit points represent how much of a beating you can take. In most RPGs, hit points straddle a strange fence between how much a character can be hit, and a pseudo-dodging ability of avoiding attack. Luckily, Pokémon, and anime in general, is much less coy about heroes getting hit and being OK. Pokémon and Humans can get hit by energy blasts, fireballs, lightning bolts and more and stand right back up to make their own attacks or run for cover. Thus, in the Poké RPG, hit points are how much a creature can get hit before fainting. Evasion, on the other hand, is avoiding hits.

Attack

The Attack STAT represents how deadly the physical blows of an attack are. For trainers, the Attack STAT is improved by high Strength and high Agility scores. This represents how finesse and well-aimed attacks can be just as deadly as heavy hits and smashes. Pokémon often have similar examples, with small but skilled Pokémon having high attack, while bigger, slower, but brawnier Pokémon also have high Attack STATs.

Defense

The Defense STAT represents how durable a creature is. Thick skin, scales, being made of rock, huge muscles, all these and more contributes to Defense. Defense is NOT the ability to avoid attack; rather it is how good you are at getting hit and suffering little or no ill-effect.

Special Attack

The Special Attack STAT represents the amount of spiritual, mental, or non-physical force a creature can bring to bear. For trainers, Special Attack is improved by high Intelligence and Awareness scores, representing how mental capacity and intuition both play a role in Special Attack. Shooting lightning, energy beams, or launching psychic assaults are more powerful when the attacker has a high Special Attack.

Special Defense

The Special Defense STAT represents how good at resisting non-physical attacks a creature is. For trainers, Special Defense is improved by high Intelligence and Spirit scores. Resisting mental assaults, energy, or mystical attacks is based on mental fortitude, unyielding spirit, and indomitability, which are all good descriptions of Special Defense.

Speed

The Speed STAT represents how quickly a character can react to new situations or challenges. For trainers, the Speed STAT is improved by high Agility and Awareness scores. Reflexes are dependent on being able to perceive, interpret, and act before it is too late. Speed also contributes to Evasion, which makes a creature more difficult to hit with attacks.

POKÉMON BATTLE

A **battle** is when two or more characters go up against each other through combat. Attacks, damage, and hit points are all necessary to explain battle and its consequences. Battle between trainers and their Pokémon is a vital part of the Poké RPG and a big element of the fun, just like in the Pokémon games, anime, and manga.

A real warrior doesn't dash off in pursuit of the next victory, nor throw a fit when experiencing a loss. A real warrior ponders the next battle.

-Grimsley, of the Elite four

$$\text{Evasion} = 5 + \frac{\text{SPD}}{10}$$

$$\text{Attack Modifier} = \text{Move} + \frac{(\text{ATK or Sp.ATK})}{10}$$

Status moves use ATK or Sp.ATK divided by 10, whichever is higher.

Attacks

An attack roll represents an attempt to hit a target with a strike or Pokémon move. The **Attack Modifier** for each attack influences the attack roll and is the move's modifier plus the attacker's ATK or Sp.ATK divided by ten (see the sidebar to the left). The type of move, physical or special, determines if you add ATK/10 or Sp.ATK/10 to the attack modifier. Some weapons or moves are inaccurate and subtract from the attack modifier, others are more accurate and add to the modifier, see each move's listing for its modifier.

When you make an attack, roll a d20 and add or subtract the total Attack Modifier, if any, for that attack. If your result equals or exceeds the target's evasion, your attack hits and will apply its damage or effects.

$$\text{Attack Check} = \text{d20} + \text{Attack Modifier vs. Evasion}$$

Critical Hits

When you make an attack check and get a natural 20 (the d20 actually shows 20), you automatically hit, and you score a critical hit. When you score a critical hit you multiply your total damage by 1.5.

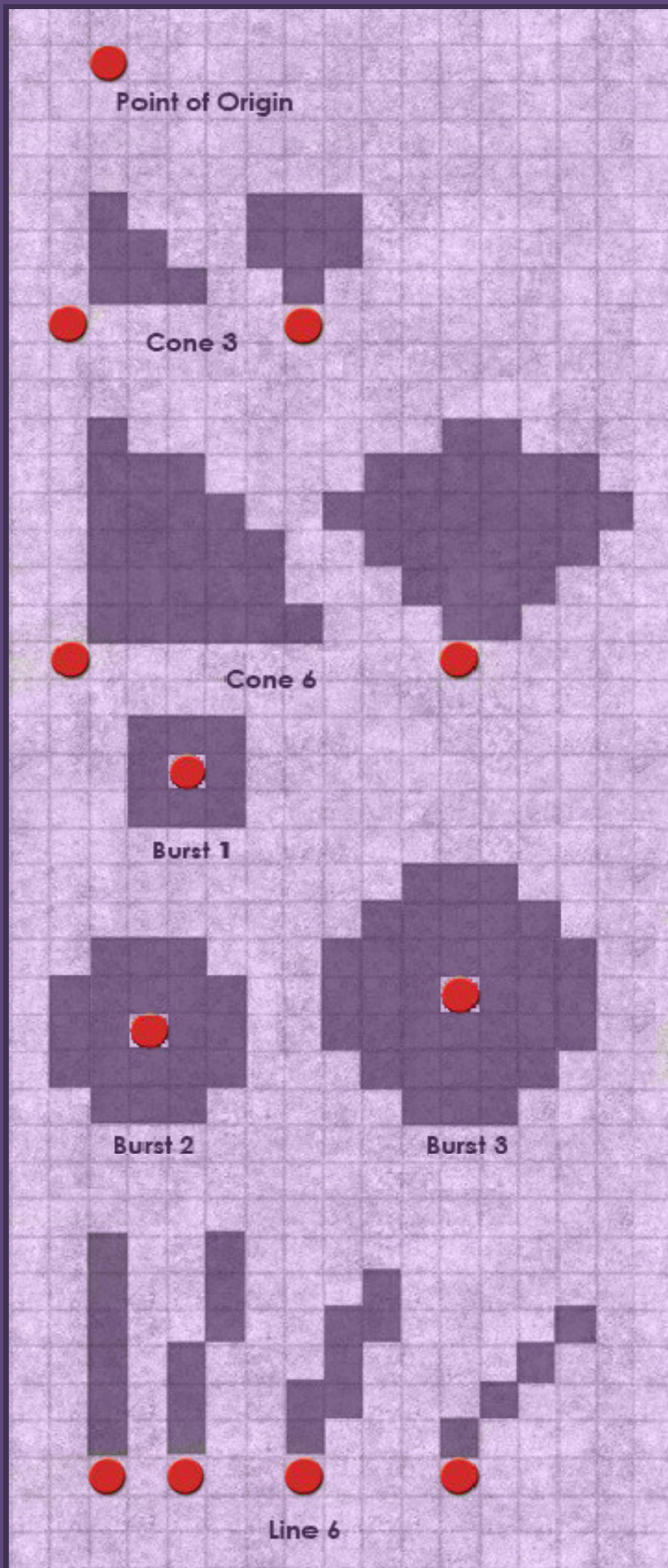
Increased Threat Range

Characters with the Improved Critical trait and certain moves can score a critical on a natural result less than 20, although they still automatically hit *only* on a natural 20.

Range

An attack may or may not be ranged. Under the description for each move a range is listed, this range is the number of squares away the attack can easily hit a target. Hitting a target outside of the range is possible but difficult. For every two squares beyond the maximum range the attack suffers -1 the attack modifier. Some moves do not function at all beyond their maximum range, such as Flamethrower,





Smog, or other AOE's. Other moves might be more accurate than others at far range. It is under the PM's discretion to determine the long range effects of individual moves.

Area Attacks

Some moves and attacks can target areas of the battlefield instead of individual targets. A rocket launcher, for example, or the move Fireblast, explodes in a large area and effects every target in the blast radius.

An attack's description specifies its area of effect, which typically has one of three different shapes: Burst, Cone, or Line. Every area of effect has a point of origin, a location from which the attack erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a square on the battlefield, but some attacks have an origin that is a target creature or object.

Area attacks cannot hit beyond their listed burst, cone, or line.

Burst

Two types of burst attacks exist in the Poké RPG: those that originate at the user, and those that originate at a range from the user. Attacks that are designated with only "Burst X" have the user of the attack as the point of origin. Burst attacks that list a range indicator separated from "Burst X" by a common explode from a projectile that is fired by the user to a target square anywhere within range. The target square is the point of origin for these attacks. A burst has a numerical value that describes how many squares from the point of origin the blast effects. "Burst 2," for example, fills 2 squares in every direction around the user. A "6, Burst 3" explodes 3 squares in every direction from a target square within the range of 6 (assuming the projectile has a clear line of travel to that space).

Cone

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's range specifies its maximum length. For example, Flamethrower has a range of Cone 3. This attack would travel 3 squares from the user, hitting 1 square next to the user and 3 squares adjacent to each other at the end of the cone (See left).

Line

A line extends from its point of origin in a straight path up to its maximum range,



Vhu. Deviant Art

“You can’t
change the
world without a
little pain”
- Team Plasma
Grunt

hitting all targets in its area. Solar Beam, for example, has a range of Line 6. This attack would hit all targets in a line six squares from the user.

Concealment

To attack a target, you first have to have some idea of where to aim your attack. If you can perceive something then you can target it with an attack. If you cannot clearly perceive the target, then it has **concealment** from you.

Partial Concealment applies a -3 circumstance penalty to your attack check for not being able to clearly perceive your target. Partial concealment includes conditions like dim lighting, foliage, heavy precipitation, fog, smoke, and the like.

Total Concealment applies a -8 circumstance penalty to your attack check for not being able to perceive the target at all, presuming the attacker even knows (or guesses) the right area to target. It includes conditions like total darkness, heavy smoke or fog, attacking an invisible creature, and so forth

Cover

Targets may also hide behind obstructions to gain **cover** against your attacks.

Obstructions that do not physically block attacks but simply make the target harder to perceive—such as lighting, fog, or foliage—provide concealment rather than cover.

Partial Cover applies a $+3$ circumstance bonus to Evasion. It generally means about half of the target is behind cover, such as around a corner, behind a tree or pillar, or a low wall.

Total Cover applies a $+6$ circumstance bonus to Evasion, with three-quarters or more of the target behind cover, like a narrow window, or crouched behind a wall.

If a target is completely behind cover, then you cannot attack that target (although you can attack the cover itself).

Cover also grants a circumstance bonus to reflex saves against area effects so long as the target has cover with respect to the origin point of the effect. So someone behind total cover also gains a $+6$ to reflex checks against area effects.

Damage

When an attack or move hits a target it will deal damage, cause an effect, or sometimes both. The amount of damage dealt depends on the attack. Each move

STAB

STAB stands for "Same type attack bonus." When a Pokémon or trainer uses a move that they share a type with, add the STAB bonus of 3xCL to the damage. A Grass-type using Razor Leaf, for example, would add 3 times their combat level to damage.

Humans, by default, are considered typeless, taking neutral damage from all attacks. Some traits and abilities can change a person's type.

has a set of dice you roll to determine damage. After you roll the damage for a move, you then add the appropriate STAT: ATK for Physical moves or SP. ATK for Special moves. You also add 3 times your Pokémon's level if your Pokémon shares a type with the move (STAB). The Target then subtracts its DEF or SP.DEF (depending on the attack) from your total, and the result is damage dealt.

$$\text{Damage} = (\text{Move damage} + \text{ATK or SP. ATK} + \text{STAB}) - (\text{DEF or SP. DEF})$$

After the attack has hit and damage has been calculated, the target subtracts the total from their HP.

For example, a level 2 Bulbasaur with a 20 attack value uses the move Tackle on a level 2 Charmander which has an 18 defense. Tackle is a move that has an attack modifier of +2. Bulbasaur's trainer rolls a d20, rolling a 9, which then gets +2 from the move, and +2 from Bulbasaur's 20 attack (divided by 10). 13 is higher than the Charmander's evasion (5 + 2), and so Tackle hits. It deals 2d6 damage, and the roll

comes up with a 6 and a 3, for 9 damage. Total damage is 9 + 20 - 18 = 11 damage. The Charmander subtracts 11 from his remaining HP and the attack is resolved.

An attack never deals less than 5% of the target's max HP in damage.

If a multiplier from a critical, type match-up, or other effect modifies damage, apply it after the necessary defense is subtracted.

Type Matchups

Each Pokémon is of a specific "type" which heavily influences the amount of damage they take from attacks. A fire-type Pokémon, for example, takes double damage from water-type attacks. Below is a table that explains each type's weaknesses and strengths.

Humans are considered typeless by default. This means they take neutral damage from all types.

It is important to note that a Water-type Pokémon can use attacks that are not water-type. A Squirtle using Tackle, for example, is a water Pokémon using a normal-type move. Type-matchups are

POKÉMON GEN 6 TYPE MATCHUPS									
BUG	2X DAMAGE TO PSYCHO GRASS DARK	½ DAMAGE FROM FIGHT GRASS GROUND	DARK	2X DAMAGE TO GHOST PSYCHO	½ DAMAGE FROM DARK GHOST IMMUNE TO PSYCHO	DRAGON	2X DAMAGE TO DRAGON	½ DAMAGE FROM ELECTRA FIRE GRASS WATER	
	½ DAMAGE TO FIGHT FIRE FLYING GHOST POISON STEEL FAIRY	2X DAMAGE FROM FIRE FLYING ROCK		½ DAMAGE TO DARK FIGHT FAIRY	2X DAMAGE FROM BUG FIGHT FAIRY		½ DAMAGE TO STEEL	2X DAMAGE FROM DRAGON ICE FAIRY CAN'T DAMAGE FAIRY	
ELECTRA	2X DAMAGE TO FLYING WATER	½ DAMAGE FROM ELECTRA FLYING STEEL	FAIRY	2X DAMAGE TO DARK DRAGON FIGHT	½ DAMAGE FROM BUG DARK FIGHT IMMUNE TO DRAGON	FIGHT	2X DAMAGE TO DARK ICE NORMAL ROCK STEEL	½ DAMAGE FROM BUG DARK ROCK	
	½ DAMAGE TO DRAGON ELECTRA GRASS CAN'T DAMAGE GROUND	2X DAMAGE FROM GROUND		½ DAMAGE TO FIRE POISON STEEL	2X DAMAGE FROM POISON STEEL		½ DAMAGE TO BUG FAIRY FLYING POISON PSYCHO CAN'T DAMAGE GHOST	2X DAMAGE FROM FAIRY FLYING PSYCHO	
FIRE	2X DAMAGE TO BUG GRASS ICE STEEL	½ DAMAGE FROM BUG FAIRY FIRE GRASS ICE STEEL	FLYING	2X DAMAGE TO BUG FIGHT GRASS	½ DAMAGE FROM BUG FIGHT GRASS IMMUNE TO GROUND	GHOST	2X DAMAGE TO GHOST PSYCHO	½ DAMAGE FROM BUG POISON	
	½ DAMAGE TO DRAGON FIRE ROCK WATER	2X DAMAGE FROM GROUND ROCK WATER		½ DAMAGE TO ELECTRA ROCK STEEL	2X DAMAGE FROM ELECTRA ICE ROCK		½ DAMAGE TO DARK	2X DAMAGE FROM GHOST DARK CAN'T DAMAGE NORMAL IMMUNE TO NORMAL FIGHT	
GRASS	2X DAMAGE TO GROUND ROCK WATER	½ DAMAGE FROM ELECTRA GRASS GROUND WATER	GROUND	2X DAMAGE TO ELECTRA FIRE POISON ROCK STEEL	½ DAMAGE FROM POISON ROCK IMMUNE TO ELECTRA	ICE	2X DAMAGE TO DRAGON FLYING GRASS GROUND	½ DAMAGE FROM ICE	
	½ DAMAGE TO BUG DRAGON FIRE FLYING GRASS POISON STEEL	2X DAMAGE FROM BUG FIRE FLYING ICE POISON		½ DAMAGE TO BUG GRASS CAN'T DAMAGE FLYING	2X DAMAGE FROM GRASS ICE WATER		½ DAMAGE TO FIRE ICE STEEL WATER	2X DAMAGE FROM FIGHT FIRE ROCK STEEL	
NORMAL	2X DAMAGE TO NONE	½ DAMAGE FROM NONE	POISON	2X DAMAGE TO GRASS FAIRY	½ DAMAGE FROM BUG FAIRY FIGHT GRASS POISON	PSYCHO	2X DAMAGE TO FIGHT POISON	½ DAMAGE FROM FIGHT PSYCHO	
	½ DAMAGE TO ROCK STEEL CAN'T DAMAGE GHOST	2X DAMAGE FROM FIGHT IMMUNE TO GHOST		½ DAMAGE TO GHOST GROUND POISON ROCK CAN'T DAMAGE STEEL	2X DAMAGE FROM GROUND PSYCHO		½ DAMAGE TO PSYCHO STEEL CAN'T DAMAGE DARK	2X DAMAGE FROM BUG DARK GHOST	
ROCK	2X DAMAGE TO BUG FIRE FLYING ICE	½ DAMAGE FROM FIRE FLYING NORMAL POISON	STEEL	2X DAMAGE TO FAIRY ICE ROCK	½ DAMAGE FROM BUG ICE NORMAL PSYCHO IMMUNE TO POISON	WATER	2X DAMAGE TO FIRE GROUND ROCK	½ DAMAGE FROM FIRE ICE STEEL WATER	
	½ DAMAGE TO FIGHT GROUND STEEL	2X DAMAGE FROM FIGHT GRASS GROUND STEEL WATER		½ DAMAGE TO ELECTRA FIRE STEEL WATER	2X DAMAGE FROM FIGHT FIRE GROUND		½ DAMAGE TO DRAGON GRASS WATER	2X DAMAGE FROM ELECTRA GRASS	

Extreme Damage Injury Chance

50% HP	1%
75% HP	5%
100% HP	15%

Fainted Injury Chance

0% HP	5%
-25% HP	15%
-50% HP	25%
-100% HP	40%
-150% HP	60%
-300% HP	Dead

Serious Injury Examples:

- Concussion
- Broken Leg
- Broken Arm
- Internal Bleeding
- Punctured Lung

Typed Injury Examples:

- Severe Burn (FIRE)
- Frostbite (ICE)
- Nerve Damage (ELE)
- Brain Damage (PSY)
- Blood Poisoning (PSN)

based on the type of move being used, not on the type of Pokémon using it.

Serious Injury

If a source of damage deals over 50% of a target's HP at one time there is a chance for serious injury. There is also a chance for serious injury any time a Pokémon faints. The risk of injury increases depending on how much HP was lost. See the side tables for injury chances.

While injured it is unwise to continue battling or adventuring but it is possible. A concussion, for example, may impart a -5 on appropriate checks, such as INT or AWE based skill checks, while also reducing SP.ATK and SP. DEF as well.

Damaging Objects

Attacking objects is usually much easier than attacking living creatures. Unless it is an exceptionally difficult to hit target, such as a falling device, a moving car, or something very far away, bypass the Attack Check and assume the attack hits. Objects have HP, DEF, and SP.DEF stat like humans and Pokémon, and these values depend on the material of the object. The listed values for HP are per inch of thickness.

Material	HP	DEF	SP.DEF
Glass	5	5	5
Wood	15	25	25
Stone	10	40	40
Iron	25	55	55
Steel	20	70	70
Titanium	30	100	100



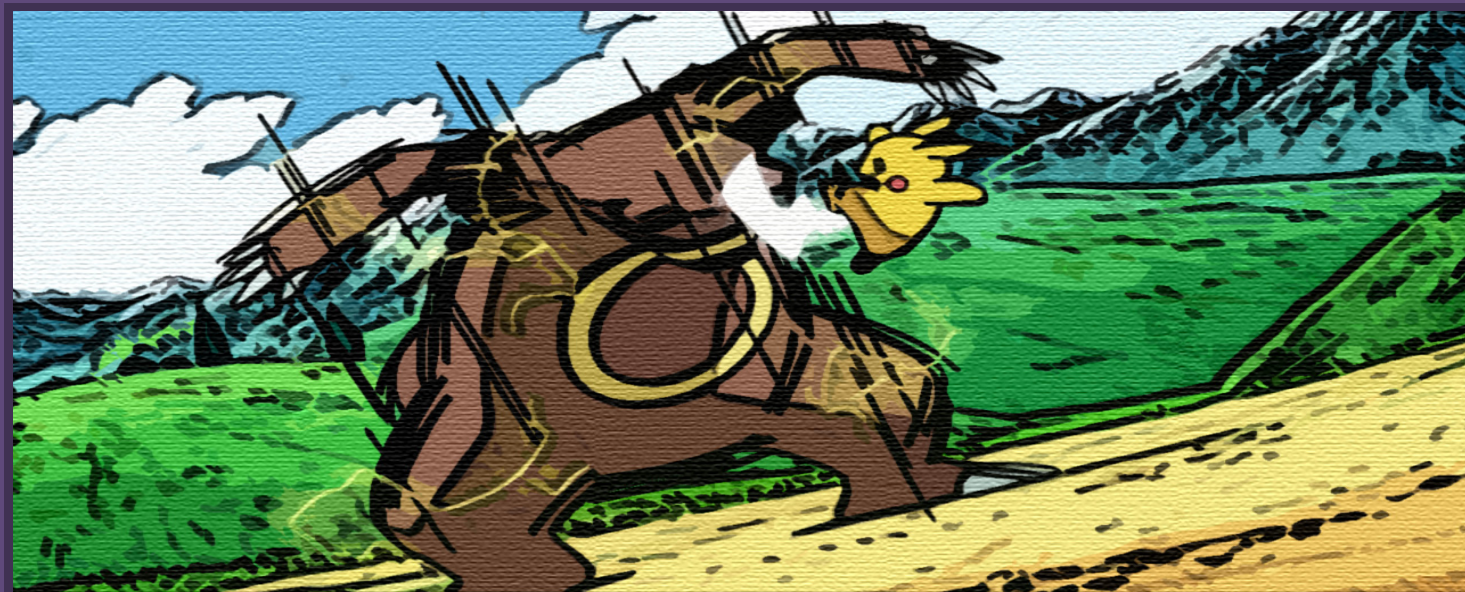
Once an object reaches 50% of its HP it is safe to assume it no longer functions. At 0% HP an object is completely destroyed, generally beyond repair. Some objects might maintain good function past 50%, and others might break much more easily. Additionally, some objects might be subject to Super Effective attacks, such as wood taking extra damage from Fire.

Status Effects

Some moves apply a special problem or penalty to the target called a Status Effect. Status effects might reduce combat effectiveness, deal damage over time, or cause other significant issues.

Persistent Status Effects

Persistent status effects remain with the afflicted target even after the battle ends or



the Pokémon is recalled to its Poké Ball. These status effects are more serious than temporary status effects and require medical attention or significant amounts of time in order to remove.

Burn – BRN

1/8 max HP damage every turn of battle. Reduces ATK by 1 CS. Every hour of travel deals 1/8 max HP damage unless in a Poké Ball or resting position.

Freeze – FRZ

Immobilizes and prevents any action. Damaging fire-type moves used on the afflicted remove the status condition. Every turn 20% chance to remove condition. Ice-type Pokémon cannot be frozen except by Tri-Attack or Secret Power.

Paralysis – PAR

25% chance for no action on its turn. Speed is reduced by 2 CS. Electric Pokémon cannot be paralyzed.

Poison – PSN

1/8 max HP damage each turn of battle. Every hour of travel take 1/8 max HP damage. Steel and Poison type immune.

Badly Poisoned - Deals 1/16 max HP damage each turn for every turn since becoming poisoned. Switching out resets this counter.

Sleep – SLP

Afflicted is asleep. Immobilized and cannot take actions. Lasts 1d4 turns. Sleep timer resets after switching out.

Temporary Status Effects

Temporary status effects automatically end when a battle ends or when the Pokémon is switched out of battle. These effects are usually minor or do not have permanent physical effects on the afflicted.

Combat Stage Modification

Many moves or other effects will lower or raise a STAT by a degree called a combat stage. For every combat stage a STAT receives it is either boosted or reduced by a percentage, as seen on the table to the left. Combat stage changes stack.

Confusion

Thrashes about wildly and moves randomly. When told to use a Pokémon move, 50% of the time it instead deals damage to itself as if it had used a 2d8 damage physical move. Confusion wears off after 1d4 attacking

turns (must try to act that turn or does not count to remove confusion).

Curse

1/4 max HP damage each turn.

Embargo

Cannot use held items and trainers cannot use items on it

Flinch

Cannot take attack actions this turn

Identification

Evasion modifiers negated. Normal and fighting-type can hit identified ghosts. Psychics can hit identified dark-types.

Immobilized

While immobilized the afflicted cannot move and loses all evasion bonuses from Speed.

Infatuated

Obsessed with and charmed by another Pokémon. Cannot use moves or act 50% of the time.

Slowed

While slowed, half all movement speeds.

Trapped

While Trapped, a Pokémon cannot be recalled to its Poke Ball.

Fatigue

As trainers and Pokémon engage in combat, prolonged travel, or other strenuous aspects of adventuring they become tired and sore from their activities. Certain skills, moves, and trials explain if and when an individual should gain a degree of fatigue, usually after a failed check or saving throw.

Degrees of Fatigue

Every time an individual suffers an ordeal that is physically draining they might obtain one or more degrees of fatigue. Starvation and dehydration, neglecting sleep for too long, intense physical activity, undergoing surgery, and engaging in mental combat are examples of potential sources of fatigue.

Degrees of fatigue stack, and if multiple sources apply fatigue add all degrees together.

For every degree of fatigue an individual suffers a -2 on all skill checks, attack rolls,

Combat Stage	STAT Change
-4	-85%
-3	-75%
-2	-50%
-1	-25%
0	-
+1	+25%
+2	+50%
+3	+75%
+4	+100%

and savings throws. At three degrees of fatigue, reduce all speed capabilities by half in addition to the penalty to rolls. After an individual has five degrees of fatigue they collapse from exhaustion and fall unconscious.

Recovery

Damage

Each day of rest restores $\frac{1}{4}$ of a Pokémon's or Trainer's maximum HP. In addition to natural healing, various forms of first aid can speed recovery. For Pokémon, Pokémon centers offer restoration to full HP in less than a few minutes. Trainers and Pokémon can also benefit from medical attention by visiting a doctor or other capable medic. Generally, hospitals will help trainers restore about $\frac{1}{4}$ of their max HP through first aid.

Injuries

For serious injuries, surgery or prolonged care might be necessary to fully recover. Sickness, broken bones, concussions, 3rd degree burns, and poison may all result in lasting ailments. Extreme damage and fainting may also cause a serious injury to a person or Pokémon.

A serious injury requires days or even weeks to heal, and might need professional care. Pokémon centers can help Pokémon recover from injuries but are unable to instantly heal such severe damage. In Pokémon centers Pokémon can recover from serious injury faster than their human counterparts but it still takes time. The same injury in a Pokémon with a functioning Pokémon center aiding it might have recovery time cut in half when compared to human recovery.

Each injury is different, and the amount of time required to heal is up to the PM, but a good starting point is that it takes a month for a serious injury to heal fully. Successful



First Aid checks by a trainer, Pokémon center, or Hospital can reduce this time significantly.

Status Effects

Persistent status effects heal over the course of a few days unless treated with the appropriate item or medical device.

After a good night's rest, the individual suffering the status effect makes a Body check against DC 10+CL of the Pokémon

that inflicted the condition. On a success the status condition is removed.

Treatment by a medic or other source of first aid can also remove a Status Effect.

Fatigue

Recovering from fatigue happens naturally over time, and there are no known cures for fatigue outside of sleep and allowing the body to recover. Every 8 hours of comfortable rest removes one degree of

TRIALS

In Poké RPG game terms, a **trial** is an action or series of actions where players are called upon to make checks of their characters' skills, but which do not involve direct combat, such as fighting. Some trials are quick and involve only a single character, such as a trainer making a daring leap or acrobatic maneuver, while others are more involved and require the efforts of a whole team, such as clearing all of the people out of a burning building or searching the entire city (or world!) for an escaped criminal. The challenges given in this section are by no means the only possible ones. They simply cover the major "building blocks" Pokémasters can use to create challenges in their own games and offer examples. Feel free to come up with your own challenges to test the trainers' abilities and give the players an opportunity to come up with clever plans of their own.

fatigue. In addition, after each 8 hour block of rest an individual can make an Endurance check DC 15 to remove another degree of fatigue.

If the fatigue is a result of starvation or dehydration no amount of bed rest will alleviate the problem unless sustenance is obtained before sleeping.

Trials and Initiative

Trials may or may not involve initiative, depending on the nature of the challenge. If all of the characters get a turn and it does not particularly matter who goes first, then the Pokémaster can dispense with initiative for the challenge. For example, if the heroes all have to leap across a chasm, then it is a challenge they must all complete, and it does not particularly matter which of them goes first or last in doing so (since their actions are all virtually simultaneous). With other challenges, it does matter who goes first, particularly when the challenge is timed in some fashion. So, for example, if the PM determines that part of a burning building will collapse after the first round, initiative may be checked to see which heroes go before the collapse and who does not quite act fast enough. The same may be true of

other traps or hazards, which can have initiative ranks of their own.

Trial Series

A **trial series** is like a skill check but consists of a series of checks rather than a single roll of the dice. It represents a more involved or detailed challenge for the characters. So, whereas a simple skill check might involve breaking down a door or figuring out a lock, a trial series could be a lengthy investigation, searching for someone who has gone missing, or convincing a non-player character of the trainers' good intentions. It can involve several checks of the same skill, or multiple skills, such as a Persuasion check to get the heroes on good terms with the Celadon Police Department, a Streetwise check to explain the particular danger the city faces, and an Insight check to realize the deputy advisor has something other than the best interests of the city at heart. Similarly, heroes might make Perception checks to pick up on particular clues, Investigate checks to gather and analyze them, and knowledge checks to figure out the villain's riddle behind them before it is too late.

Trials and Consequences

Trials typically have some reward for success (usually moving on to the next part of the adventure) and some consequence for failure. The latter might be missing a vital clue or otherwise being unable to stop a villain's scheme. This may make later parts of the adventure more difficult for your heroes. Other consequences might include certain dangers or penalties; for example, failing a wilderness survival trial may result in the heroes suffering from fatigue or exhaustion. Failing a trial to cross a chasm could mean the hero falls and suffers damage. Failing a trial to overcome a trap could mean the heroes are even incapacitated, falling into a villain's clutches! The PM decides the consequences of failing a particular challenge based on the challenge and the needs of the story.

Saving Throws

Many circumstances call for what is termed a "Saving Throw." Saving throws are used to overcome, resist, or dodge various effects in the world, such as poisons, fear-effects, or falling rocks. When asked to make a saving throw, roll a d20, similar to making a skill check, but instead add the relevant bonus to whatever type of save is being made. The bonus a character has to each save is calculated based on their attributes (or STATs for Pokémon), as detailed in the Creation chapter (pg. 4).

Environmental Hazards

Not all of the threats trainers face come from criminals, trainers, or Pokémon. Sometimes the environment itself can be a danger, particularly when traveling days from civilization looking for a rare Pokémon. Trainers end up in a lot of dangerous places and deal with less than ideal conditions. This section details some of the hazards trainers may face.

Disease

When trainers come into contact with a disease they must make a Body check (DC 10 + 3, 5, or 7) to avoid becoming infected. The method of infection depends on the disease: some are airborne, some waterborne, while others require physical contact. Diseases usually result in a penalty to the physical attributes, such as STR, VIT, and/or AGL. Some diseases may also affect mental ability, reducing SPT, AWE, or INT. Potentially fatal diseases usually lower VIT in addition to their other effects. If the disease goes untreated for long enough, the subject's VIT may drop below -5, in which case death occurs. A First Aid check can provide a bonus on saves against disease.

Diseases progress slowly compared to Poison, requiring a save once a day or once a week for slower diseases. Each time a character makes a save and fails they suffer the effects of the disease which may or may not stack with previous effects. After a set number of successful saves (usually 3), the disease is overcome and the body begins recovering. If an individual is exposed to the same disease later they receive a +3 to all checks to resist/overcome the sickness.

Falling

A fall inflicts 1d6 damage per square fallen, to a maximum of 20d6 damage. Characters with the Acrobatics skill can fall greater distances without risk of damage. Falling into or onto a dangerous surface may cause additional damage, at the PM's discretion. Catching a falling person or object requires an Agility check (DC 5). If you successfully catch a falling object, subtract your Strength from the number of falling damage die. Both you and the object divide any remaining damage between you. So if a character with Strength 2 catches someone falling for 8d6 damage, subtract 2 from 8, and both characters take 3d6 damage.

Heat and Cold



Intense heat and cold wear down characters, and prolonged exposure to the elements can be extremely dangerous. Characters in hot or cold conditions must make Body a save (DC 10, +1 per previous check) to avoid receiving a degree of fatigue. How often characters have to make Body saves depends on the conditions. Once every three hours for uncomfortable heat or cold (a hot summer day or cold winter day), once per hour for intense heat or cold (a blazing desert or arctic conditions), once every 10 minutes for extreme heat or cold like the edge of a volcano or an arctic winter storm. Saves are made at the end of each period of exposure. Protective clothing appropriate

to the environment provides +2, 4, or 6 on these saves depending on the quality of the protection. Truly intense heat or cold—such as a blast furnace, or touching liquid nitrogen—inflicts direct damage like an attack. Characters and Pokémon with the appropriate resistance or weakness would take less or more damage from such hazards.

Light and Darkness

Pokémon, criminals, and other dangers often lurk in the darkness, and many times trainers have to be active at night. Most cities are lit well enough, but sometimes trainers run into areas where it's difficult to see. Poorly lit areas provide concealment. Characters or Pokémon that can function without light can ignore concealment penalties for poor lighting.

Poison

A deadly toxin introduced through a scratch, the air, or a Pokémon move may be able to kill even the strongest trainer or Pokémon. Poisons generally deal damage each round of combat, and each hour out of combat. However, particularly lethal poisons or toxins might damage more regularly. Some poisons also inflict paralysis, hallucinations, and other side-effects. Trainers generally resist poisons with Body. A First Aid skill check can provide an extra save against the effects of poison or toxin.

Radiation

Radiation is a rare type of hazard in the Pokémon world. Exposure to radiation may have interesting or unique effects on Pokémon, but is generally harmful and dangerous, especially to humans. Treat radiation exposure like a disease: The victim makes an initial Body check against (DC 10 + 3, 5, or 7) and an additional check each day. Radiation sickness typically lowers STR and VIT, but may include other effects, including damage.

Starvation and Thirst

You can go without water during intense physical activity for a number of hours equal to your Vitality score times 5. After this time, you must succeed on an Endurance check (DC 10 +1 per previous check) each hour of travel or intense activity. Failure results in a degree of fatigue. If you receive 5 degrees of fatigue in this fashion you die. You can go without food for a number of days equal to



JA-Punkster, Deviant Art

your Vitality score (minimum 1 day). After this time, you must succeed on an Endurance check (DC 13+1 per previous check) each day or receive a degree of fatigue. If you receive 5 degrees of fatigue in this fashion you die.

Suffocation

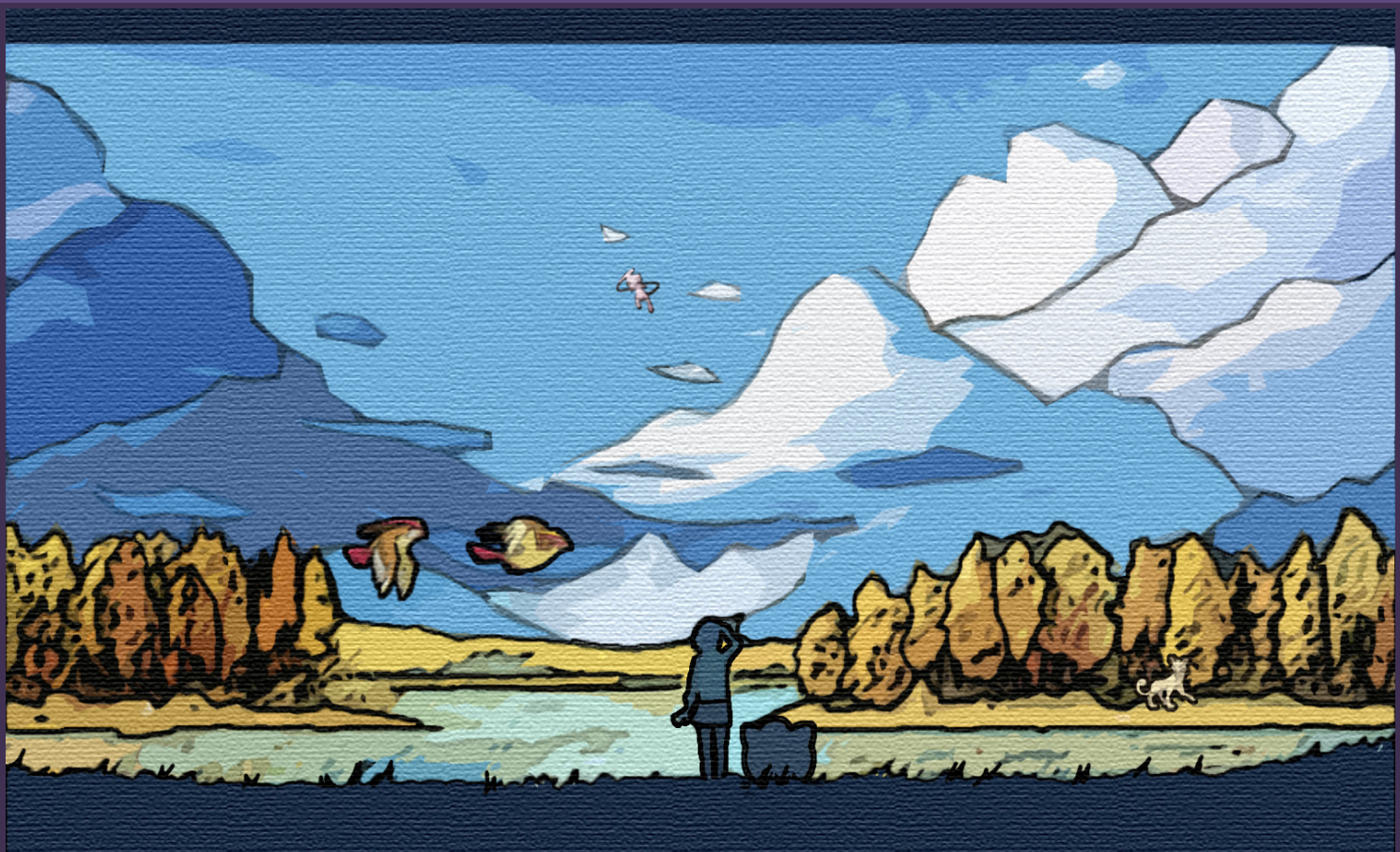
Characters can hold their breath for a number of rounds equal to 5+Vitality score. After that time they must make an Endurance check (DC 10) each round to continue holding their breath. The DC increases by +2 per additional round. Failure on the Endurance check means the character has to breathe or falls unconscious. On the following round the character is dying. A dying character cannot stabilize until able to breathe again. Generally, water Pokémon can breathe underwater or hold their breath for 10 times as long. Other Pokémon the PM deems reasonable might breath underwater as well.

Vacuum

The primary hazards of the vacuum of space are lack of air and exposure to unfiltered ionizing radiation. On the third

round of exposure to vacuum, a character must succeed on a Body save (DC 20) each round or suffer from aeroembolism ("the bends"). A failed check means excruciating pain as small air bubbles form in the creature's bloodstream; the creature is stunned and remains so until returned to normal atmospheric pressure. Each round thereafter make another Body save. Two or more failed saves impose the incapacitated condition. The real danger of vacuum comes from suffocation, though holding one's breath in vacuum damages the lungs. A character who attempts to hold his breath must make a Body check (DC 15) every round; the DC increases by 1 each round, and on a *successful* check the character loses one Vitality (from the pressure on the linings of his lungs). If the check fails, or when the character simply stops holding his breath, he begins to suffocate: the next round, he becomes incapacitated. The following round, he's dying and cannot stabilize until returned to a normal atmosphere. Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear, see **Radiation**, previously.

A pitfall is a hole that opens up beneath the party. Each member makes a reflex saving



Terrain Types and Survival DCs

TERRAIN	Food DC	Lost DC	Shelter DC	D20 Odds	Example Hazards
Grasslands	13	13	14	1, 2-18, 19-20	Lightning, pitfall, fire, sinkhole
Rough/Rocky Terrain	16	16	17	1-4, 5-18, 19-20	Rockslide, pitfall, falling boulder, Fatigue
Mountainous – Barren	19	18	18	1-5, 6-18, 19-20	Slipping, rockslide, falling boulder, Fatigue
Mountainous - Lush	13	19	15	1-3, 4-16, 17-20	Slipping, mudslide, poisonous plant, disease, Fatigue
Desert	20	15	18	1-3, 4-19, 20	Sunburn, sandstorm, quicksand, Trapnich, Fatigue,
Forest – Temperate	14	15	14	1-2, 3-18, 19-20	Pitfall, beedrill nest, fire,
Forest – Dense	12	18	15	1-4, 5-16, 17-20	Pitfall, beedrill nest, poisonous plant, disease, bramble/thorns, Fatigue
Jungle	14	20	16	1-5, 6-15, 16-20	Poisonous plant, disease, quicksand, bramble/thorns, Fatigue
Cave	20	17	12	1-6, 5-15, 16-20	Pitfall, Slipping, falling boulder, cave-in, flooding

Wilderness Adventuring

Travel Basics

Each day of travel is broken into two parts: morning and afternoon. Each type of terrain has different chances of hazards, wild encounters, getting lost, and difficulty finding food. During each part of the day, the PM rolls a d20 two times to determine if there is an event or obstacle.

For every part of a day a group can travel 6 miles. If terrain is difficult this distance might be halved or even slower.

D20 Odds

The D20 Odds table shows the chance of a day including no significant event, a hazard, or a wild Pokémon encounter. The hazard chance is 1-X, where X is a number that increases for more dangerous terrain types. The middle range of numbers is a range for nothing occurring. The top range of numbers results in the party encountering a wild Pokémon or group of Pokémon.

Survival Checks

A survival check is made in each half of the day to determine if the party gets lost or is able to keep their bearings. This check also modifies the chance of hazards, wild Pokémon, and travel speed. For every degree of success past the Lost DC the guide can reduce the hazard D20 Odds by 1 or increase the Pokémon Encounter odds by 1. If the guide fails the Lost DC then the group becomes lost for the rest of the day. A survival check equal to the Lost DC +2 is

required to find where the party was before becoming lost. Each day the party is lost you still roll for food and other obstacles and hazards as normal. The d20 odds for hazards increase by 2 while lost (grassland rolls, for example, result in a hazard on a roll of 1-3 instead of a roll of 1 while lost). Beating the Lost DC by 5 or more results in a shortcut being found or a particularly easy way throughout that day, increasing travel speed by 50%.

Each evening a player may roll a survival check to find/set up a good shelter. Good shelters provide healing. Poor shelter means the party does not heal from sleeping that night. Really bad shelters (failing the DC by 5 or more, or not even attempting to find shelter) means each trainer makes an endurance check against fatigue. Failure results in one degree of fatigue. One night of good sleep (a good shelter or a bed in a comfortable area) will reduce the degree of fatigue by one step.

A survival check can also be made to locate food during the day as you travel. For every degree of success you find enough food for an additional person.

Weather

Weather conditions change the D20 Odds. Generally, adverse weather of any kind increases hazard chances by 1 or 2, but do not change Pokémon Encounter rates. Rainy weather would likely reduce chances of running into a Fire-type Pokémon or some normal types, but the increase in Water-type Pokémon or Grass-type prevalence during a rainstorm levels out the odds.

Night Travel

While generally considered unwise, heroes may find the need or desire to travel after the sun has set and darkness fallen. When doing so, a third part of each travel day can be added, allowing for another 6 miles of distance covered. A d20 roll for hazards or Pokémon encounters must be made. When traveling at night, increase hazard ranges by 3 and increase Pokémon encounter ranges by 1. The Pokémon encountered at night are often hostile, either due to being frightened by your approach or because they were out on the hunt themselves.

If a group travels all three parts of a day without sleep, they automatically gain a degree of fatigue. They also must make endurance checks for prolonged travel (see Endurance, pg. 61) as usual.

Travel Hazards

When the d20 roll for traveling results in a hazard the PM will decide or roll randomly on the list of hazards for that terrain type. The description and result of each hazard is detailed below.

Some hazards are the result of the presence or activity of Pokémon. A trapnitch hidden in the sand or a massive beedrill nest are less like battles and more like events that must be avoided or overcome.

Beedrill Nest

A beedrill nest hazard should not be run like a battle, instead, the characters should be swarmed by more Beedrill than possible to deal with, forcing them to run, hide, or take cover. A DC 16 Athletics check will outrun the swarm. Alternatively, a DC 16 Stealth check will hide a character from their assault. On a failure, the characters and any active Pokémon are subject to 4d10 Bug-type damage and are poisoned. If the players are exceptionally high level then perhaps they could feasibly battle their way through the hazard. The battle should involve at least 15 Beedrill of level 3 or higher. Running is still probably the safest option.

Boulder

A falling boulder plummets from above and towards the party. Each party member must make a DC 12 Reflex save or take 4d10+20 damage. Each member hit must also roll for injuries with a 20% chance of injury. Those who save suffer no ill effects.

Disease

Infection through blisters, cuts, insect bites, or contaminated water sources. These diseases can have a rapid onset or sometimes not appear for days or weeks after the initial exposure. See the Disease hazard description above for more details.

Fatigue

The party runs into a particularly tiring set of terrain. It might be swampland that must be trudded through, particularly unstable gravel that requires constant balance and exertion, or other difficult areas. Each party member must make a DC 16 Endurance check or get a degree of fatigue.

Lightning

Lightning either strikes a party member or explodes near the group. Each party member must make a DC 18 Reflex save or take 4d10+10 Electric-type damage. Unless the whole party saves, the trainer with the lowest reflex save result takes an additional 15 damage (from being the one struck). Those who save take no damage.

Pitfall

A pitfall is a hole that opens up beneath the party. Each member makes a reflex saving throw against DC 16 or falls and takes 4d10 damage. A Perception check against DC 20 can give +3 on this save. Those who save take no damage and do not fall. The pit might open into a cave or cavern, determined by the PM.

Rockslide

A Rockslide hits the whole party, either causing them to fall or for dislodged earth and rocks to collapse onto the group. Each party member makes a reflex saving throw against DC 12 or takes 4d10+15 damage. Those who save take half damage unless they have Uncanny Dodge.

Poisonous Plant

The party walks through an area with thorns, ivy, pollen, or other plants with stingers or a way of conveying poison. A DC 16 Survival or First Aid check will identify the plants and a good treatment and give a +3 bonus to saves against the plants effects. For each type of poison, an initial save must be made. Then, after an hour another save must be made or suffer the effects again. Every 24 hours after the second save another save must be made with a failure

resulting in the effects again. Success on any of the saves means no negative effects for that roll. Two successful saves in a row mean the individual has cleared the poison from their system and they do not suffer any more effects. Even if a trainer fails each check, after the fourth save, regardless of outcome, the poison has run its course and is gone.

Boilbush: Boils and rashes cover the body. Each party member must make a DC 12 Body save or take 2d10 damage and gain a degree of fatigue.

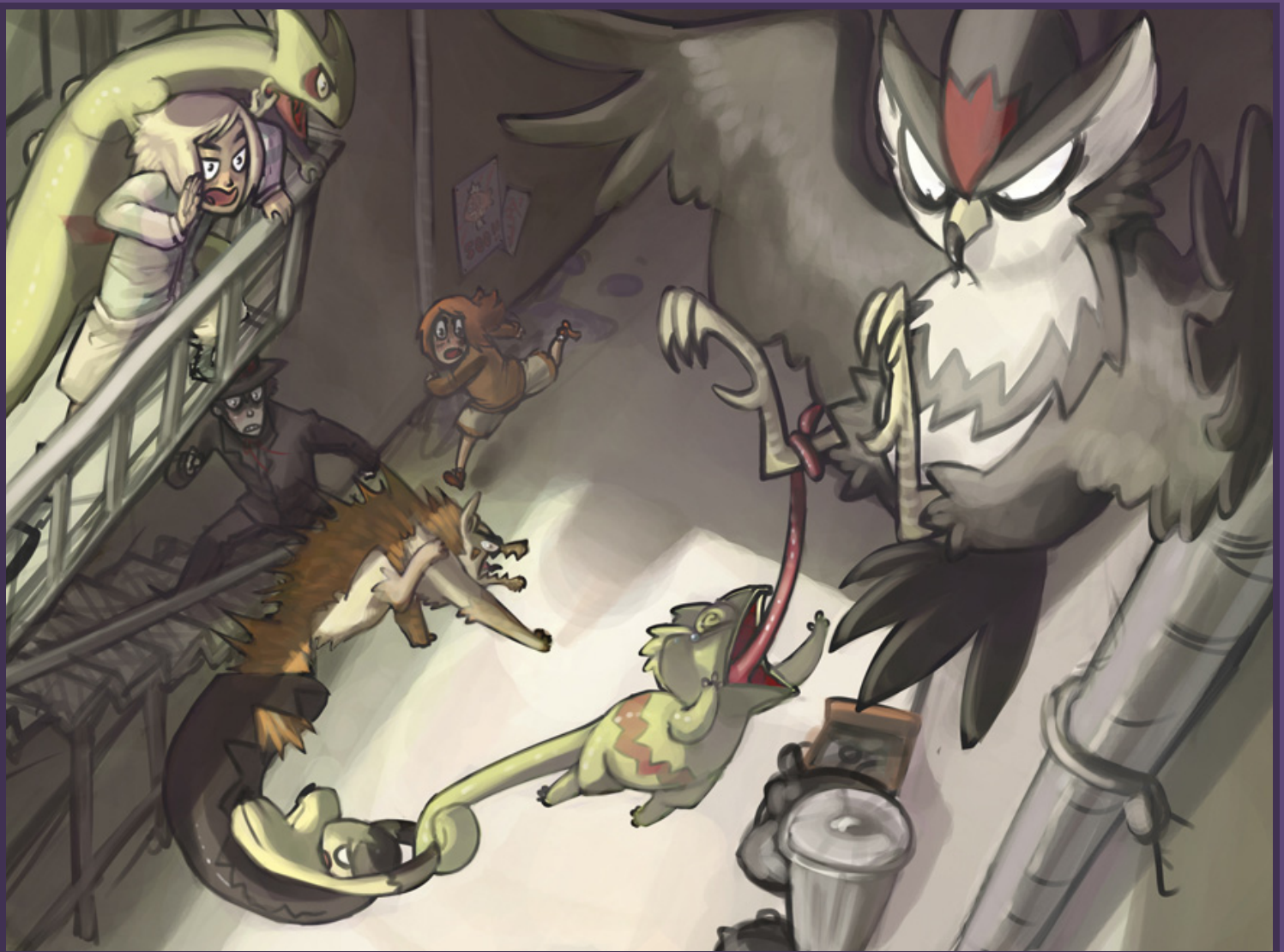
Deathspores: Inhaled pollen and spores from innocuous looking buds. Each party member must make a DC 16 Body save or take 3d10 damage.

Mindwilt: This poison clouds the mind with hallucinations and causes a powerful confusion. Each party member must make a

DC 16 Mind save or become Confused for an hour. Even after the confusion ends (an hour after every failed save) they must roll every check and attack roll twice and take the lower result until the poison has run its course. Failing two saves in a row causes complete mental disarray and aimless wandering.

Wildfire

A wildfire is detected too late or is quickly upon the party. A DC 16 Athletics check is required to outrun the fire. Those who fail take 4d10+20 fire-type damage and must make a DC 15 Endurance check to overcome the adverse effects of smoke. Those who fail receive 2 degrees of fatigue. Those who succeed on the athletics check take no damage but must still make the endurance check against smoke.



Catching Wild Pokémon



Catching Pokémon is one of the most iconic and important facets of the Pokémon Universe. Here, you will learn the skills and rules necessary to find and catch the hundreds of Pokémon in the world.

GOTTA CATCH EM' ALL

The world of Pokémon is full of fantastic creatures with incredible powers. As a Pokémon trainer one of your main goals is to find and capture every Pokémon you can. Even if you don't want to "Catch em' All" you're gonna want to catch enough Pokémon to have a good team! This chapter outlines the rules of the PokéHunter game and the different areas where Pokémon can be found.

Pokéhunter

Pokéhunter is a mini-game played when a trainer wants to find and capture wild Pokémon. Using two **player turns**, a trainer can play a game of Pokéhunter to determine what Pokémon he finds through his efforts. Various traits can enhance a trainer's ability to find different and rare Pokémon, usually by giving perks in the Pokéhunter mini-game.

Pokéhunter Rules

- At the beginning of each turn, the player throws 6 dice at once from a cup.
- After each throw, one or more scoring dice must be set aside (see the scoring table below).
- The player may then either end their turn and bank the scores set aside so far, or continue to throw the remaining dice.
- Once a dice is set aside and "scored" it cannot be rolled again that round unless:
- If the player has scored all six dice, they have "hot dice" and may continue their turn with a new throw of all six dice, adding to the score they have already accumulated. There is no limit to the number of times this can occur in one turn.
- However, if a player throws their dice and do not roll any scoring dice, it is a Farkle and they lose all points for that round.
- By default, for each player turn used to play Pokéhunter a player can "farkle" once and continue on. However, if a player farkles more than once per player turn he/she loses half their total score and Pokéhunter ends.
- A player has 5 rounds of rolling, after the fifth rounds ends, add the score of each round together, Pokéhunter ends and the Pokémon chart is referenced.
- At any time during Pokéhunter a player can end the game, using the score accumulated thus far to determine the rarity of Pokémon they have encountered.

"When a wild Pokémon appears, its fair game. Just throw a Poké Ball at it and try to catch it! This won't always work though. A healthy Pokémon could escape. You have to be lucky!"

-Prof. Oak

Dice combination	Score
Each 1	100
Each 5	50
Three 1s	1000
Three 2s	200
Three 3s	300
Three 4s	400
Three 5s	500
Three 6s	600
Three Pair	1500
Full Straight	1500
Every match beyond a set of 3 (4 fours is 800, 5 is 1600).	X2

"What? Don't you know how to catch Pokémon? I'll show you how to then. First, you need to weaken the target Pokémon..."
-Old Viridian Man

After a player has completed their game of Pokéhunter, the PM then populates a list of 6 Pokémon starting from the rarest Pokémon with values under the Pokéhunter score. The PM then rolls d6 and the wild encounter is generated.

For example, Joey is deep in Viridian forest and spends two player turns to play a game of Pokéhunter, getting a total score of 3150 (not bad at all!). The PM consults the list of Pokémon in the Forest Terrain, and comes up with a list of 6 potential encounters starting from the highest score down. The list includes Gastly, Pikachu, Tangela, Exeggute, Paras, and Venonat. The PM then rolls d6, rolling a 2, and Joey finds a Pikachu deep in the woods. Now all Joey has to do is capture it!

Players may consult the list during Pokéhunter to see if they meet the required points for a specific Pokémon they hope to find. Trainers can also choose to remove a rare or uncommon Pokémon from their d6 list to pick a more common one. This represents a Trainer's focus on hunting a single type of Pokémon by tracks, bait, or perhaps luck. Joey, for example, really wants a Venonat. Joey subtracts Gastly, Pikachu, Tangela, and Exeggute from his list to add Venonat. The list is now Venonat, Venonat, Venonat, Venonat, Venonat, and Paras. He cannot remove Paras to add Venonat again because they are both common. The PM rolls d6, rolling a 2, and Joey finds a Venonat that he can attempt to catch.

If a trainer rolls the d6 and ends up with a Pokémon he did not want, he can spend an additional trainer turn to reroll the d6, taking the new result.

A trainer might have a skill that aids in capturing Pokémon, such as Stealth, Survival (tracking), or Pokémon knowledge. The PM may approve a skill check to give a starting boost to a trainer's Pokéhunter score, such as a DC 20 Survival check to get +250 to the total.

Fishing

In order to find Pokémon in the Fresh and Salt Water terrain types you need a fishing pole. Without a fishing pole you are limited to your ability to run into a Pokémon along the shore. Without a pole or other fishing device your Pokéhunter score gets -750 and you can never catch Pokémon that do not appear on land. With an old rod you can capture any Pokémon from the water terrains, but you still get -750 to your end score. If you have a good rod there is no penalty, and a super rod gives you +250 to your Pokéhunter score.

Level

Generally, a wild Pokémon's level should be about half the average of his active group. This keeps trainers from catching Pokémon far too weak to be of use or ones that are more powerful than their strongest Pokémon to date.

An alternative method to the one above is to have the level of wild encounters be defendant on distance from cities, distance from starting area, or higher level based on chronological appearance in the campaign (like the video games). These methods all have pros and cons, and incongruities that result from the nature of game representation of something that should be fluid in a real world.

Capture Methods

Capturing a Pokémon can happen in a few different ways. The options below allow a PM to choose which method best fits their group and game style. Some of these options take longer while others are quick and simple ways to keep the game moving.

Pokéhunter

After a player gets the appropriate Pokéhunter score and the wild encounter is generated, he automatically captures the Pokémon (assuming he has a Poké Ball on hand). This removes the need to draw out each capture on a grid, but some players may enjoy battling each Pokémon before catching it, in this case, look at the other options below.

This method is the quickest and is often the best option for basic capture runs or if a group is catching many Pokémon and you don't have time to play out the capture on a battle grid.

Capture Attempt

After the Pokéhunter score is obtained and the wild encounter generated, a player must roll against the Pokémon's capture rate. Roll d100, adding any bonus from advanced Poké Balls, traits, or other modifiers. If the capture attempt roll is higher than the capture rate of the Pokémon, you have caught the Pokémon. You may try multiple times if you have the Poké Balls necessary. The PM may require other skill checks to pursue the Pokémon if the initial capture attempt fails (and the Pokémon flees).

This method allows a nice blend of player interaction in the capture attempt and speed. More skill checks can be added to spice up the encounter, such as athletics checks to chase, Pokémon Combat checks

to direct Pokémon to cut it off, and anything else that is applicable.

Battle

After the Pokéhunter score is obtained and the wild encounter generated, the PM draws out the surrounding environment that the Pokémon lives in. The Trainer then sends out whatever Pokémon he desires to battle the wild encounter, attempting to injure it enough to capture. Any time during the battle the trainer can throw a Poké Ball (if in range) and attempts a capture against the Pokémon's capture rate (see above).

This method takes the most time by far. It is enjoyable to battle, but the outcome of a wild encounter is usually predictable, ending with the trainer utterly dominating the wild Pokémon with his team and capturing it without much effort. For this reason, it is suggested that an actual battle against wild Pokémon be reserved for exceptionally rare or powerful Pokémon thrown at a party by the PM (not as a result of Pokéhunter). However, if time permits or the group really enjoys it, or someone gets a really high roll and is fighting something special, the Battle method may be the best choice.

A Blend of the Three

Finally, there is nothing wrong with using whatever capture method works best at any given time. In fact, if there is a default option it's mixing them together. For basic player turn efforts just allow a trainer to capture the Pokémon after a successful Pokéhunter game without further checks. If it is a more significant encounter, make it a battle with a chase and some skill checks involved when it takes off into the brush.

Capture Rates

When attempting to capture a Pokémon using the Capture Attempt method explained above you need to know the Capture Rate of the Pokémon in question. To determine the capture rate, the PM adds all the BSTs of the wild Pokémon together. This is the starting capture rate for every Pokémon of that species. After totaling the BSTs, the capture rate is increased by 5 for every level the Pokémon has. Exceptionally strong willed, abused, or hostile Pokémon might have a few more bonuses to their capture rate as determined by the PM.

$$\text{Capture Rate} = \text{BST Total} + (5 \times \text{Level})$$

Capture rates are designed such that a Pokémon at full HP is fairly difficult to catch, especially if they are powerful or high level Pokémon. Some Pokémon have capture rates above 100, making it almost impossible to capture them without other modifiers. Damaging and inflicting status effects on a wild Pokémon reduces the capture rate to better your odds at success.

For every status effect currently active on a Pokémon, reduce their capture rate by 20.

If a Pokémon is below full HP, they get -10 to the Capture Rate. If they are below 50% HP, they get -25 to their capture rate. If they are below 25% of their max HP, they get -40 to their capture rate.

Finally, if the wild Pokémon has a capture rate above 100 you can still make a capture attempt. If you roll 100, you can reroll the d100 with +50 to your attempt.

POKÉMON HABITATS

Pokémon live all throughout the world, however, most Pokémon are native to specific areas and terrain types. Following is a list of Pokémon and the types of terrain they usually inhabit. The list is by no means set in stone, and each Pokémaster can change it to suit his or her campaign.

Pokémon Habitats

In addition to providing good guidelines for where each type of Pokémon can be found the list provides values for each Pokémon based on rarity and difficulty of finding. Rattata, for example, is very common and lives almost everywhere. Because of its prevalence, Rattata has a score of 1000, meaning a trainer must reach at least 1000 in Pokéhunter in order to find this Pokémon. Dratini, on the other hand, has a score of 4250, representing how rare it is and how difficult it is to find.

Pokémon occasionally leave their standard habitat to hunt, explore, or look for mates. Zubat, for example, are found in the Cave terrain, but could also be found in the Mountain terrain that their cave opens to, or alternatively a forest if that is where the cave is found. Generally, a trainer can add a Pokémon from a nearby terrain type to the list of possibilities of the terrain type they are hunting in, but doing so increases the Pokémon's needed score by 750.

For example, if the terrain types are near each other, a Zubat from the Cave terrain

could be added to the Mountain terrain list with a needed score of 2000 (1250+750).

General Terrain Types

Arid	Icy
Caves and Dark Places	Mountain
Forests	Ruins
Freshwaters	Salt Waters
Grasslands	Urban and Cities

Arid

Most arid terrains are valleys or rocky areas with little vegetation. Badlands, canyons, savannahs, and other dry and rocky areas with sparse foliage are the norm; however it can include true deserts as well.

Caves/Dark Places

Caves can be found most often in Rough Terrain or Mountainous Terrain types, but caves in Grasslands or Forests are possible. Wherever the cave is located some Pokémon from that terrain might be found inside the cave, or vice versa.

Forests

Forest terrain types are large areas of land covered in trees and foliage. The abundant plant life creates the perfect environment for grass-type Pokémon, which in turn attracts Bug Pokémon and their predators as well. The rare Pokémon of these habitats are often found deep in the woods in hard-to-access areas of dense trees and brush.

Freshwater

Freshwater terrain is ponds, rivers, swamps and any large body of water that is not salty. Some of the Pokémon in this terrain type can be found on the banks of the water, but most keep to the safety afforded by their habitat and are much easier to catch with fishing equipment.

Grasslands

These Pokémon live in the highlands and the grassy plains and fields of the region. The most noticeable locations are fields, valleys, and open prairies.

Icy

Snowed areas can be anything from a frozen meadow, a winter forest, a white mountain, or an arctic coast.

Icy is unique terrain type, in that it functions largely as a modifier of the other terrain types. During the winter seasons, especially long winters and after severe snowstorms, Ice-type Pokémon begin to appear in

terrain types they were not in before. A forest, for example, usually has no Ice-type Pokémon, however, during winter or after a storm, you should add the Pokémon from the Icy Lands category to the list of Pokémon in the forest. This can also be done for any of the other terrain types. When doing so, it might be a good idea to remove other Pokémon from the list, such as some Grass-type Pokémon, who might burrow, hibernate, or otherwise go into hiding until the cold season passes.

In addition to working as a modifier, very cold regions up north might always have snow, in which case take all the Icy Land (or Icy Waters Pokémon, if it is a water area) and add in the Pokémon from the "Icy Other" category. These are Pokémon that can survive the frigid temperatures of areas constantly Icy. Together, these two lists make a decent terrain type for permafrost areas.

Mountains

Mountain terrain includes windswept peaks, rocky summits, and elevated woods or valleys. Mountainous terrain is often difficult to traverse, with steep inclines, few or no paths, and an altitude that makes physical activity even more exhausting.

Ruins

Ancient cities and temples deep within the earth, forests, or high in the mountains. Various ruins are scattered across every region. Each ruin holds its own mysteries and secrets. Pokémon in these areas are often ghost Pokémon from whatever civilization or group left the ruins behind, or perhaps scavengers and plant life that has infested what was once a human settlement.

Salt Water

Ahh, the sea. Salty breezes and clear skies. Seas and oceans are the most common Salt Water habitats. These are massive environments, usually requiring a boat or a Pokémon to effectively ferry about on. Most of these Pokémon are only available with fishing equipment but some might be found on beaches or by surfing.

Urban and Cities

Urban Pokémon mesh with human society, usually living off scraps and taking residence in abandoned houses or other buildings. The most common places to find "urban" Pokémon are the seldom used streets, alleyways, dumps, abandoned buildings, attics, and basements of a human settlement.



Common Arid

1 st Gen		Gligar	1750			Darumaka	1500
Spearow	1500	Slugma	2250			Maractus	1500
Ekans	1750	Houndour	2250	4 th Gen		Dwebble	1750
Nidoran M	1750	Phanpy	2000	Burmy	2000	Scraggy	1750
Nidoran F	2250	3 rd Gen		Hippopotas	2250	Sigilyph	2000
Sandshrew	1750	Poochyena	1500	Skorupi	2250	Elgyem	2000
Diglett	1500	Aron	2250	5 th Gen		Heatmor	2250
Geodude	2500	Numel	2000	Patrat	1500	Durant	2500
Ponyta	2250	Spoink	1750	Pidove	1750	6 th Gen	
Doduo	2000	Trapnich	2000	Blitzle	2250	Fletchling	1750
2 nd Gen		Cacnea	1750	Drilbur	2000	Litleo	1500
Hoppip	1750	Lunatone	1500	Sewaddle	2250	Helioptile	1500
Girafarig	2000	Solrock	1500	Sandile	1500	Hawlucha	2250
Sentret	1750	Baltoy	2000				

Uncommon Arid

1 st Gen		2 nd Gen		3 rd Gen		5 th Gen	
Rhyhorn	2750	Sunkern	2750	Swablu	3000	Pansear	3250
Onix	3250	Skarmory	3250	Castform	3250	Pawniard	3000
Cubone	3000	Dunsparce	1500	Beldum	3250	Vullaby	3000
Magnemite	3000			4 th Gen		6 th Gen	
Kangashkhan	3250			---	---	---	---

Rare Arid

1 st Gen		3 rd Gen		4 th Gen		5 th Gen	
Charmander	4500	Treecko	4500	Chimchar	4500	Tepig	4500
2 nd Gen		Bagon	3750	Riolu	3750	6 th Gen	
Larvitar	3750			Gible	3750	---	---



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Common Cave

1 st Gen		3 rd Gen		4 th Gen			
Zubat	750	Shroomish	2250	Croagunk	2250	Foongus	2250
Diglett	1500	Whismur	2000			Tynamo	2000
Machop	2000	Makuhita	1750	5 th Gen		Elgyem	2250
Geodude	1250	Nosepass	2000	Roggenrola	1250	Heatmor	2250
2 nd Gen				Woobat	750	6 th Gen	
Spinarak	2000			Dwebble	1750	Carbink	2250

Uncommon Cave

1 st Gen		3 rd Gen		4 th Gen			
Sandshrew	2750	Meditite	2750	Chingling	3000	Ferroseed	2750
Paras	2750	Sableye	2750	5 th Gen		Klink	3000
Onix	3000	Aron	2750	Drilbur	2750	Druddigon	3000
2 nd Gen		Mawile	3000	Audino	2750		
Misdreavus	3250	Lunatone	2750	Gothita	3000	6 th Gen	
Wobuffett	3000	Solrock	2750	Solosis	2750		

Rare Cave

1 st Gen		2 nd Gen		4 th Gen			
Clefairy	3750	Larvitar	3750	---	---	Axew	3750
Jigglypuff	3500	Shuckle	3750	5 th Gen		Deino	3750
		3 rd Gen		Golett	3750	6 th Gen	
		---	---			Noibat	4000



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Common Freshwater

1 st Gen		2 nd Gen		4 th Gen		Ducklett	2000
Poliwhirl	1750	Marill	1500	Bidoof	1500	Stunfisk	1750
Shellder	2000	Wooper	1500	Croagunk	2250	Goomy	2250
Krabby	2000	3 rd Gen		5 th Gen		6 th Gen	
Goldeen	1750	Lotad	1750	Basculin	1000	---	---
Magikarp	750	Surskit	1500	Tynamo	2250		
		Barboach	1250	Tympole	1750		

Uncommon Freshwater

1 st Gen		3 rd Gen		4 th Gen		5 th Gen	
Psyduck	2750	Feebas	2500	Buizel	2750	Panpour	2750
Slowpoke	2750	Carvanha	2750			Shelmet	2500
2 nd Gen		Corphish	2750			6 th Gen	
Yanma	2500					---	---

Rare Freshwater

1 st Gen		2 nd Gen		3 rd Gen		5 th Gen	
Squirtle	4500	Totodile	4500	Mudkip	4500	Oshawott	4500
Dratini	4250			4 th Gen		6 th Gen	
				---	---	Frookie	4500



Common Grassland

1 st Gen.		Hoppip		1250		4 th Gen		Cottonee		2250	
Rattata	1000	Sunkern	1750	Starly	1250	Minccino	1500				
Pidgey	1000	Girafarig	2250	Shinx	2250	Deerling	2000				
Ekans	1500	Dunsparce	2000	Kricketot	2000	Durant	2250				
Sandshrew	2250	Murkrow	2250	Budew	1500	6 th Gen					
Nidoran F	2000	3 rd Gen		Pachirisu	1750	Bunnelby	1000				
Nidoran M	1750	Poochyena	1250	Buneary	1750	Fletchling	1250				
Oddish	1500	Zigzagoon	1000	Glameow	2250	Litleo	1500				
Venonant	2250	Tailow	1250	Stunky	2000	Furfou	2000				
Meowth	1500	Whismur	2000	5 th Gen							
Ponyta	2250	Skitty	2250	Patrat	1000						
Doduo	2000	Electrike	2250	Lillipup	1250						
Drowzee	1750	Plusle	1750	Purrloin	1250						
2 nd Gen		Minun	1750	Munna	2250						
Sentret	1000	Gulpin	1750	Pidove	1750						
Ledyba	1250	Chimecho	2000	Blitzle	2250						
Mareep	1500			Drillbur	2000						

Uncommon Grassland

1 st Gen		2 nd Gen		4 th Gen		6 th Gen	
Diglett	2750	Snubbull	2750	Drifloon	3000	Flabebe	3000
Jigglypuff	2750	Miltank	3000	Chingling	3000	Espurr	2750
Vulpix	3000	3 rd Gen		Skorupi	2750	Hawlucha	2500
Growlithe	3250	Roselia	2750	5 th Gen		Dedenne	2750
Farfetch'd	3000	Volbeat	2750	Venipede	2750		
Tangela	2750	Illumise	2750	Solosis	3000		
Cubone	3250	Zangoose	2750	Petilil	2750		
Lickitung	3000	Seviper	2750	Solosis?	2750		
Tauros	3250	Swablu	3000	Bouffalant	3250		
				Heatmor	2750		

Rare Grassland

1 st Gen		Eevee		4750		3 rd Gen		5 th Gen	
Bulbasaur	4500	Elekid	3750	Torchic	4500	Snivy	4500		
Kangaskhan	4000	2 nd Gen		Castform	4000	6 th Gen			
Scyther	4000	Chikorita	4500	Bagon	4000	Chespin	4500		
Pinsir	4000	Cyndaquil	4500	4 th Gen		Klefki	3750		
				Turtwig	4500				



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Icy Waters Modifier

1 st Gen		2 nd Gen		4 th Gen		5 th Gen	
Seel	1750	---	---	Piplup	4500	Cubchoo	2250
Cloyster	1750	3 rd Gen		Delibird	2250	Cyrogonal	2750
Lapas	3500	Speal	1750			6 th Gen	
						Bergmite	2250

Icy Lands Modifier

1 st Gen		3 rd Gen		5 th Gen		6 th Gen	
Jynx	3000	Castform	3750	Vanillite	2000	Bergmite	2000
2 nd Gen		Snorunt	2000	Cubchoo	1750		
Sneasel	2250	4 th Gen		Cyrogonal	2750		
Swinub	1750	Piplup	4500				
Delibird	2250	Snover	2000				

Icy Land Others

1 st Gen		Sentret	1750	4 th Gen		5 th Gen	
Geodude	1750	Teddoirsa	2000	Bidoof	2250	Roggenrolla	1750
Machop	2000	Stantler	1750	Buneary	2000	Mincinno	2000
2 nd Gen		3 rd Gen		Bronzor	2500	Deerling	2000
Hoothot	2250	Zigzagoon	1750	Burmy	2000	6 th Gen	
Pineco	2000	Nosepass	2000			---	---



Common Mountain

1 st Gen.		Gligar		1750		4 th Gen		6 th Gen	
Spearow	1750	Teddiursa	1500	Cricketot	1750	Skiddo	1750		
Mankey	2000	Slugma	2250	Burmy	2000	Pancham	2000		
Machhop	1750	Houndour	2250						
Sandshrew	2250	3 rd Gen		5 th Gen					
Geodude	1250	Makuhita	1500	Roggenrola	1250				
Ekans	2250	Whismur	1750	Drilbur	1500				
Nidoran M	2000	Nosepass	2000	Pansear	2250				
Nidoran F	2250	Seviper	2250	Audino	2000				
		Zangoose	2250	Timburr	1750				
2 nd Gen		Aron	2250	Throh	2250				
Aipom	2250	Numel	2000	Sawk	2250				
Murkrow	2000	Spoink	1750	Pawniard	2250				
Phanpy	1750	Spinda	1750	Vullaby	2250				

Uncommon Mountain

1 st Gen		2 nd Gen		4 th Gen		6 th Gen	
Abra	3000	Torkaol	2750	Bronzor	3250	Carbink	3250
Rhyhorn	3000	Sudowoodo	3000	Shuckle	3250		
Onix	3000	Heracross	3000				
Clefair	3250	Sneasel	2750	5 th Gen			
Jigglypuff	3000	Skarmory	2500	Dwebble	2750		
Cubone	2750	3 rd Gen		Mienfoo	2750		
Meowth	2750	Meditite	2750	Rufflet	3250		
		Lunatone	2500	Druddigon	3250		
		Solrock	2500	Durant	2750		

Rare Mountain

1 st Gen		2 nd Gen		3 rd Gen		5 th Gen	
Charmander	4500	Larvitar	4000	Bagon	4000	Axew	4000
Munchlax	4000	Tyrogue	4000	Absol	3750	6 th Gen	
Magmar	3750			Chimecho	3500		
				4 th Gen			
				Chimchar	4500		
				Gible	4000		



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Common Ruins

1st Gen		2nd Gen		3rd Gen		5th Gen	
Rattata	1500	Spinarak	2000	Shroomish	2250	Woobat	1250
Zubat	1250	Natu	1750	Lunatone	2250	Sigilyph	2250
Ekans	1750	Unown	1000	Solrock	2250	Foongus	2000
Sandshrew	1750	Baltoy	1750	4th Gen		Elgyem	1750
Mankey	2000			Carnivine	2250	6th Gen	
						---	---

Uncommon Ruins

1st Gen		3rd Gen		5th Gen		6th Gen	
Gastly	3000	Sableye	3250	Litwick	3000	Honedge	3000
2nd Gen		4th Gen		Golett	3000		
Murkrow	2750	Duskull	3250	Yamask	2750		
Misdreavus	3000	Absol	3250				

Rare Ruins

1st Gen		2nd Gen		3rd Gen		5th Gen	
---	---	Smeargle	3750	---	---	---	---
				4th Gen		6th Gen	
				Spiritomb	4250	---	---



Common Saltwater

1 st Gen		2 nd Gen		Wingull	2000	5 th Gen	
Magikarp	750	Chinchou	1750	Clamperl	2250	Frillish	2000
Goldeen	1250	Qwilfish	1500	Luvdisc	2250	Basculin	1250
Krabby	1750	Corsola	2000	4 th Gen		Tynamo	1750
Shellder	1750	3 rd Gen		Shellos	1750	6 th Gen	
Slowpoke	2250	Carvanha	1750	Finneon	1750	Inkay	1750
Tentacool	1250	Corphish	1750			Clauncher	1500

Uncommon Saltwater

1 st Gen		2 nd Gen		3 rd Gen		5 th Gen	
Seel	2750	Remoraid	2750	Wailmer	2750	Alomomola	2750
Horsea	2500	Mantine	2750	Spheal	2750	Panpour	2750
Saryu	2500			Relicanth	3250	6 th Gen	
Lapras	3250			4 th Gen		Binacle	2750
				Buizel	2750	Skrelp	3250

Rare Saltwater

1 st Gen		2 nd Gen		4 th Gen		5 th Gen	
Squirtle	4500			Piplup	4500	Oshawott	4500
		3 rd Gen				6 th Gen	
		---	---			---	---



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Common Urban

1st Gen		2nd Gen		4th Gen		Timburr	2250
Rattata	1000	Hoothoot	1750	Starly	1750	Audino	2250
Pidgey	1500	Ledyba	1500	Kricketot	2000	Petilill	2250
Zubat	1750	Snubbull	1750	Budew	2250	Trubbish	2250
Meowth	1750			Burmy	2000	Mincino	1750
Magnemite	2250	3rd Gen		Glameow	1750		
Voltorb	2250	Zigagoon	1750			6th Gen	
Grimer	2250	Tailow	1750	5th Gen		Flethcing	2250
Koffing	2250	Wingull	2000	Lillipup	2000	Furfou	2000
		Poochyena	2000	Purrloin	1750		
		SKitty	1750	Pidove	1750		

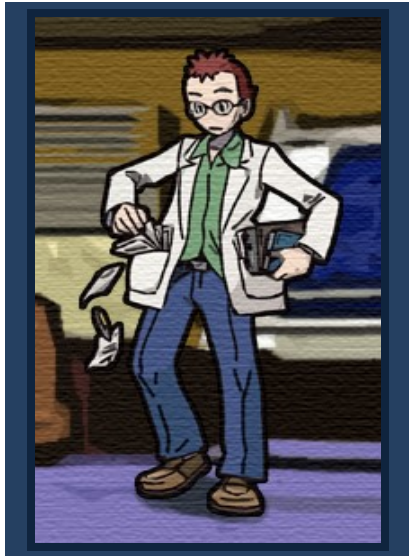
Uncommon Urban

1st Gen		Murkrow	2750	4th Gen		Solosis	3250
Mr. Mime	3250	Shuppet	3250	Chingling	3000	Litwick	3250
Jynx	3250	Ralts	3250	Drifloon	3250		
Abra	3250	Meditite	3000	5th Gen		6th Gen	
Electabuzz	3250	3rd Gen		Munna	2750	Klefki	3000
2nd Gen		Chimecho	3000	Gothita	2750	Honedge	3250
Spinarak	2750			Klink	3250		

Rare Urban

1st Gen		2nd Gen		3rd Gen		5th Gen	
Ditto	4000	Togepi	4000	Beldum	4000	Zorua	4000
Eevee	4250	Smeargle	4000	4th Gen			
Porygon	4500	Tyrogue	4000	Bronzor	3750	6th Gen	
Chansey	4250					---	---

POKÉMASTERING



The Pokémaster is the architect behind the scenes, deciding the challenges and rewards for his or her group. The tsunami that destroys Pallet Town, the leader of Team Rocket, the Rattata that steals the last day's rations, and the fame and fortune that are rewarded to the brave Trainers that save the city are all products of the Pokémaster's design and plan.

While it is mainly your responsibility to write the story, remember that players can have a say in the twists and turns of your world. Role-playing games can be an incredible exercise in group storytelling and creation.

THE ROLE OF THE POKÉMASTER

The Pokémaster is a storyteller, referee, and guide for the other players. It is the duty of the Pokémaster to produce terrible threats, organize villainous teams, and construct epic journeys for the players to take. Your words will paint the world before the players' eyes. The PM's responsibilities include several important tasks; each of these is outlined in this section.

Weaving the Legend

As the PM, your primary role in the game is creating and presenting adventures in which the other players can play their characters. To accomplish this you need to spend some amount of time before the game preparing your stories, learning rules, and fleshing out the world.

Creating adventures takes time. Many PMs find this creative process the most fun and rewarding part of being a Pokémaster. Creating interesting allies, enemies, settings, plots, and trials to present to your friends can be a great creative outlet.

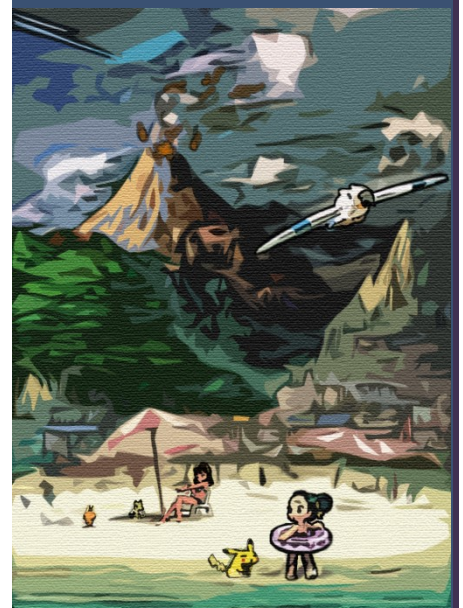
Sometimes it is difficult to convey the true scope of what you have envisioned, especially when you feel awkward spouting poetry and prose about the stretching landscape or voice acting the strange man from the bar. Don't get discouraged! While it is important for the

players to feel immersed in your world don't force it, but at the same time you don't need to feel shy. It is, after all, your job to describe how the mist of the silent morning shifts eerily in the wind.

Creating the Atmosphere

The Pokémaster is the creator of his or her own campaign. Even though you'll be basing your adventures in the Pokémon Universe it's still your campaign and you call the shots. Do you want it to feel like a gritty investigative novella? Will the characters all have a naïve sense of right and wrong like the anime? Or will your game focus on the sci-fi aspects of Pokémon, with large robots and laser weapons an unquestioned presence?

Consistency is the key to creating a world that feels real to the players. When the trainers return to the local gym to



challenge the Gym Leader, they should encounter some of the other trainers they met on their last attempt. Soon, they'll learn the names of peers and rivals from that area, and those people will remember the players as well. Once you've achieved this level of consistency, however, provide an occasional change. If the heroes come back to train with their friends, they may discover that their main rival has already moved on to the next city, and probably caught all sorts of powerful Pokémon on his trip! That sort of change—one that has nothing to do with the players directly, but which they'll notice—makes the players feel as though they're adventuring in a living, breathing, and changing world. It's not just a flat backdrop that exists only for them to fight faceless enemies and level their Pokémon.

Teaching the Game

Sometimes, but not always, it's the PM's responsibility to teach newcomers how to play the game. This isn't a burden; it's a wonderful opportunity. Teaching other people how to play provides you with new players and allows you to set them on the path to becoming top-notch roleplayers. It's easier to learn to play with someone who already knows the game. Players who are taught by a good teacher in a fun game are more likely to stick with the hobby over the long haul. Use this opportunity to encourage new players to become the sort of gamers you want to play with.

Here are a few pointers on teaching the game:

- You need to know the character creation rules so that you can help new players build characters. Have each player tell you what sort of hero he or she wants to play, and then show the players how they can create those heroes with the Poké RPG rules. If they don't know what to play, show them the major trait trees, briefly describe each, and let them choose what appeals most to them.
- Don't worry about teaching all the rules ahead of time. All the players need to know are the basics that apply to understanding their trainers and Pokémon (what hit points are, how to make attack rolls, how to use skills, and so on), and they can pick up most of this information as the game progresses.
- You need to know how to play the game.

As long as you know the rules the game can move along, and the players can simply focus on their characters and how they react to what happens in the game. Have players tell you what they want their characters to do and translate those decisions into game terms for them. Teach them how the rules work when they need to learn them, on a case-by-case basis.

Adjudicating the Rules

When everyone gathers around the table to play the game, the Pokémaster is in charge. That doesn't mean that you can tell people what to do, but it does mean that you're the final arbiter of the rules within the game. Good players always recognize that you have the ultimate authority over the game mechanics. The rules are in place to generate a fun and consistent world, they are not there to be manipulated and to bind you to a certain course of action. Good PMs know not to change or overturn an existing rule without a good, logical justification so the players don't grow dissatisfied. It is *not* the job of the PM to tell players "no" because he or she wants them to do something else.

All in all, this means you need to know the rules. You're not required to memorize the rulebook, but you should have a clear understanding of what's in the book so that when a situation comes up that requires a ruling, you know where to reference the proper rule in the book.

Often a situation arises that is not explicitly covered by the rules. In such a situation, it's the PM who needs to provide guidance as to how it should be resolved. When you come upon a situation that doesn't seem to be covered by the rules, consider the following:

- Look to any similar situation that is covered in the rules. Try to extrapolate from what you see presented there and apply it to the current circumstance.
- If you have to make something up, stick with it for the rest of the campaign. This is called a "house rule." Again, consistency is key, and it keeps players satisfied and gives them the feeling that they are adventuring in a stable, predictable universe, not in some random, nonsensical place subject to the PM's whim.

- When in doubt, remember this handy rule: Favorable circumstances provide +3 to any d20 roll; unfavorable circumstances impose a -3 penalty. You'll be surprised how often this "PM's secret rule" solves problems.

Keeping the Game Balanced

Game balance ensures that most hero choices are relatively equal. A balanced game is one in which one hero does not dominate over the rest because of a choice that he or she made (trait, Pokémon, device, attribute, ect.) It also reflects that the heroes aren't too powerful for the threats they face, yet neither are they hopelessly overmatched.

Two things drive game balance: good management and trust.

Good Management

A PM who carefully watches all portions of the game so that nothing gets out of control helps keep the game balanced. Trainers and characters, victories and defeats, awards and penalties, devices gained and Pokédollars spent—all these things must be monitored. No one character should ever become significantly more powerful than the others. If this does happen, the others should have an opportunity to catch up in short order. Sometimes, one player will focus all his efforts on becoming a combat master, while another trainer honestly enjoys just catching many different Pokémon, and yet another just likes to be a master of skills. In this case it is OK for one player to be more "powerful" than the others because each is contributing to the overall team dynamic. However, if some players are feeling overshadowed or left out you should strive to balance whatever is causing the problem. The trainers as a whole should never become so powerful that all challenges become trivial to them. Nor should they be constantly overwhelmed by what they must face. Such circumstances should flavor the campaign but it should not be the main dish. When temporary imbalances in power do occur, it's easier to fix them by altering the challenges than by changing anything about the trainers and their Pokémon or equipment. No one likes to get something cool, only to have it taken away again because it was too powerful.

Trust

Players should trust the PM. This trust can be gained over time through consistent use of rules, by not taking sides (that is, not favoring one player at another's expense), and by making it clear that you're not vindictive toward the players or their characters. If the players trust the PM—and through you, the game system—they will recognize that anything that enters the game has been carefully considered. If you adjudicate a situation, the players should be able to trust it as a fair call and not question or second-guess you. That way, the players can focus on playing their characters, succeeding in the game, and having fun, trusting their PM to take care of matters of fairness and realism. They also trust that you will do whatever you can to make sure that they can enjoy playing their heroes. This is not to say that if a player has good input you cannot listen to their ideas for rules or mechanics, however, players and PMs should know where their responsibilities lie in the game. If this level of trust can be achieved, you'll have greater freedom to add or change things in your game without worrying about the players protesting or scrutinizing every decision.

Handling Unbalanced Characters

The Poké RPG is a massive game with many different Pokémon, moves, abilities, and devices. Sometimes, the unexpected happens. The trainers may defeat the criminal mastermind, foiled a foil-proof escape plan, and steal a mech-suit you never intended them to have. Or, even more likely, the combination of some new move or ability with the current team proves unbalancing in ways you did not foresee.

Once a mistake has been made and the trainer ends up too powerful, all is not lost. In fact, it's almost never difficult to simply increase the challenges the trainer faces to keep him or her from breezing through each battle. However, this solution can be unsatisfying if the battles or trials become too difficult for the other players. At the same time, it's never fun to lose some aspect of your character that turns out to be unbalancing. From the player's point of view, it's not his or her fault.

You have two options: Deal with the problem in-game or deal with the problem out-of-game.

Dealing with the problem in-game:

"In-game" is a term used to describe something that happens in the story created by the play of the game. For example, suppose a trainer becomes unbalanced by stealing or catching a Pokémon that is more powerful than all the other Pokémon in the team put together. (This is something that the PM shouldn't have let happen to begin with, but all Pokémasters make mistakes sometimes). An in-game solution might be to have the Pokémon completely ignore or actively rebel against the trainer because it feels he or she is unworthy, or perhaps the Indigo League decide the player is not ready, and rule that such a Pokémon is dangerous in his or her hands for the time being. Whatever you do, try not to make it obvious that the situation is an attempt at re-balancing the game. Some players will understand the need for balance, but others will become indignant or even angry.

Dealing with the Problem Out-Of-Game:

"Out-of-game" means something that happens in the real world, but still has an impact on the game itself. An out-of-game solution to the problem described in the

previous paragraph would be to take the player aside between sessions and explain that the game has become unbalanced because of the mighty Pokémon and something needs to change or the game may fall apart. A reasonable person will see the value in continuing the game, and they'll work with you either in-game (perhaps releasing the Pokémon to live with its kind), or out-of-game (perhaps by removing the Pokémon from their sheet and pretending they never had it). It is better to find a fitting in-game solution if possible. Unbalanced situations like this can often present a unique story-telling opportunity, and you can work with the player to find a cool solution they like that somehow rewards their character with in-game renown or interesting scenes for them to role-play. Be warned, however, that not every gamer is reasonable in this way. Many will not appreciate this level of intrusion on your part and will resent giving up a great ability or Pokémon that their trainer "earned." After an unfortunate exchange of this type, it will seem obvious and contrived if you try to balance things with an in-game solution.

BUILDING AN ADVENTURE

One of the most difficult aspects of running a roleplaying game is building the adventure for the other players to experience. This section gives a few guidelines on preparing stories, battles, and trials for your players to enjoy.

Building a Battle

For purposes of the Poké RPG, a battle is defined as combat between two or more individuals. Whether using Pokémon, weapons, or other sources of damage, a battle ends when the other side cannot continue to fight, surrenders, flees, or another major goal is reached.

For every player there should be an enemy counterpart that engages them during the battle. This does not mean there needs to be an enemy trainer for each player, but there should at least be a Pokémon or trainer that challenges each player. It may be one trainer with a few very powerful Pokémon, or a whole enemy team of trainers with Pokémon comparable in power to the players' Pokémon.

Depending on the situation, a battle should involve enough opponents to keep things

interesting but not so many as to bog game play down. When planning a battle you should keep in mind how many trainers will be involved and how many Pokémon will end up on the field. If each enemy trainer has two Pokémon, fighting a small group of 4 enemy trainers suddenly means 12 tokens on the battlemat, and that is not including the players or their Pokémon! Because of this, it is often a good idea to keep the enemy numbers low but powerful, and having the players overcome a more powerful foe by teaming up all together. However, it is enjoyable for the players to plough through large numbers of enemy Pokémon sometimes, and such battles should occur every now and then.

If you want the players to fight something significantly stronger than they are, generally 2-3 levels higher than the party average means the players will need to all focus that Pokémon down together.

Don't forget! Delegation is your friend. If you are feeling overwhelmed keeping track of initiative, NPC HP, move sets, or any other aspect of the game, ask a player to manage some of it for you. There is no harm in having them keep track of numbers while you decide what happens next.



Vhu, Deviant Art

Building a Trial

The players find themselves trapped in a Rocket Compound. Locked in the basement, the villains left the heroes alone. Suddenly, a faint hissing sound can be heard and a strange smell fills the air. Poison! If the trainers don't act fast they could die, letting this terrible group continue their experiments on innocent Pokémon!

A trial is a long set of skill checks and/or puzzles that the trainers have to successfully navigate. A trial is different from a battle in that combat is not usually involved, and attack rolls do not usually have to be made. In the above example, the players would need to make a number of successful skill checks in order to escape. They might need to make a perception check to realize they are being poisoned. A Mechanics check to find where the poison is being released from, and another to find a way to stem its flow. At the same time, another group might be making strength checks to break down the door, or Thievery checks to spring the lock. Body or endurance checks could be made to keep from passing out, Psychoneisis checks could be made to try to shut down the control telekinetically, wherever it may be. The potential solutions are endless!

A good starting place for a Trial is that players need to make five successful skill checks before three failures. The DC for the checks should depend on the challenge it presents.

Trials can be adapted to many different situations and circumstances. If you want a particular trial to be more difficult, you can increase the DC, the amount of successful checks required, or you can reduce how many failures the players can make before the Trial ends. Modifying the difficulty in these ways flavors the trial. Sometimes the actions of the players themselves can change the requirements of the Trial. In the above example, if a player makes a successful Mechanics check and somehow blocks the release of poison, perhaps the team can now make four or five failures before it is too late. Allow players to come up with their own solutions to each trial, just make sure each check that is made has a reasonable explanation for how it helps them overcome the danger or solve the problem.

Experience Rewards

After successfully defeating the gym leader, escaping the Rocket base, or fighting off the wild group of Pokémon, what now? Experience of course! As players accomplish amazing or difficult tasks they gain experience and progress in level, as do their Pokémon.

Trainers

For Trainers, experience is awarded based on achievements. Small achievements grant small XP awards, while great

Difficulty Class

Challenge	DC
Easy	12
Moderate	14
Hard	18
Challenging	22
Extraordinary	26

Minor Achievement – 25 XP

- Catching a common or weak Pokémon.
- Expanding the Pokédex by one entry.
- Solving an easy problem or puzzle.
- Role playing an encounter exceptionally well.
- Dodging a hidden trap.

Standard Achievement – 50 XP

- Catching a strong or uncommon Pokémon.
- Successfully breeding an egg or litter of Pokémon.
- Solving a difficult problem or puzzle.
- Defeating a trainer of comparable strength.
- Winning a small contest.
- Making substantial progress in the story or campaign.

Great Achievement – 75 XP

- Catching a rare or powerful Pokémon.
- Defeating a gym trainer, hard match, or rival.
- Winning a large contest.
- Reaching a story or campaign goal.

Incredible Achievement – 100 XP

- Breeding a rare or endangered Pokémon.
- Defeating a gym leader.
- Defeating a powerful trainer.
- Earning a new badge.
- Discovering a new Pokémon species.

achievements grant proportionally higher XP awards.

For example, beating a group of wild Pidgey as a group would be a **minor achievement**, granting about 25 XP for each trainer involved. On the other hand, fighting the same flock of Pidgey alone might be a **great achievement**, awarding 50, 75, or even more XP depending on the PM's judgment.

To the left are some guidelines for Trainer Achievements and appropriate XP awards

Pokémon

Pokémon gain experience in a different fashion. Depending on the level and species of the Pokémon they helped defeat in battle a Pokémon will gain experience.

To calculate the experience reward for Pokémon, total the base STAT tiers of the defeated Pokémon. Multiply this number by the Pokémon's level. Divide by 2 unless it was a trainer battle.

(BST Total X Pokémon's Level) = XP Reward
Divide by 2 if it was a wild Pokémon encounter.

Do this for each defeated Pokémon and add the rewards together. If multiple Pokémon of the same BST Total and Level were defeated, just multiply the XP reward for one by the number of defeated Pokémon.

Only Pokémon who participated in a battle should gain experience. Up to two Pokémon of a trainer can participate in a fight and both still gain full experience. After the second Pokémon, reduce the XP reward by ¼ for each additional combatant, and then give the result to each participant. Thus, if four Pokémon from a single trainer participate in a battle, each of those four Pokémon would gain 1/2 of the calculated XP reward.

Each set of Pokémon from multiple Trainers gain this reward. Pokémon from other Trainers do not reduce the XP reward for another Trainer's Pokémon.

Pokémon Story XP

If a Pokémon plays a significant role in a session outside of battle, they should be awarded XP. Chases, infiltration, helping with puzzles, and much more are all ways

Pokémon can contribute in a session. The amount of XP given to an influential Pokémon is ultimately up to you, the PM. However, if the Pokémon played a vital or expansive role throughout a scene, multiplying the trainer achievement XP amount by the Pokémon's level and awarding it to them is a good starting point.

XP Reward Guidelines

Trainers do not get experience from knocking out an enemy Pokémon or fighting in combat per se, but they gain experience from the battle because participating would be an achievement of some kind and should be given experience accordingly.

For example, Joey and Mike are both new trainers. Joey's Weedle and Mike's Rattata defeat a group of four wild Pidgey. The Weedle and Rattata gain experience appropriate to the level of the Pidgeys and the number defeated (4). Joey and Mike, even though they might have thrown a kick or two at the Pidgey, gain experience based on achievement, probably a standard achievement because it was difficult but not impossible for them to team up and fight the wild flock of Pidgey.

The levels of achievement are only guidelines for reasonable awards to players for different actions or accomplishments. Always follow common sense. If something seems off, change it, or if you feel a player should receive more experience, give it to them.

Remember that even if a particular achievement was easy for one player, it might be difficult for another. If a player has invested more effort into leveling his Pokémon, fighting a certain battle might be easier for him than for others. At the same time, a Trial might be very difficult for the combat focused player, but relatively easy for the skill focused trainer. Base experience rewards on how difficult it was for each individual. If they accomplish something as a group, they should all receive the same reward because they helped one another.

For example, hacking into the Celadon Police Dept. mainframe would be an **Incredible Achievement** for someone with basic knowledge of computers. However, the same feat would only be a **Standard Achievement** for someone who has spent many traits on the Computers skill and is a veritable hacker. If they worked together they would both receive a **Minor** reward because it was easier together than it would

have been alone. The benefit from working together is a much higher chance of success and relatively lower risk. Additionally, if by working together they get farther into the encrypted system and find out that the Mayor is corrupt you could give them a greater reward, it is, after all, a greater achievement.

Levels and Experience

As trainers gain experience they will advance in level. Trainers start with 0 experience and gain it based on the achievement system explained above. Once a new trainer has a total of 200XP he or she advances to level 2. Once they get a total of 400XP, they advance to level 3, and so on. Leveling increases the base bonus to skills, the amount of traits players can have, and occasionally increases a player's attributes.

Attribute Enhancement

At level 3, 5, and 8 a trainer may choose two of their attributes to increase by 1 each.

Dodge 1 & 2

Trainers are adept at jumping out of the way and avoiding attack by enemy Pokémon. Dodge 1 means once per battle a trainer can completely negate the effects of an attack. Negating an attack must be done before Accuracy Checks or Damage is resolved and results in an automatic miss. Dodge 2 means that this can be done twice per battle.

Skills and Level

As trainers advance in level their aptitude in skills increase as well. As noted on the character sheet, half of a trainer's level (rounded down) is added to each of their skills. At trainer level 7, for example, a trainer would add +3 to each of his skills.

Other Rewards

In addition to gaining experience and becoming more powerful, many other types of rewards can be allotted to players as they journey and progress. Below are a few examples of these rewards.

The Player Turn

A player turn is a type of currency used by players to allow their characters to perform tasks that should otherwise take a long period of in-game time. Breeding, for example, takes a few days to accomplish, but it is often difficult for players to find that much time to set aside during the course of an adventure. Instead of removing their character from the excitement they can spend player turns. A player turn represents downtime spent by their trainer performing tasks, engaging hobbies, or accomplishing side goals. Thus, if a trainer spends a player turns using the Training skill it would mean the trainer had spent the last few evenings or other brief opportunities working with his Pokémon on new tricks, moves, or techniques.

Each player should receive 1 or 2 player turns each session, depending on how long the session took. Upon completion of a major story arc or other milestone you should also consider rewarding the players with more turns. Occasionally you might consider rewarding an individual player with a player turn if they reached a major character goal or made progress towards their dream.

As long as the players are getting around the same amount of player turns everything will be fine. However, if you feel your players don't have enough time to do everything they want give them more player turns. On the other hand, if they have more player

Trainer Levels and Benefits

Level	XP	Benefit
1	0	Starting Traits. Dodge 1
2	200	Bonus Trait
3	400	2 Bonus Traits
4	650	Bonus Trait. Attribute Enhancement
5	900	2 Bonus Traits.
6	1200	Bonus Trait. Dodge 2
7	1500	2 Bonus Traits
8	1850	Commander Trait. Bonus Trait. Attribute Enhancement
9	2150	2 Bonus Traits
10	2500	Bonus Trait

The Ace Trainer
After each session or when an adventure ends, it might be fun to allow the players to vote on who they think had the most dramatic or influential moment. Whoever the group decides was the Ace of that session or wrought the greatest changes in the world receives an extra player turn.

turns than they care to use, stop giving them as many. Player turns should be seen for what they are: valuable opportunities to train, capture Pokémon, or pursue personal interests.

Below are examples of the most common tasks that player turns allow a trainer to perform:

Pokémon Breeding

Pokémon breeding allows a trainer to have his Pokémon produce offspring. Additionally, the breeding check may or may not reward Training Points that can be spent on Pokémon traits (see Pokémon Traits pg. 30).

Anyone can attempt a Pokémon breeding check; however, the Breeding skill makes these attempts much more significant. Generally, making a breeding check requires 2 player turns, regardless of the result.

Enhancing

The science skill allows a trainer to enhance his Pokémon through energy infusions, diet, or experimentation. Enhancing a Pokémon requires 2 player turns. Like Breeding and Training, the Science skill rewards TP to buy Pokémon traits. See the Science skill, pg. 70.

Training

The training skill allows a Pokémon and its trainer to master new techniques or improve combat ability. To make a Training check, a player must spend 2 player turns. Like the Breeding and Science skills, Training rewards TP to buy Pokémon traits. See the Training skill, pg. 74.

PokéHunter

PokéHunter allows a trainer to hunt and capture a Pokémon by spending player turns. Depending on the campaign, PokéHunter could cost 1 player turn by default, or 2 if the PM wants capturing Pokémon to be more uncommon. See Catching Pokémon, pg. 94.

Contests

Competing in a Pokémon Contest rewards fame and Trainer Experience. Probably based on a skill trial and how magnificent, cute, or incredible your Pokémon is. Don't really have rules for it yet. 2 Player turns.

Loose Ends

Sometimes an adventure wraps up but a

number of loose ends interest a player. A player can spend a player turn to investigate these loose ends or seek out answers to personal questions or advance their own story. Generally, 1 player turn should allow a character to engage a skill Trial involving something they wish to do or investigate. A player should be rewarded Trainer XP for their efforts (unless they are unsuccessful at solving anything).

Gym Challenge

Challenging a Gym or other Trainer allows a player to enter a Pokémon battle. Official challenges such as this usually include a wager of some kind on the outcome of the battle (usually in Pokédollars), and may result in a trainer being rewarded a badge if it is a Gym Leader that is challenged. Challenging another trainer of any kind to battle requires 3 player turns, largely because of the real-world time it takes to complete the battle.

Crafting

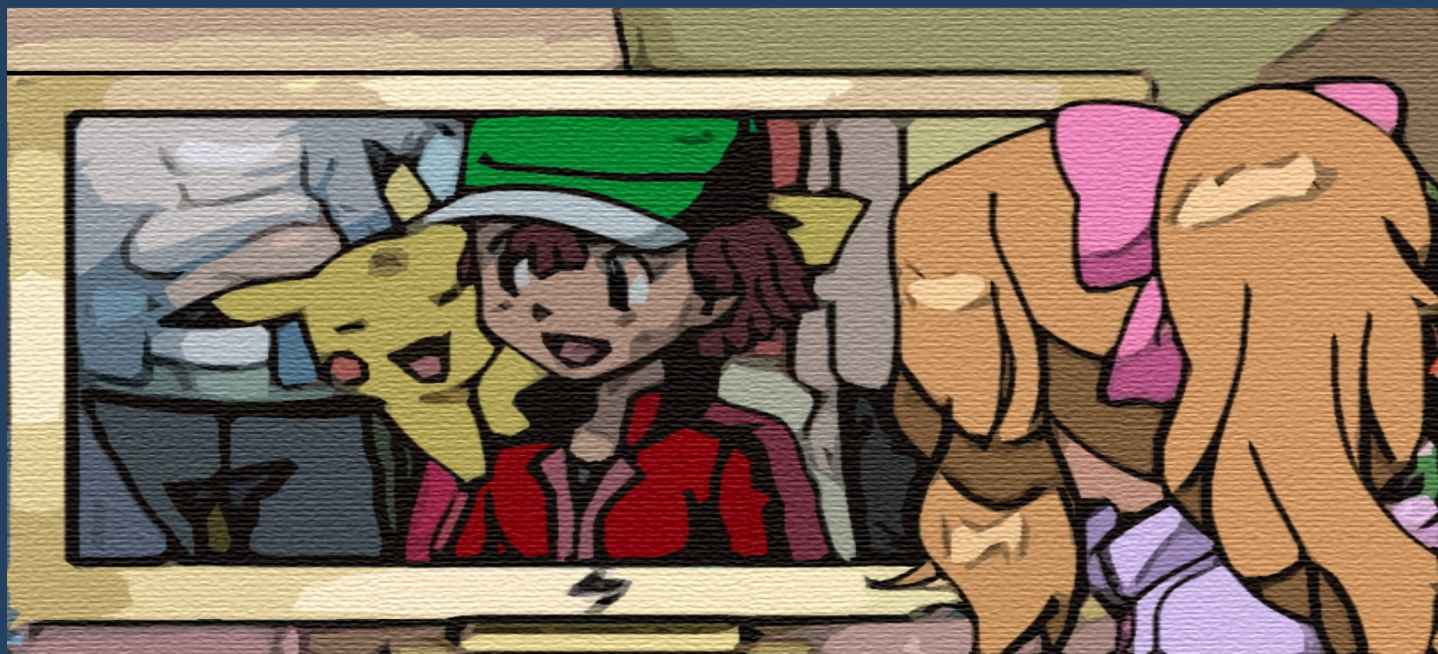
Some traits and skills allow a trainer to craft Poké Balls, armor, weapons, or other items. These require a check to make progress on the overall construction of the item. 1 player turn allows 1 check towards a project. See the Computers or Mechanics skills, pg. 59 and 65, respectively.

Organization Building

If a trainer is a member of an organization they might be called upon to spend player turns as part of their responsibilities towards that organization. Alternatively, if a trainer is the Boss of an organization (see Natural Leader, pg. 21), he or she can spend player turns to increase the organization score of their organization. See pg. 126 for more details.

Leveling Weak Pokémon

As trainers progress in their adventure, the average power of their Pokémon increases over time. When a new Pokémon is obtained, sometimes these new Pokémon are at significantly lower levels than the rest of a trainer's party. In these situations, a player can spend two player turns to bring the level of one of their Pokémon to 1 below their party average. For instance, if Joey hatches a new Seedot (Lvl 1), but most of his Pokémon are level 5, Joey can spend two player turns to bring his Seedot to level 4.



Fame

As trainers fight powerful monsters, thwart evil masterminds, gather badges, gain titles, defeat trainers, or any other dramatic public activity their fame increases. Trainers usually start with little or no fame, with only close friends or rivals even knowing they are Pokémon trainers. As they progress in level and accomplishment their fame increases.

Fame	Condition
+1	Every trainer level
+2	Every badge
+1	Every 10 species of Pokémon owned
+1-3	Defeating criminal organization plot
+1-3	Stopping major Pokémon catastrophe
+1	Per SPT
+1	Having +15 in a skill
+4	Becoming Champion
+3	Becoming Region Professor
+3	Becoming Frontier Brain
+6	Taking the Famous trait

Fame	Recognized
1-4	By friends, family, and acquaintances.
5-9	Locally by some
10-15	Locally by many
16-20	Throughout many cities by some
21-25	Throughout many cities by many
26-30	In neighboring regions by some
31-36	In neighboring regions by many

37-40	Throughout the world by some
41-45	Throughout the world by many
46+	By all

The effects of fame listed above are general guidelines to public knowledge of an individual. However, there may be exceptions. A few people may have heard of someone before their fame level would normally reach them. For example, when someone has a fame of 10, resulting mainly in local fame, there may be a handful of people in other cities who have seen one of their battles on television or perhaps were traveling when they saved the day and saw it in person.

Benefits of being famous

Being famous grants certain privileges while also conveying a few disadvantages. Famous people are often allowed VIP access to special places or afforded the best quality of care. On the other hand, tailing criminals, sneaking, or other behind the scenes work is much more difficult for people who are famous.

In addition to being afforded special treatment on occasion, being famous can influence certain skill interactions with various targets. The magnitude of this effect depends on your Fame score, and it can have both positive and negative influence.

Fame	Modifier
5-11	+2
12-17	+3

18-23	+4
24-28	+5
29-33	+6
33+	+8

The bonuses and penalties associated with a high fame score largely depend on the other parties or targets. Most individuals tend to view famous or well-known individuals in a more favorable light, but criminals will view a famous detective in a substantially different way than most civilians will. If recognized, the PM determines if the NPC views the famous character favorably, unfavorably, excitedly, angrily, warily, or any other emotion they might feel upon recognizing the individual based on who and what they are. After this, the Fame score determines the magnitude of the bonus or penalty on appropriate checks.

The detective and criminal above provide a good example. The PM decides that the criminal recognizes the detective. Thus, any modifications to skill checks from fame apply in their interaction. The PM decides the criminal has had a few friends busted by the detective and so the criminal views the detective with apprehension, disdain, and perhaps a little anger. The detective has to

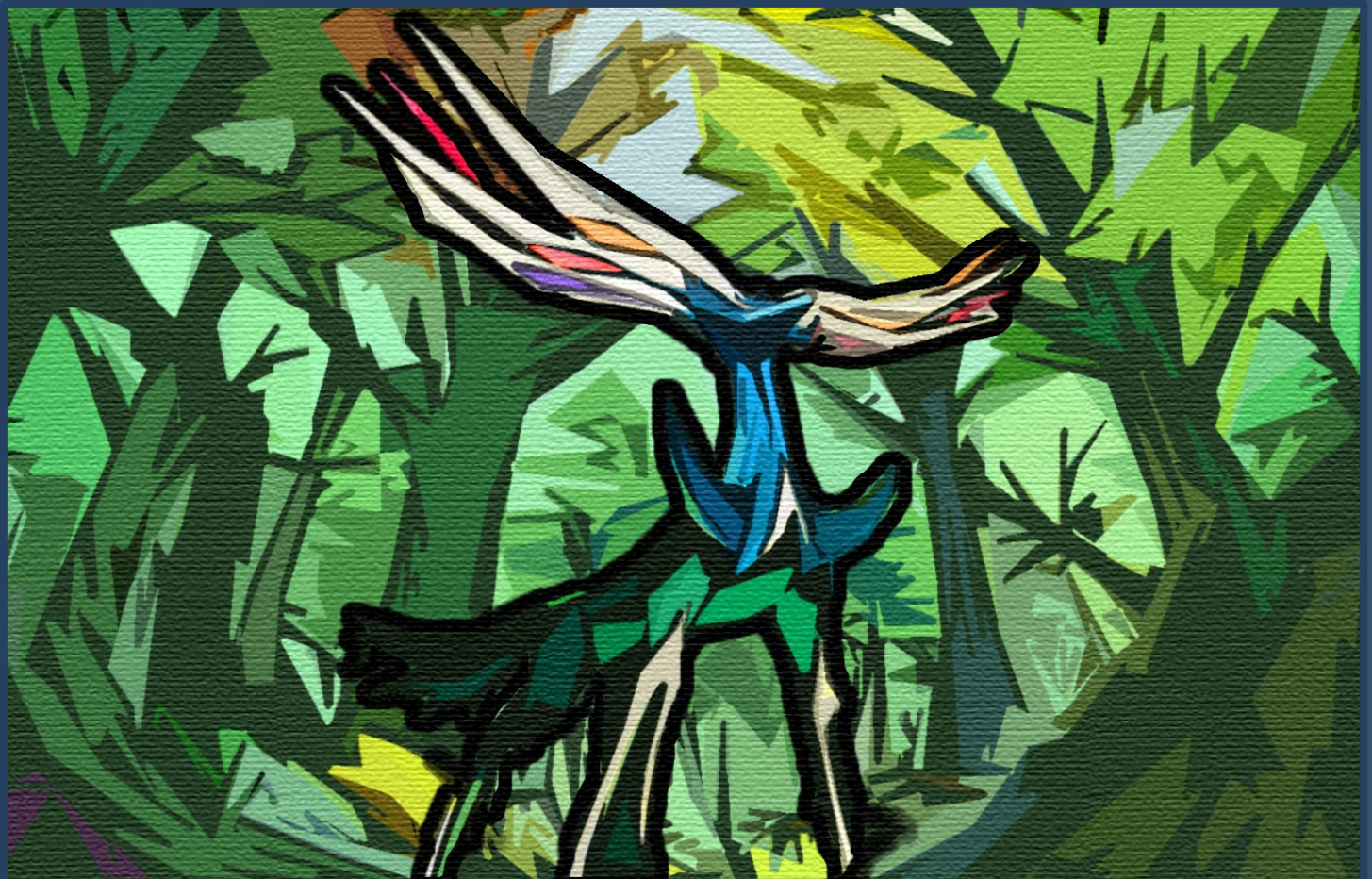
apply the Fame bonus negatively to persuasion checks and bluff checks to hide his good-doing intentions, but gets a boost to intimidation checks and bluff checks that involve threats or convincing the criminal he has backup nearby.

Lying Low

If a trainer does not want to be famous they can actively attempt to stay out of the spotlight. Any time the trainer would gain fame they can attempt a persuasion, intimidate, or deception check to counter the gain. The DC to stop the increase of fame depends on the circumstance. If the trainer is involved in a major battle throughout a city it would be a hard DC, while if the fame increase is due to capturing a Pokémon it would likely be an easy DC.

Inspiration

As trainers journey across the world they see incredible sights, meet amazing people, witness awesome events, perform acts of heroism, and many other extraordinary things. When such an event occurs, trainers gain inspiration. Inspiration gives trainers and



Pokémon an extra boost when the going gets tough or when a battle hangs in the balance.

You cannot “stockpile” inspiration, that is you can only have 1 use saved at a time (unless you take the Inspired trait).

Becoming Inspired

Any time a trainer is privy to something incredible, awesome, meaningful, or dramatic you should consider giving them Inspiration. Here are a few good examples of inspiring events:

- Seeing or interacting with a Legendary Pokémon
- Meeting a powerful trainer with similar traits or Pokémon to themselves
- Gaining a gym badge or attaining another dream milestone
- Roleplaying a trainer's personality to their own disadvantage
- Heeding a call to endanger self in the defense of others

Using Inspiration

If a trainer has inspiration they can use it to give themselves one of any number of advantages. Spending inspiration can be done at any time, even off turn, except for gaining extra actions.

- Gain temporary HP equal to 50% of their max
- Gain 2 luck points (See luck trait) which can be applied to rolls immediately
- Take an extra trainer action and move action
- Gain +5 on skill checks of one skill for the remainder of the scene

Additionally, inspiration can be rewarded to another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, another player can give up their inspiration to give that character inspiration.

Pokémon do not gain their own inspiration, however, a player can spend the inspiration of their character for their one of their Pokémon to gain any of the benefits listed above.

Loyalty

Not all trainers are worthy of the trust, respect, and love of their Pokémon. When a Pokémon is first caught, it does not know or understand the trainer who has captured it. As time progresses, if a trainer is kind, consistent, and, most importantly, capable, a Pokémon will grow to trust their trainer more fully. This confidence often comes hand in hand with friendship and love, but can also be nothing more than an abiding respect and acknowledgment of ability.

Starting Loyalty

This connection and trust is represented in the Poké RPG by Loyalty. Starter Pokémon begin with a Loyalty of 4. Wild Pokémon caught by a trainer start with a loyalty of 2. Loyalty scores range from 0-5. If a Pokémon is captured through unscrupulous means, bought, or traded, a Pokémon will often have a starting loyalty of 0 or 1, as it does not believe the trainer is worthy of its capture, or because it did not choose to become that trainer's Pokémon.

Modifying Loyalty

Loyalty increases naturally over time if a trainer is generally successful and is accomplishing significant goals. Pokémon see this success as proof of their trainer's ability and their loyalty naturally increases. Loyalty also improves if a trainer performs significant acts of sacrifice or kindness towards the Pokémon. Conversely, acts of selfishness or abuse, cowardice, or ineptitude can decrease a Pokémon's loyalty towards that trainer.

When a player achieves a major milestone, performs an epic act of sacrifice, overcomes an impressive obstacle, or somehow demonstrates intelligence, strength, or power, you can award a player's Pokémon loyalty. Since loyalty has a maximum score of 5, be careful to not reward too much too quickly. Even starter Pokémon do not begin with maximum loyalty and achieving higher levels of loyalty should be increasingly difficult. If a player fails in a major fashion, you can decrease a Pokémon's loyalty, but beware doing this as it can seem like you are adding insult to injury. However, if a player is obviously neglecting their Pokémon, treating them like tools or mindless servants, or is making very poor decisions and is losing for it, decreasing loyalty might be the right action.

Loyalty Effects

Low levels of loyalty result in a Pokémon distrusting their trainer's decisions, leading to decreased effectiveness. Very low loyalty can even result in outright disobedience or attempts from the Pokémon to escape.

High loyalty can improve a Pokémon's power, give them resolve to keep trying, and other benefits.

Below is an optional set of rules for loyalty levels and their effects. If this fits your campaign you can follow these rules. However, if they are not what you think loyalty and friendship from a Pokémon would mean, make whatever changes or tweaks you want to suit your own ideas.

Loyalty	Effect
0	Absolute hate, fear, or disregard for their trainer. Might attempt to flee. Disobeys 25% of the time. -2 damage tier of all moves.
1	Strong dislike for their trainer. Disobeys 10% of the time. -1 to damage tier of all moves.
2	Uncertainty regarding trainer. No effects.
3	Optimistic about trainer. No effects.
4	Trusts trainer's decisions. Can reroll a savings throw once per day.
5	Unwavering confidence in trainer. Can reroll a save once per battle. +1 to damage tier of all moves.

RUNNING A GAME SESSION

After everything is prepared, and everyone sits down at the table, you're on. It's your show. Remember, the goal is to have fun! Here are some things you should consider, at the table and before you ever get there, to help make the game run as smoothly as possible.



Knowing the Players

Normally, but not always, the PM is in charge of inviting players to play in his or her game. If this is the case, it's your responsibility to know and understand each of these people well enough that you can be reasonably sure that they'll all get along, work well together, and enjoy the sort of game you plan on running.

A lot of this has to do with playing style. Ultimately, you have to know the kind of game your players want to play. With players new to the game or a newly formed group, this may take a while to define. Recognize that while you're in charge, it's really everybody's game. The players are all there, coming back session after session, because they trust that you'll help them have a fun and rewarding experience.

Recapping

"Last time, you had just discovered the secret Rocket base in Viridian Forest. We ended the session with all of you overlooking the base from a cliff with a loud waterfall nearby. You were looking for the best way to approach the base, Joey wanted to rush in there and demand the release of the

stolen Pokémon, but Mike wanted to watch and prepare. What do you do?"

In the middle of an ongoing campaign, recapping activity from the previous session at the start of a new session often helps establish the mood and reminds everyone what was going on. In most games, trainers continue what they're doing from day to day (or even hour to hour), but most players (in the real world) have several days or weeks of real time between game sessions. Some players might forget important details that will affect their decisions if they don't get reminders.

Of course, that means that you, as the PM, need to keep notes of what happens so you don't forget either. At the very least, jot down a few sentences about what's going on at the end of each game session. Leave your notes where you can find them right away at the beginning of the next session. You'll probably find that, as the PM, you tend to think about the game between sessions more than the other players do, and thus you'll remember more details. You'll quickly get to the point where you won't forget what happened in past sessions, especially if the adventures you're currently working on build off those events.

Sometimes it is beneficial to have the players recap for you. If you have forgotten details, or you just want a feel for how each player perceived the events of the adventure thus far, ask the group to recap what has happened to this point. As they confer with one another about what happened you can see what stood out to each player (which means they probably liked it or thought it was compelling) and what the whole group forgot (which might mean you should avoid that sort of thing in the future). It is also good because you can often hear what the players plan on doing and hope to achieve in this session.

Setting the Pace

The pace of the game determines how much time you spend on a given activity or action taken by the players. Different players enjoy different paces. Some search every corner of every room they enter, but some think doing that is not worth the game time and want to keep moving. Some roleplay every encounter with an NPC, while some want to skip to the "good bits."

Do your best to please the group as a whole, but when in doubt keep things moving. Don't feel that it is necessary to detail every aspect of a long travel scene, or rest periods and other mundane activities. Sometimes that level of detail is an opportunity to develop backstory and character, but most of the time it is unimportant.

You should decide ahead of time, if possible, how long the next playing session will last. This not only allows everyone to make plans around the game but also enables you to judge about how much time is left during a session and pace things accordingly. You should always end a session at a good stopping point (see Ending Things, below). Three to four hours is a good length for an evening game. Some people like to play longer or shorter sessions. Even if you normally play for shorter periods, sometimes it's fun to run a longer "marathon" session and overcome a whole adventure in one go.

Referencing Rules

Try to look at the rules as little as possible during a game. Although the rules are there to help you, paging through the book can slow things down. Look something up when necessary (and mark things you'll need to refer to again), but recall a rule from memory when you can. Even if you're not exactly correct in your recollection, the game keeps moving.

Fudging It

Terrible things can happen in the game because the dice just go awry. Everything might be going fine, when suddenly the players have a run of bad luck. A round later, half the trainers are unconscious and the other half are almost certainly going to lose. If everyone dies, the campaign might very well end then and there, and that's bad for everyone. Should you stand by and watch the heroes get slaughtered? Or should you "cheat" and have the opponents get run off by a herd of Tauros, or fudge the die rolls so that the trainers miraculously pull it off in the end? There are really two issues at hand.

Do you cheat? The answer: Pokémasters really can't cheat. Your ultimate goal is to tell a compelling story that everyone can enjoy. The dice are just there to help you do

this. Remember, you're the umpire, and what you say goes. As such, it's certainly within your right to sway things one way or another to keep people happy or keep things running smoothly. It's no fun losing a beloved Pokémon or trainer just because the wild Spearow are rolling incredibly well. Heck, Ash and Pikachu almost died in the first episode! A good rule of thumb is that no player should die in a minor way by some fluke of the dice unless they were doing something really stupid at the time.

However, you might not feel that it's right or even fun unless you obey the same rules the players do. Sometimes the players get lucky and kill an opponent you had planned to have around for a long time. By the same token, sometimes things go against the trainers and disaster befalls them. Both the PM and players take the bad with the good. That's a perfectly acceptable way to play, and if there's a default method of running a game, that's it.

Just as important an issue, however, is whether the players realize that you bend the rules. Even if you decide that sometimes it's okay to fudge a little to let the group of heroes survive so the game can continue, don't let the players in on this decision. It's important to the game that they believe they're always in danger. Consciously or subconsciously, if they believe you'll never let bad things happen to their heroes, they'll change the way they act. With no element of risk, victory will seem less sweet. And if thereafter something bad does happen to a player, they may believe you're out to get them. If he feels you saved other players when they were in trouble, he might become disaffected with the game.

Ending Things

Try not to end a game session in the middle of a battle. Leaving everything hanging in the midst of combat is a terrible way to end a session. It's difficult to keep track of things such as initiative, in-game effects, and other round-by-round details between sessions. The only exception to this is ending with a cliffhanger. A cliffhanger ending is one in which things end just as something monumental happens or some surprising turn of events occurs. The purpose is to keep players intrigued and excited until the next session. A cliffhanger ends a session right before a battle begins, prior to the initiative checks, and you pick up the actions with initiative checks in the next game session. Few things are more exciting than sitting down at the table, looking over your character sheet, and the PM saying "What's your initiative?"

If someone was missing from the session, and you had his hero leave for a while, make sure there's a way to work the trainer back in next time. Sometimes, even in a cliffhanger, this can work out well. The trainer might come racing into the thick of things to help out his beleaguered friends and help save the day.

Allow some time—a few minutes will do—at the end of the session to have everyone discuss what happened. Listen to their reactions and secretly learn more of what they like and don't like. Reinforce what you thought were good decisions and smart actions on their part (unless such information gives too much away for the adventure). Always end things positively.

You may want to award experience points at the end of each session, or you might wait until the end of each adventure. It's up to you. Many players want to get experience as soon as they can, and appreciate getting the reward at the end of each session. However, it might seem a little strange to have a trainer master two new skills while camping in the wilderness, and so you would rather they level up between adventures. Whatever you decide to do, just make sure the players understand why you do it so they don't feel confused or let down.

The World



The world stretches before our heroes; cities, rivers, mountains, and ruins dotting the landscape. New adventures await at every turn. The world holds new friends to be made, rivals to best, and enemies to defeat. What dangers lurk out of sight? What Pokémon will they find? The only way for them to find out is to take a leap into the unknown.

World Building

Running a role-playing game can be a lot of work! Creating battles and trials, keeping players excited, writing stories, making interesting non-player characters, and all the other parts of running a game session can be daunting and time consuming. On the other hand, it can be rewarding and fun. This chapter tries to alleviate some of the heavy lifting of world-design by outlining how to create your own world, or how to reconcile the anime, manga, and game worlds into your very own campaign.

The first decision you have to make is if you want to start from scratch, making your own Pokémon world for your players to explore, or if you want to run your campaign in the regions from the official Pokémon universe.

Making your own world

Creating your own Pokémon world allows an unparalleled level of control and creativity. You get to make all the decisions regarding every aspect of the world. Unfortunately, this also means you have to make all the decisions regarding every aspect of the world. Who are the 8 gym leaders of the region? Are there even 8? How many cities? What are the legends, myths, and history of the area? When one of your players asks, "where does that road lead?" You have to know, or be able to decide quickly. When your players start exploring areas of your world you have not finished yet you need to be

able to figure things out. This can be stressful but also incredibly fun, allowing you to enter a creative process with your players as you fit your world together.

Some Pokémasters enjoy having the world filled with interesting NPCs, unique locales, and having every important detail ready before they start playing. On the other hand, some Pokémasters enjoy naming a small town, telling the players they live there, and then making the rest up on the fly as the game progresses. These differing outlooks characterize the two basic methods for world creation: Top-down, and Bottom-up.

Top-down

Top-down world design describes starting big and then working down to fine details. In this method, you start by creating regions, landscapes, major figures and plots, and city names first, and then filling in towns, people, gyms, the player's family, and local details later.

**All dreams are but
another reality.
Never forget.
-Southern Island
Proverb**



Vhu. Deviant Art

Bottom-up building can be fun and engaging. You need to be able to think on the fly, roll with punches, and follow your gut. If bottom-up building were painting, Bob Ross would be the greatest to ever live.

Top-down building presents its own benefits. You need to be diligent and meticulous, but you can plan every detail and fit each part together just right. If top-down building were painting, Leonardo Da Vinci would be the greatest to ever live.

Bottom-up

Bottom-up world design describes starting with the fine details and then slowly expanding the scope until you have a whole world complete. In this method, you start with the town or city the players live in, the people they know, and then focusing on what they are doing next.

Each Pokémon master will find themselves leaning towards one method or the other, but it can be useful to blend the two. For example, you might name the region and the city your players start in, know who the major players are for the world, have a general idea of the geography of the area, and then fill in the fine details of the starting area so you can begin playing.

Getting Started

Whatever method you end up using, here are a few thought-provoking questions to help get you started:

- What is the name of the region or world?
- What is the prevailing climate? Are there exceptional mountains, forests, deserts, volcanoes, lakes, oceans, islands, or icy areas?
- What wild Pokémon are there? Will you use Pokémon from a specific generation, or mix them all in together?
- How many cities, towns, or villages are there? Are there any unique or especially interesting settlements?
- Who are the gym leaders and what are they like? What type of Pokémon do they specialize in? What about the Elite Four and Champion for your region?
- Is there a Pokémon Professor for your region?
- What is the general culture, if any, of the people who live in each city or region?
- Is the starting region close to any others? If your new region is still in the original world, what relations does it have with Kanto, Johto, or the others?
- Is there a primary criminal organization? What are its motives, goals, and methods? Are they objectively evil, or just willing to fight for their philosophy?
- Are there unique legendary Pokémon in this region? How many? What is their relationship and history? What do they look like, and what type are they?

These questions give a good foundation for you to build from. Some of the questions are discussed below, further explaining how each might be answered.

Climate

In most Pokémon regions of the canon, forested areas and plains are widespread, with a few mountains, lakes, or other unique features dotting the landscape. However, straying from this norm could be exciting and interesting. What about a region that is completely forested, with only an occasional field, and every city being surrounded by massive trees? Or a region dominated by a giant mountain, with each city or town somewhere on its incredible slopes? How have residents adapted to the environment they inhabit? Remember to place pockets of different terrain types so your players have the opportunity to catch Pokémon of each type. Which leads to the next question:

Wild Pokémon

Are you going to limit the Pokémon that live in any given area? Are mountain Pokémon from every generation going to live in your mountains, or are you going to limit these in some way? Originally, the Pokémon game generations were separate, with Pokémon only being found in certain regions. Recently, however, the wild Pokémon available in the games have been more and more mixed with each generation being represented in some way or another in every game.

Cities and settlements

Big cities, small hamlets, and anything in between are important to give your players places to go, gyms to battle, and people to meet. Even if you decide to have a relatively uninhabited region, you should probably have a number of scattered settlements or groups of people that the players can contact, battle, and interact with. You might consider having exceptional cities or towns that defy normal building conventions, such as Fortree, the city in the trees, and Pacifidlog, the city on the waves, both from the video games.

Gyms and the Elite Four

One of the most enjoyable parts of the games is defeating gym leaders and collecting badges. Even in the manga and anime this is one of the main drives behind story progression. It is very likely that one, if not more, of your players will want to "be the best" and defeat gym leaders and

eventually challenge the Elite Four. As such, you should include some form of the Pokémon League system into your world. Eight official gyms, the Elite four, and one champion per region are how the canon arranges the Pokémon League, but you are free to modify this if you desire.

Criminal Organizations

Another major aspect of each region in the canon is the criminal organization that antagonizes the main characters. In your world, you might not have one, or you might have many organizations that fight each other as often as they fight the players. Your organizations might be bent on making money, out to achieve political ends, or any other reason people gather into groups of like-minded individuals. The motives and methods of these organizations will have a major effect on the feel of your campaign. Are they just trying to make the world a better place, whatever the cost? Are they out for gain? Are they willing to kill to get what they want? Are the members delusional and deceived, with the leaders using them for selfish reasons? Do the leaders truly believe in their cause?

The Pokémon League

No matter the region, the Pokémon League is often the ultimate challenge for any trainer to overcome. The Pokémon League

officials officiate many tournaments, gym challenges, and even trainer versus trainer battles when asked to do so.

The League often has a significant amount of political, economic, and literal might behind it. Gyms and their leaders are important parts of each city, with their prestige even lending other prominent gym members a certain amount of esteem. Gym leaders and the Elite Four alike are sought for their strength, experience, and help by those in need, and their opinion and decisions are given a large amount of weight.

Pokémon leagues generally include 8 gyms comprising anywhere from 2-8 official members taught and managed by the Gym Leader. No Gym stands above another, but all 8 gyms are loosely directed by the Elite Four, a set of the most powerful trainers in the region that may be challenged by those who have defeated the 8 gyms. If a trainer successfully defeats all 4 members of the Elite Four in immediate succession, they are recognized as the Champion throughout the region and are considered the most powerful Pokémon trainer of that region. Becoming Champion places a trainer as the final member of the Elite Four, pushing the first member out to rejoin a gym, roam the world, or retire. If the Champion does not wish to function in this role, the Elite Four can remain as previously constituted.



Trainer IDs

Each trainer is identified by the league, and often law enforcement, by a Trainer ID. These IDs are usually issued with the bestowal of a starter Pokémon from a region's professor or representative, but can also be obtained by personally registering (with at least one Pokémon) at any Gym or Poké Center. Trainer IDs are necessary to participate in any official tournament, gain badges, or use Pokémon Centers or storage systems. In many places it is illegal to train Pokémon for battle without an ID. IDs are used to track official battle outcomes, trainer challenges, Pokémon ownership, trainer origins, and other necessary information.

Trainer Challenges

Trainer Challenges can be considered a binding part of being a member of a Pokémon League. Once challenged, a Pokémon Battle must be met to determine which trainer is more powerful. The rewards of victory can include monetary bets on the outcome (usually decided before the battle

begins), changes in rank within the league, or other forms of accolades. Once a challenge has been levied battle must be met within a reasonable period of time or the challenged opponent is marked as refusing to battle, which is accompanied by loss of rank or standing within the league. Whether these results are tracked digitally, reported by a witness or officiator, or the participants report the results together depend on the campaign and region. A challenger can withdraw their challenge at any time.

Gym Battles

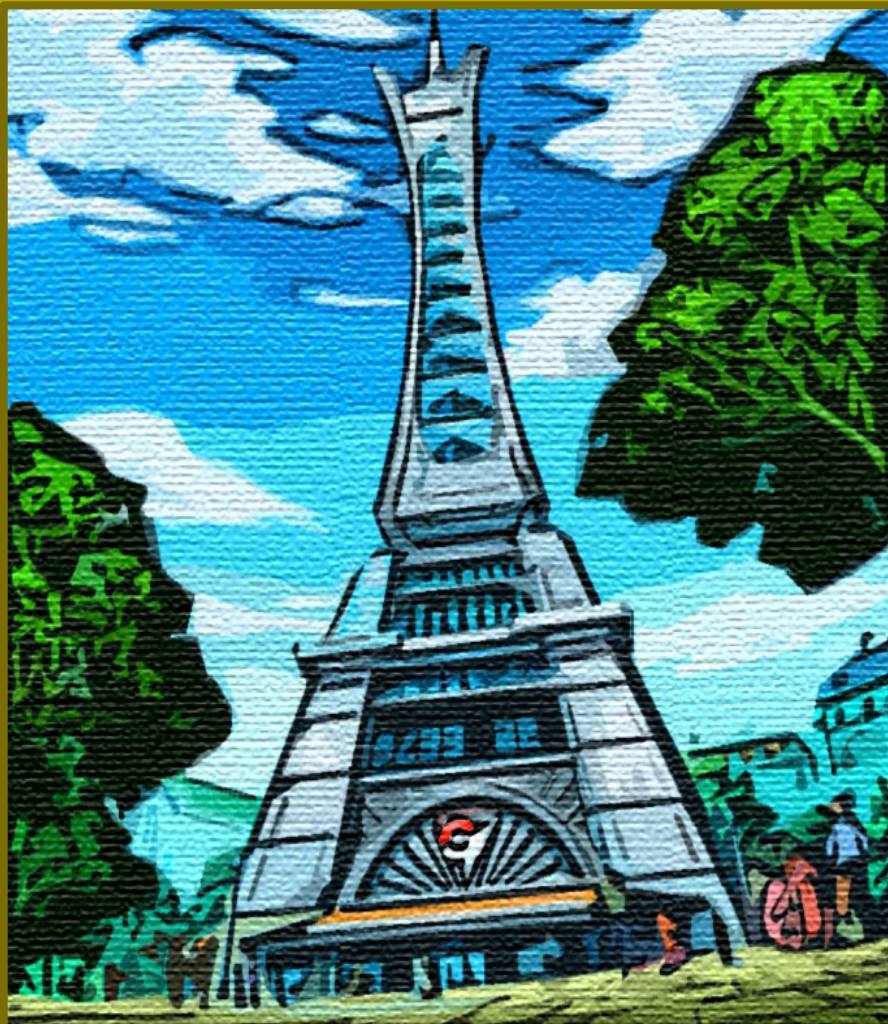
Official gym battles are initiated by a trainer issuing a challenge against members of a particular gym. Most Pokémon Leagues are designed to foster and guide new and developing trainers on their journey. As such, Gym Leaders have the right to refuse any challenger until they show determination, skill, or other positive traits. Usually, this merit is shown through defeating other members of the gym in official battles, but accomplishing some other impressive feat for the gym or city is not unheard of.

Gym Leaders will adapt their roster of Pokémon to the strength of the opponent, wanting to test, stretch, and gauge the ability and potential of their challengers, but not outright destroy those who are still learning in their Pokémon journey. Thus, it is not so much which badges a trainer has obtained, but how many, that shows how far they have come. Following a successful challenge, the Gym Leader will award a Gym Badge to the trainer, attesting to their progress and skill.

Official Match Rules

Various forms of official battles are recognized by the League. Generally, both parties use the same number of Pokémon (but it can be uneven if both parties agree), potions and other items are allowed, and trainers are not allowed to interfere beyond commanding, directing, and strategizing. In other words, trainers may not attack or defend any participant in a Pokémon battle but they can use traits that strengthen, direct, and aid their Pokémon.

Matches can vary dramatically beyond simple one trainer with one active Pokémon versus another trainer with one active Pokémon. By far, the most common match variant is two trainers versus two. Battles between more trainers, more active



Pokémon per trainer, or uneven odds (2v1) are all possible. Most people consider trainers getting directly involved in combat dangerous, but many leagues consider those battles acceptable.

Other rule sets, such as battles with no potions or items, no switching of Pokémon unless fainted, or "sky battles" also exist. As long as all participants agree, almost anything goes!

Deathmatches

Pokémon battles to the death are one of the few exceptions to this rule. The League views deathmatches as dark, abusive, and terrible and are therefore illegal. Any trainer found participating in matches that are fighting to the death, or any trainer discovered to be deliberately attempting to kill a Pokémon in a match, will be arrested, stripped of their position and Pokémon, and outlawed.

Organizations

Organizations are political parties, corporations, military or paramilitary groups, and the like. Each organization has an organization score, which defines how much influence and power the organization wields.

Organization Score

The organization score describes how

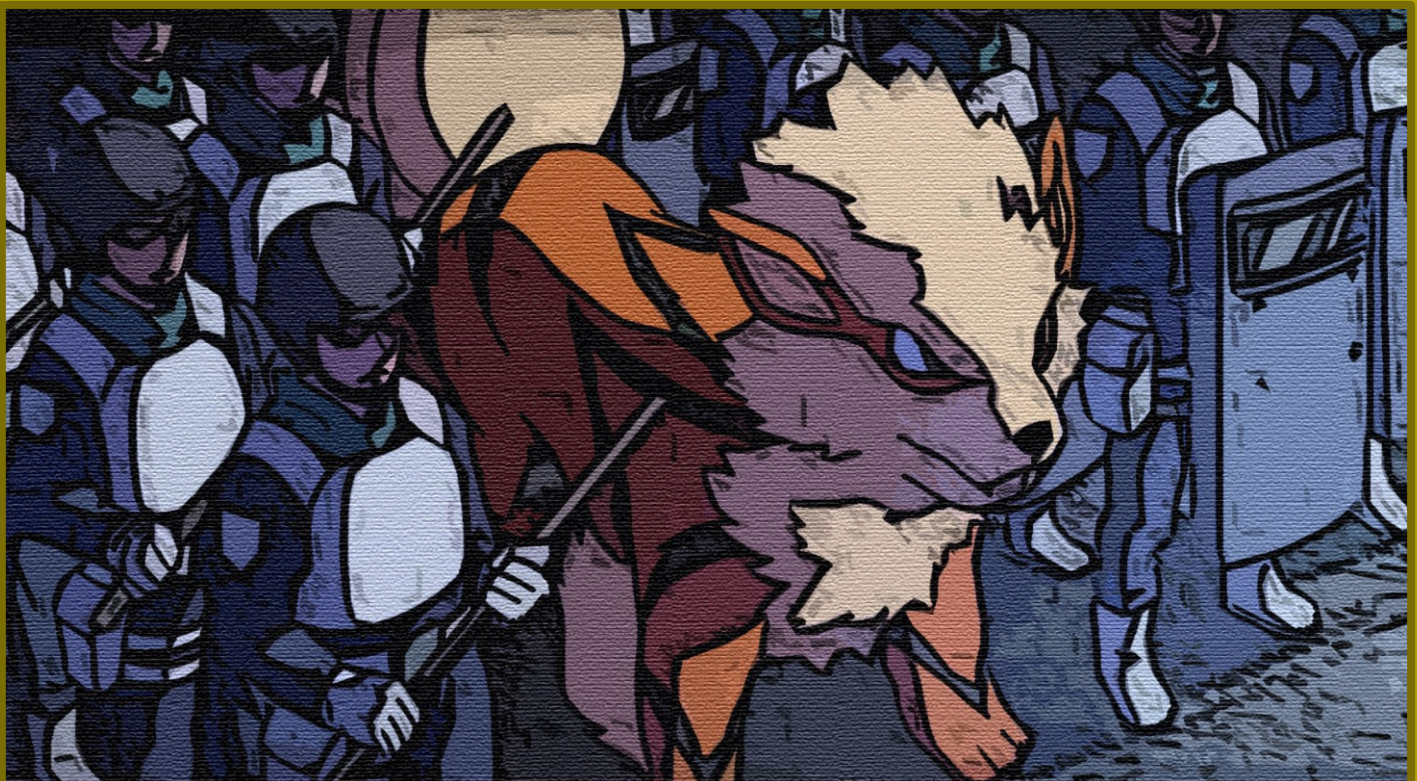
developed an organization is. Successful, established, wealthy, or exceptionally well-led organizations will have a higher organization score. The organization score is used to determine an organization's Influence and Scope (described below) and to resolve conflict between two organizations.

When creating an organization run by NPCs, the PM can decide the organization score based on the history and power they desire for the organization. When a player selects the Leadership trait, they can make their own organization, and the organization score is determined by the following factors shown on the table below.

Influence and Scope

The organization score is distributed between two other scores that describe overall size and strength: **Influence** and **Scope**. Thus, an organization with a score of 11 could have a Scope of 3 and an Influence of 8, or any other combination totaling 11.

Influence describes an organization's power or sway. Scope describes an organization's geographical range, or how widespread its influence can be felt. An organization with a high Scope reaches far across a region, perhaps even spanning the whole world. An organization with a high Influence has large amounts of money or assets, powerful, plentiful, and/or exceptionally important



members forming its ranks, and/or significant political clout.

When an organization is created the leaders of the organization decide where the scores are allotted, deciding from their organization score how powerful and widespread they want the organization to be.

Restructuring

Once the scores have been set, changing them is called "restructuring." Restructuring requires 6d4 days and reduces an organization's score by $\frac{1}{3}$ for a few months after the restructure. Each month after, an organization's score increases by 1 until the

lost score is recovered. Thus, the scope 3, influence 8 organization above could be restructured over a few weeks to be a scope 6, influence 2 organization (3 points less than the previous total). Every month for 3 months after the restructuring the organization regains one of the lost points, and those points can be applied to either score as desired.

Standing

Every member of an organization has a **standing**, which represents how respected they are within the organization. As an individual's standing improves they gain

Organization Scope Levels

Scope	Sphere of Influence	Example
1	Neighborhood	Neighborhood in Lavender Town, one block of Viridian City
2	Small Town	Lavender Town, Viridian City suburbs, a rural valley
3	Citywide (small)	Fuchsia City, Section of Saffron City
4	Citywide (large)	Celadon City, Lavender Town and surrounding area
5	Metropolis	Saffron City, Viridian City and surrounding area
6	Greater Metropolitan Area	Saffron City and surrounding area, Pallet Town to Viridian City
7	District	Three or four cities and towns, half of Kanto
8	Region	Kanto, Johto, or Kalos
9	Interregional	Kanto and a few Johto cities
10	Bi-regional	Kanto and Johto
11	Multi-Regional	Kanto and Johto and Kalos
12	Worldwide	All known regions

Organization Influence Levels

Influence	Power Level	Description
1	Negligible	One voice among many on small issues
2	Insignificant	A pawn in a complicated game
3	Meager	One voice among a few on small issues
4	Minor	A minor player, a small factor in any struggle
5	Modest	One voice among many on large issues
6	Considerable	A rook in a complicated game
7	Significant	A formidable factor in any decision
8	Prevalent	The deciding opinion for some, an important factor in the sphere
9	Major	A major factor in any struggle or issue
10	Dominant	The deciding opinion for many, One voice among a few for huge issues
11	Overwhelming	The main factor in a struggle
12	Ultimate	The ultimate say on large issues, often the only voice that matters

access to new benefits and responsibilities. When an organization is created you can choose five positive standing modifiers for free. After the first five, a negative modifier must be chosen for every additional positive modifier selected.

The standing modifiers below are only examples and guidelines for creating an organization. During creation of an organization, you might decide that other modifiers are more appropriate, depending on what the culture of that organization and what it values or finds important.

Benefits

Benefits are what organizations offer their members for dedicated or exemplary service. An organization might offer something other than their official "benefits" but these rewards are given only in special circumstances, and exceptionally large rewards given in this way might drain an organization of needed resources.

Organizations can select 2 benefits for every

point of Influence. These benefits are not automatically given to every member, but among the benefits they can select to be awarded. Benefits are available to every member of the organization that meets the standing requirements of the appropriate tier. Members must purchase each benefit separately. For example, a Team Rocket grunt might have a standing of 7 and is able to pick benefits from the Acknowledged tier of Team Rocket's benefits up to a cost totaling 7.

Benefits that give a valuable item or piece of equipment generally only work once. Benefits that give access to something or are a bonus to a skill or attack are usually always available. Finally, some benefits can be activated or gained once a month. Most benefits can only be used, gained, or activated while within the organization's scope and then some may be taken out of the scope later.

Benefits that give access to facilities, such as training facilities, do not make checks for you, but allow you to make those checks in without penalty.

The listed benefits are good examples for what value or strength the benefits should be for each level, but players and PMs should work out what other benefits might fit their organizations and campaigns.

Benefits help define what an organization does. For example, an organization giving honored members access to a squad of trained combatants probably means the organization is a military, paramilitary, security, or mercenary organization, or at the least has a large department of one of these types.

Duties

Duties are responsibilities members of an organization must fulfil to maintain good standing within that organization. Generally, a member must fulfill one of the duties of an organization every month. Occasionally, a member might be required to perform more duties in a month if they have failed in a significant way or if the organization is in a difficult situation. If a member fails to fulfill their duties they receive a -5 to standing, up to -20 after four months of neglect. If a person is still a member of an organization after this penalty they can resume their duties and the penalty is completely removed.

Organization Score Influences

Factor	Modifier
Spirit of boss	+X
1/5 Fame bonus of boss	+X (Max +4)
1/2 Boss TL	+X (Max +5)
Established	+1/year (Max +3)
Good Public Opinion	+1
Bad Public Opinion	-2
Leaders are fair and generous	+1
Leaders are aloof or cruel	-1
Player turn not spent this month by Boss	-1/month (Max -5)
Secret	-2
Mobile	-1
Successful Conflict Last Month	+1 (Max +3)
Unsuccessful Conflict Last Month	-1 (Max -5)
Half spirit of other leader(s)	+X (Max +4)
Active hostilities with another organization	-1 or +1
Alliance with another organization that has a score 1-2 less, equal to, or higher than yours	+1 (Max +3)
Alliance with another organization that has a score 3 or more less than yours	-1
Created profound invention, product, service, or philosophy that has become widespread	+2

Organization Standing Modifiers

Factor	Modifier
Every badge earned	+1
Has specific trait key to organization	+1
Trained in key skill for organization	+1
Skill Focus in key skill	+2
Trains Pokémon of specific type	+1
Trains Pokémon of specific species	+2
1/5 Fame bonus	+X (Max+5)
Wealthy	+1/3000(Max +4)
Donates money to organization	+1/1000 (Max+4)
Experience	+1/2 TL
Participates in ritual or pilgrimage significant to organization	+1
Perform successful mission for organization	+1
Has a Dream significant to the organization	+3
Every point in a specific attribute	+X
Every player turn spent	+1 (Max +3)
Has parents, spouse, siblings, or children in organization	+2
Recruits a new member into organization	+1 (Max +4)
Recommendation of a member who has an organization score 21+	+2
Saves the life of a member who has an organization score of 21+	+3
Defeats an enemy of the organization	+¼ CL of enemy
Causes death of an organization member	-5 to -10
Kills organization member deliberately	-20
Steals from the organization	-10
Is a wanted criminal	-2
Lacks training in key skill	-2
Lacks key trait	-2
Associates with enemy of organization	-2 to -10
Fail in a mission for organization	-2 per mission
Has 0 or 1 in key attribute	-1
Leaks organization information to enemy or press	-5 to -10
Fame bonus	-X

“With your ability, you could become a top leader in TEAM ROCKET!”
-Team Rocket Grunt on Nugget Bridge

Conflicts

When two or more organizations vie for control over a certain area, event, market, or population they enter into a conflict. When this happens, the organizations make opposed d20 checks, adding their influence scores to the roll. Whoever has the higher score is successful in that conflict.

An organization that loses a conflict gains a -2 penalty on all attempts to exert its influence in the contested area.

If an organization loses by more than 1 degree of failure it must withdraw from the contested objective completely. The organization is considered pushed back, routed, or stymied for the near future. A withdrawn organization cannot exert any influence over the contested field during this time. The losing organization can regroup and attempt another conflict to reassert its influence, but every lost conflict for that same goal within the last month incurs a -2 penalty to their check (this is in addition to any reduction in their check due to organization score reduction from a failed conflict). Until a withdrawn organization attempts a conflict for the goal and is successful they cannot exert any influence there.

If an organization loses a conflict series by a significant margin, suffers a resounding or massive defeat, or repeatedly loses its conflicts, the PM may decide the organization has suffered irreparable loss of market share, troops, or resources, and the organization is destroyed.

Multiple organizations can work together in conflicts. When multiple organizations fight for the same goal as allies, one of the organizations must be determined to be the principal force in the conflict. Whatever organization is the principal force can add their full score to the conflict check, all other organizations can add ½ of their score. If an alliance loses, all participants incur the penalties to influence exertion or, if the loss is more than one degree of failure, must withdraw. Only the principal force suffers a reduction in organization score.

Example Organizations

Team Rocket

Org Score: 16: Scope 9 Influence 7

Team Rocket is a criminal organization that focuses on exploiting Pokémon and people

Cost Organization Benefits: Acknowledged (1-15)

3	Access to free breeding facilities within scope
5	Access to free medical services within scope
3	Access to free training facilities within scope
3	Access to workshop (mechanics) within scope
6	Access to personal assistant, bodyguard, or cohort of TL 2 (no Pokémon)
4	Access to a safe house or furnished apartment within organization's scope
3	Access to a soldier or mercenary of TL 3 with 2 CL 3 Pokémon for 1 week
3	One free Poke ball each month
4	Free common level 1 Pokémon
3	Automatic and/or free entry into tournaments
4	1 free fishing rod (old)
4	Free transportation while within scope
4	Monthly pay of 20 x your organization standing

Cost Organization Benefits: Respected (16-25)

5	Access to free science facilities
9	Access to personal assistant, bodyguard, or cohort of TL 4 (1 Pokémon of CL 2)
7	Access to four non-combatant helpers of TL 2
4	Access to a car, jeep, motor boat, or other comparable vehicle for up to 1 week
6	+1 on accuracy checks against enemies of the organization
5	+3 on key skill of organization (chosen by the organization when benefit is selected)
4	Access to free services of an expert (TL 6) trained in a specific skill with skill focus in that skill
7	Access to a squad of 4 TL 3 trainers with 2 CL 3 Pokémon each for 1d3 days
8	Requisition equipment valuing up to 2000
3	Obtain a meeting with an official, ruler, or leader of your organization or a friendly organization within 1d4 days
5	Free uncommon level 1 Pokémon
5	1 free fishing rod (good)
5	Monthly stipend of 50 X your organization standing for tasks related to the organization

Cost Organization Benefits: Honored (26+)

6	Obtain a meeting with an official, ruler, or leader of a rival organization in 1d4 days
7	Access to private jet for up to 3 days
12	Access to a personal assistant, bodyguard, or cohort of TL 6 (2 Pokémon of CL 3)
10	Access to a squad of 6 TL 4 trainers with 2 CL 4 Pokémon each for 1d3 days
9	One evolutionary stone
9	Requisition equipment valuing up to 4000 at a time
8	1 free fishing rod (super)
7	+4 Fame
9	1 extra Dodge per battle when fighting enemies of the organization

**“TEAM ROCKET said that if I helped them, they'd let me study POKÉMON!”
-Team Rocket Scientist**

for money. Members of team rocket are unscrupulous, selfish, and aggressive. The go-to tactic of Team Rocket is to use brute force to strong arm people into submission. The main activities of the organization are robbery, experimentation, and blackmail.

Standing Modifiers:

- Trained in key skill for organization +1
- Skill Focus in key skill +2
- Donates money to organization +1/2000
- Experience +½ TL
- Perform successful mission for organization +1 per mission (Max +5)
- Recruits a new member into organization +1 (Max +4)
- Defeats an enemy of the organization +¼ CL of enemy or enemy's strongest Pokémon, whichever is higher
- Leaks organization information to enemy or press -5 to -10
- Steals from the organization -10

Acknowledged (5-10) Benefits:

- Access to free training facilities within scope
- Access to a safe house or furnished apartment within organization's

scope

- Free common level 1 Pokémon
- Monthly pay of 20 x your organization standing

Respected (11-20) Benefits:

- Access to free science research facilities within scope
- +1 on accuracy checks against enemies of the organization
- +3 on key skill of organization (Intimidate)
- Free uncommon level 1 Pokémon

Honored (25+) Benefits:

- Access to private jet for up to 1 week
- One evolutionary stone
- Requisition equipment valuing up to 5000
- Access to a squad of six TL 3 trainers with 2 CL 4 Pokémon each for 1 week

Duties

- Use a player turn performing general tasks for the organization
- Perform a dangerous mission for the organization
- Obtain supplies or material for your organization (Valued at 250 x TL)

Below are a few other example organizations and their total scores:

VCPD (Viridian City Police Department)

Organization score: 10.
Scope 3, Influence 7

A grassroots political movement

Organization Score: 11
Scope 8, Influence 3

Silph Co.

Organization Score: 15
Scope 8, Influence 7

Team Rocket

Organization Score: 16
Scope 9, Influence 7

International Police

Organization Score: 18
Scope 12, Influence 6

Example Organization Duties

Spend 2 player turns performing general tasks for the organization

Capture an uncommon or rare Pokémon for the organization

Defeat an enemy organization's trainer (TL equal to yours) in an official battle

Perform a dangerous mission for the organization

Kill, capture, disable, or defeat an enemy of the organization (TL equal to yours +1, or CL equal to your highest Pokémon +3)

Donate money to the organization (equal to 100 x TL)

Obtain supplies or material for your organization (Valued at 250 x TL)

Recruit or rescue a specific individual

Obtain rare or unique object for the organization

Obtain secret data from enemy organization

Spend a player turn training, breeding, or enhancing Pokémon*

Spend a player turn crafting an item or structure*

Train or mentor another organization member

*Must have at least +5 in the relevant skill

CANON

The Pokémon world is rich in history and intrigue, filled with ancient ruins, legends and myths, powerful organizations, and influential figures. This section overviews the significant people, places, and events found throughout the manga, anime, and video games.

Using Canon

Using anything from the anime, manga, or games allows for familiar scenes, characters, and events to appear in your campaign. Implementing canon relieves much of the work of world building, but requires some skill in meshing plot holes and incongruities of the various mediums. Fainted Pokémon are a great example of these issues. Realistically, a trainer should probably be able to capture a Pokémon after knocking it out, if anything it should be easier than trying to capture it while it is still fighting back. Do you stick to the game mechanics and disallow your players to capture Pokémon after they have fainted? Or do you allow players to knock out Pokémon and capture them anyway? Sticking to the game mechanics might make the world seem less real, which

is never desirable. On the other hand, letting them beat every wild Pokémon into oblivion and train them anyway is a significant departure from the canon. As the PM, you must decide how to handle these kinds of questions.

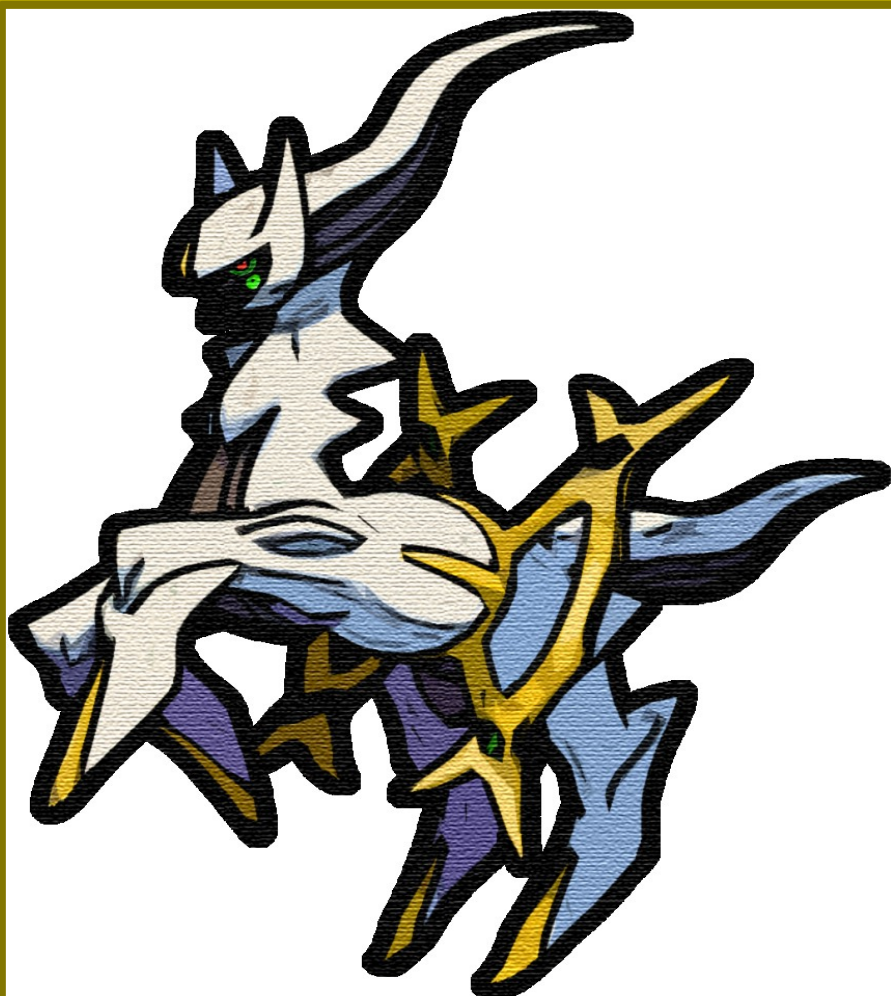
History

While there is no official history of the Pokémon world, a general timeline based on the content of the games, anime, and manga can be established. This information is based mainly on the myths, legends, and events of the Pokémon games, with some speculation to fill in whatever gaps may remain.

Beginning of the Universe

This information is based primarily on the mythology of the Hoenn and Sinnoh regions.

- In a vortex of complete chaos and nothingness, a single Egg comes into being, which then hatches into Arceus, the first Pokémon in existence. Arceus then creates Dialga, Palkia, and Giratina, giving them power over time, space, and antimatter, respectively. Giratina, as punishment for its destructive nature, is sent by Arceus to live in the Distortion World. Dialga and Palkia then succeed in creating the universe and Pokémon world and retreat into their own dimensions afterwards, with a point of access being at the ancient Spear Pillar in Sinnoh.
- Arceus creates Uxie, Mesprit, and Azelf, giving knowledge, emotion, and willpower to all living things that come into existence in the Pokémon world. The three dive into caves at the bottom of Lake Verity, Lake Valor, and Lake Acuity in Sinnoh, giving them the name "lake guardians".
- Kyogre is formed by the pressure in the deep sea trenches, Groudon is formed deep inside the Earth, likely from hardened magma and earth, and Rayquaza is formed by the minerals of the ozone layer. Rayquaza proceeds to fly around in the ozone layer, occasion-ally coming to rest at Sky Pillar.



Prehistory

This information is based primarily on the study of Fossils and other archaeological remains. Some of this information is also based on scientific research.

- Kyogre and Groudon then proceed to fill the sea and create land, respectively. A chance meeting turns the two into rivals, and a conflict for dominance over the Pokémon world begins. This battle continues until Rayquaza quells it, causing Kyogre and Groudon to retreat to special caverns, where they rest until the events of Generation III many years later. The Red and Blue Orbs are created to prevent the reawakening of Kyogre and Groudon, and are left at Mt. Pyrefor safekeeping. At this time, Mew may have been plentiful and lived in large numbers.
- Landmasses such as Mt. Coronet are created, and Regigigas moves the continents, forming the regions, and created the three golems- Regirock, Regice, and Registeel out of clay, ice, and magma, respectively.
- The Sinnoh region is created around Mt. Coronet. During this violent procedure, Stark Mountain is created due to shifts in the crust of the world and Heatran is formed in a pool of lava. Arceus creates the Adamant, Lustrous, and Griseous Orbs before falling into a deep slumber.
- The earliest known prehistoric Pokémon existed at this time. It is possible that the Mew population may have decreased at this stage, as they slowly gave way to other Pokémon species. The first humans also appeared around this time.
- **300 million years ago:** An ancient version of Genesect was born. Kabuto and Kabutops lived in the sea.
 - Team Plasma later used Genesect's DNA to create an infinitely stronger version of it with cybernetic technology.
- **100 million years ago:** Species such as Aerodactyl, Lileep, Cranidos, Sheldon, Tirtouga, and Archen were supposedly widespread. They all ultimately went extinct, but not before Archen gave rise to bird Pokémon and Tirtouga gave rise to turtle Pokémon.



LuvianBlue, Deviant Art

- A fossil is found millions of years later in Hoenn and revived scientifically by the Devon Corporation.
- **10,000 years ago:** During the last Ice Age, the Mamoswine population flourish-ed, then decreased when the Ice Age ended.
- At some point in the distant past, the Magikarp population mutates due to unknown reasons and becomes weaker.
- At some point after the Iron Age, Regigigas is sealed away in the Snowpoint Temple, and Regirock, Regice and Registeel are sealed away at various points across the Hoenn region after years of human worship.
- **3000 years before generation V:** The Relic items are created.
- **3000 years before Generation VI:** The Kalos war occurred, the ultimate weapon was created underne-ath Geosenge Town, and AZ was given eternal life. This sets a chain of events into motion that leads to the discovery of Mega Evolution.
- **2500 years before Generation V:** The Relic Castle is built.
- **2000 years before Ruby and Sapphire:** Hoenn is plagued by severe meteor showers. A meteor turns the home place of the Draconid people into Meteor Falls.
- During this time, the world overflowed with natural energy, which Groudon and Kyogre fought over. They ravaged the earth and were only calmed by Rayquaza after the Draconid people summoned it using a wish on a meteor at Meteor Falls. The people of Hoenn begin to revere Rayquaza as a savior.
- **1500 years before Generation I:** The earliest system for writing is developed and used at the Ruins of Alph, Tanoby Ruins, and Solaceon Ruins. Archaeo-logists are currently unsure whether the nearly identical Unown preceded or succeeded the writing system, but it is assumed they share some sort of connection
- The Farfetch'd population decreases due to over farming.
- **1000 years before Ruby and Sapphire:** A thousand years after the events at Meteor Falls, a meteor struck Hoenn, creating Sootopolis City. Groudon and Kyogre reawakened to fight over the wellspring of primal energy which came from it. The people of Hoenn wished on Rayquaza to save them, and using the meteor,

Rayquaza performed the world's first Mega Evolution and calmed the two. Sky Pillar was built in Rayquaza's honor and the Draconid people promised to pass down the prophecy that in 1000 years the meteor would return - causing the events of the Delta Episode.

- **800 years before X and Y:** Xearneas released life energy throughout the Kalos region and fled to a forest, where it went to sleep in the form of a tree. Yvetal absorbed life energy throughout the Kalos region and fled to the mountains, where it went to sleep in the form of a cocoon.

Recent History

- **700 years before Generation I:** Bell Tower and Brass Tower are constructed in Ecruteak City, and Lugia and Ho-Oh perch at their tops.
- **500 years before Generation I:** The first Spiritomb is sealed in the Hallowed tower for its unforgivable misdeeds.
- **400 years before Generation I:** Azalea Town in Johto is struck by a long-term drought. After bringing back the rain by yawning, Slowpoke gains an honorable position in that town.
- The Pokémon movie Toxic is invented by a human Ninja
- **300 years before X and Y:** Parfum Palace was built.
- **150 years before Generation I:** Brass Tower burns to the ground, killing three Pokémon inside. Lugia flees to the Whirl Islands, Ho-Oh resurrects the three as the legendary beasts and disappears in search of a pure-hearted trainer.
- The first Pokémon League competitions take place.
- **100 years before Generation V:** Klink begin to appear in Chargestone Cave.
- **1925:** Modern Poke Balls are developed from the research of Professor Westwood of Celadon University.
- **50 years before Generation V:** Elgyem is seen for the first time when it appeared from far in the desert.
- **40 years before Generation III:** Lunatone is seen for the first time in a crater.
- **1969:** Humans land on the moon.
- **12 years before Ruby and Sapphire:** Brendan is born. May is born.

- **11 years before Generation I:** Red is born. Leaf is born.
- **Less than 10 years before Generation I:** The first Pokémon created by scientific engineering, Porygon, is created.

Modern History

- **Some years before Generation I:** A team of scientists discover a new Pokémon (at the time) deep in a jungle in Guyana, South America on July 5. They name the Pokémon Mew on July 10. Mewtwo, a clone of Mew, is born on February 6. Mewtwo escapes from and destroys Cinnabar Island's Pokémon Mansion on September 1.
- Sabrina's Psychic Gym is declared the official Gym of Saffron City after a Pokémon battle between Sabrina and the leader of the Fighting Dojo.
- Giratina returns to the Pokémon world
- **One year before Generation I:** Professor Rowan goes to Kanto to research the myths of the region.
- **The events of Pokémon Red, Blue, Yellow, Ruby, and Sapphire occur:**
 - Red leaves Pallet Town on his Pokémon journey after his rival, Professor Oak's grandson, Blue. After getting the eight Badges of Kanto, and defeating Team Rocket along the way, he then challenges Kanto's Elite Four, then its current Champion, none other than Blue himself. After defeating Blue, Red becomes the Champion, then ventures to the Sevii Islands to eradicate Team Rocket and help Celio to connect his Pokémon Network Center to the Hoenn region.
 - Brendan/May leave Littleroot Town on a Pokémon journey shortly after moving to the Hoenn region from Johto by saving the local Pokémon Professor from an attacking wild Pokémon. After defeating Hoenn's eight Gym Leaders and calming Groudon or Kyogre, released from their banishment by Team Magma and Team Aqua, respectively, he/she challenges and defeats Hoenn's Elite Four and current Champion, becoming the Champion him/herself, much to the astonishment of Birch's child. He/she then saves the world from an incoming meteorite during the Delta Episode.

- **Between Generation I/III and II/IV:** The events of Pokémon Colosseum and Pokémon Ranger occur.
- Eruption of the volcano on Cinnabar Island causes destruction of the island's settlement, except for the Pokémon Center. As a result, Blaine, the Cinnabar Gym Leader, relocates the gym to the nearby Seafoam Islands.
- Blue takes the position of Gym Leader in the now empty Viridian Gym, succeeding the former Team Rocket leader Giovanni.
- Red retreats to Mt. Silver, training day and night, leaving Lance to act as Champion, while Lorelei returns to her home in Four Island, and Agatha retires from her position as a member of the Kanto Elite Four. This leaves three vacancies on the roster for Elite Four.
 - Two of these vacancies are filled by Karen and Will. The other is filled by Koga, who abdicates his position as Fuchsia City Gym Leader to his daughter, Janine.
- Groudon and Kyogre retreat to the region of Fiore to rest after their battle.
- Giratina returns to the Distortion World.
- Professor Rowan returns to Sinnoh after four years.
- **Three years after Generation I/III the events of Pokémon Gold, Silver, Crystal, Diamond, Pearl, Platinum, Ranger, and Shadows of Almia occur:**
 - Ethan/Kris/Lyra leaves New Bark Town on an errand for Professor Elm, bonding with his/her starter Pokémon on the way and beginning their Pokémon Journey. Ethan/Kris/Lyra defeat a resurgent Team Rocket, gather all badges in Johto and Kanto, and becomes champion. After all this Professor Oak declares him/her ready to climb Mt. Silver and challenge Red.
 - Lucas/Dawn and Barry leave Twinleaf Town with Pokemon from Professor Rowan. While gathering all of Sinnoh's badges and becoming champion he/she defeats Team Galactic and prevents the world from collapsing into the distortion world.
- **Two years after Generations II/IV:** Cipher and Team Snagem return to the Orre region, and create XD001, a supposedly

unpurifiable Shadow Pokémon, but their plans are thwarted by Michael. Meanwhile, Dr. Kaminko and Chobin invent Robo Groudon and Robo Kyogre, and Professor Krane invents the Purify Chamber, where Shadow Pokémon can be purified more easily.

- **Between Generation II/IV and V:** Team Plasma, under N, creates Genesect in an attempt to create the strongest Pokémon in existence by altering an ancient insect Pokémon with cybernetic upgrades.

- **A few years after Generation II/IV the events of Generation V occur:**

- Hilbert/Hilda, along with Cheren and Bianca, receive their first Pokémon from Professor Juniper. As the trio journey across Unova they overcome Team Plasma who are focused on liberating Pokémon from human control. After obtaining all eight badges and defeating the Elite 4, he/she discovers N, the leader of Team Plasma, had become champion. Ghetsis, one of the Seven Sages, reveals he had an evil plot to separate all people from their Pokémon and be the only human with Pokémon. N repents of his wrongdoing and flies to distant lands on his legendary dragon. Hilbert/Hilda are recruited by Agent Looker into the International Police to capture the remaining six of the Seven Sages.

- **Between Black and white, Black 2 and White 2, and X and Y:** Hilbert/Hilda leaves Unova with his/her Dragon to look for N.

- **Two years after Black and White the events of Black 2 and White 2 and X and Y occur:**

- Nate/Rosa receive their first Pokémon from Bianca. Nate/Rosa travel gathering badges and encounter a resurgent Team Plasma, now bent on conquering Unova. During a final battle with Ghetsis, the new leader of Team Plasma, Nate/Rosa are close to defeat when N appears with his legendary dragon and saves them. Ghetsis returns N's dragon to its orb state, when Nate/Rosa then defeats Ghetsis. After defeating the Elite 4, Nate/Rosa discover N's old castle where N then challenges them to a battle. After defeating N, N releases his legendary dragon to allow Nate/Rosa an opportunity to capture and befriend it.

- Calem/Serena receive their first Pokémon from Professor Sycamore. While traveling across Kalos and earning all eight badges, he/she encounters Team Flare, an organization whose goal is to create a "beautiful and better world" while also making money. He/she also meets an mysterious Giant named AZ throughout their journey. Calem/Serena thwarts Team Flare and its leader, Lysandre, who intended to use the "ultimate weapon" to eliminate all life in the world. Despite his defeat, Lysandre fires the weapon, drawing energy from a hibernating Xerneas/Yvetal, and causing intense pain to all Pokémon in the region. The weapon is stopped, and its destruction destroys Team Flare HQ.. Calem/Serena then defeat the Elite four, become Champion, and are recruited by Agent Looker to fight crime in Lumiose City.

Regions

Six regions have appeared in the core series of Pokémon games, they are, in order of appearance, Kanto, Johto, Hoenn, Sinnoh, Unova, and Kalos.

The regions are structured similarly. Typically, a region has its own Pokémon League, comprised of eight Gym Leaders. Once these eight are defeated, Trainers can challenge the regional Elite Four, which may or may not be shared with another, nearby region (so far, Johto does not have its own Elite Four, as it shares it with that of Kanto). Accordingly, each Region also has a Pokémon Professor, who teaches new Trainers about Pokémon and gives out starter Pokémon to them. There is usually a villainous team operating within the region that uses Pokémon to further their goals.

Though there are many similarities there are also significant differences between the regions, such as what Pokémon habitat there and what legends are waiting to be uncovered. Visitors from another region quickly realize that the region they are visiting is far from their home, both in the way of climate and in the culture of the people.

An in depth discussion of the Kanto Region is given below. Other regions have similar builds and systems. More information on the other regions can be found in the games, anime, manga, and online.

Kanto

Kanto is the first region to appear in the manga, anime, and the Pokémon games. It is located to the east of Johto, and is somewhere south of the Sinnoh region.

All cities in Kanto are named after colors, with the exception of Pallet Town, being a reference to a blank slate or new beginning. Professor Oak is the region's Pokémon Professor, and often gives new trainers their pick of a Bulbasaur, Squirtle, or Charmander as their starting Pokémon.

Kanto is the only region in the Pokémon world named after a real-world counterpart, the Japanese region called Kantō. If this parallel is accepted, it places the largest cities of Kanto, Saffron City and Celadon City, in relation with the real world Tokyo, and the port Vermillion City with the largest port in Japan, Yokohama.

Culture

Kanto is a very modern and technologically advanced region, which is reflected in the look of its cities, as well as buildings like the Pokémon Lab of Cinnabar Island, and the Power Plant north of Lavender Town. It also explains the lack of legends, myths, and other traditions related to Pokémon when compared to other Pokémon regions. Kanto is the center of innovation in the Pokémon world, with Silph Co. developing new and cutting edge Pokémon technology such as the master ball and Silph Scope, and the advent of the Pokémon storage system invented by Bill.

Geography

In the first and second generations, Kanto is depicted as a grassland region with few trees outside of Viridian Forest. In Generations III and IV, however, it is seen with more trees and forests throughout the whole region. In either case, Kanto has a few notable geographical locations including Mt. Moon, Cinnabar Island, Viridian Forest, and the peninsula that dominates the center of the region. Kanto is bordered by significant mountain ranges to the north and to the west, with oceans on the southern and eastern borders. The western border houses the mountains that contain the Indigo Plateau, the home of the Elite Four and Pokémon Champion. Kanto shares this mountain range with Johto, its neighbor region to the west.

Cities and Towns

Kanto features ten towns and cities, along with a number of special locations.

Pallet Town – “A Pure White Beginning”

Pallet Town is the smallest settlement in Kanto. Its most notable features include its access to the ocean's Route 21, which leads to Cinnabar Island, and the presence of Professor Oak's research lab. Pallet Town was also the home of two of the most notable trainers in recent history: Red and Blue.

Viridian City - "The City of Evergreen"

Viridian City is a small city located on the western edge of Kanto. Viridian City has a number of notable features, namely that it is home to the Ground type gym, is directly south of the massive Viridian Forest, and is the primary access to Victory Road and the Indigo Plateau for the Kanto region.

Pewter City – “Between Rugged Mountains”

Pewter City sits in the north western edge of the Kanto region, nestled between the mountain ranges of the western and northern borders. Pewter City is the location of the Rock-type Pokémon Gym, led by Brock. It also has a large and exceptional museum, called the Pewter Museum of Science, with rare Pokémon fossils and exhibits are on display and undergo research. Pewter city also is also the city by which Mt. Moon is most easily accessed, for both trainer and tourist alike.

Cerulean City – “The Floral Lagoon City”

Cerulean City is located in northern Kanto. It is situated near a sea inlet to the north, Saffron City to the south, and Mt. Moon to the west. To the east lies route 9, this leads though mountainous terrain to reach both Rock Tunnel and the Kanto Power Plant. Cerulean City is home of the Water-type Gym led by Misty. North of Cerulean City lives Bill the Inventor. It is also where the infamous Nugget Bridge challenge is held by Team Rocket, and holds the entrance to the incredibly dangerous Cerulean Cave.

Vermillion City-"The Port of Exquisite Sunsets"

Vermillion City lies at the innermost part of the peninsula in southern Kanto. Vermillion City is dominated by its large harbor, which serves as both a tourist hub and a trade hub for the Kanto region. Vermillion is the home of the Electric-type gym run by Lt. Surge. The Kanto chapter of the Pokémon Fan club is also located in Vermillion. To the north lies route 6, leading to Saffron City and the Underground Path. To the east lies Diglet Cave, dug by and populated with Diglet.

Lavender Town - "The Noble Town"

Lavender is a small town located in the northeastern part of Kanto. The town is infamous for its many ghost sightings, both of ghost-type Pokémon and other, even more mysterious spirits. The most significant feature of Lavender Town is the Pokémon Tower, a tower full of gravestones and memorials for Pokémon that have died. Later, a few years after the events of Generation I, the Pokémon Tower is instead used to house a radio tower, with the memorials and tombs being moved to the House of Memories, a place, built specially to house and respect those who have passed.

Celadon City-"City of the Rainbow's Colors"

Celadon city is the second largest city in the Kanto region. This dense city has numerous attractions and unique aspects that set it apart from other cities in Kanto. Celadon City boasts the largest conglomeration of stores in Kanto, all housed in the famous Celadon Department Store. It also has a large section of residential developments, collectively referred to as the Celadon Condominiums. The Celadon Hotel, famous for its size and high quality is often the first stop for those visiting. Celadon also has a large and popular casino, called The Game Corner, where patrons can play slot machines, Voltorb flip, and other games for cash rewards, rare items, or even Pokémon. Celadon is home to the region's Grass-type Pokémon gym, run by its leader Erika.

Fuchsia City - "Happening and Passing City"

Fuchsia City is located in southwest Kanto on the tip of the peninsula. Fuchsia is the southernmost city in Kanto, excluding Cinnabar Island. Its most distinguishing feature is the Safari Zone, an area full of rare or endangered Pokémon. Fuchsia is one of the region's oldest cities, and has recently experienced a cultural and financial revival, breathing life into this historic city. Fuchsia's gym is led by Koga, the master Ninja, and his Poison-type Pokémon.

Saffron City – "The Shining Metropolis"

Saffron city is the largest and busiest city in Kanto, being famous even in other regions. Saffron is located in an ideal location, with Celadon to the west, Cerulean to the north, Lavender Town to the east, and Vermillion to the south. Saffron City is so large it features two distinct Pokémon training gyms: the fighting Dojo and the official gym run by Sabrina specializing in Psychic-type Pokémon. The large Silph Co. headquarters stands firm as the city's centerpiece while the two Gyms dominate the north-eastern

corner district. After the events of Generation I and III, a Magnet Train station is built, allowing for easy travel between Kanto and Johto to the west.

Cinnabar Island-"The Ravaged Town of the Past"

As its name suggests, Cinnabar Island is located off the mainland of Kanto, to the south of Pallet Town. Cinnabar's most prominent feature is the Volcano that forms the island. Cinnabar is a technological mecca, housing the Pokémon lab, where advanced research is conducted on reviving ancient fossils, and the Pokémon mansion, where illegal cloning experiments were also conducted. Sometime after the events of Generations I and III, Cinnabar Island experiences a massive disaster as its volcano erupts. The eruption destroys everything on the island, and afterwards only a Pokémon center is built to help trainers who travel through the area. After the eruption, Blaine, the city's Fire-type Pokémon gym leader, is forced to move his gym to the nearby Seafoam Islands. Much of the research conducted at the Pokémon Lab is moved to the Museum of Science in Pewter City.

Significant Locations

In addition to its towns and cities, Kanto has several unique and interesting locations.

Cerulean Cave

Cerulean Cave is located just north of Cerulean City. Cerulean Cave is a large underground complex of maze-like tunnels which extend out from Cerulean City to the mountains beyond. It is an incredibly dangerous cave, full of powerful and high-level Pokémon. As such, the Indigo League restricts access to these tunnels to those who have proven themselves capable, usually by earning all 8 badges or defeating the Elite Four, but occasionally requiring other impressive feats as well.

Diglet Cave

With exits located just east of Vermillion City, and south of Pewter City, Diglet Cave gets its name from the hundreds of Diglet that live there and seemingly carved the tunnel. Diglet Cave runs an incredibly long way, spanning the distance from Vermillion to just north of Viridian Forest. Diglet Cave is fairly dangerous; as it is inhabited by an exceptionally high number of Pokémon that often prefer to be left alone. However, Trainers can pass if properly prepared, or with enough Pokémon of their own to push through whatever comes their way.

Mt. Moon

Mt. Moon is a mountain on the northern edge of Kanto, set firmly between Pewter City and Cerulean City. Mt. Moon has many caves and pathways to allow travel between the two cities, and a number of tunnels that allow trainers to plunge into the very heart of the mountain. Mt. Moon is known for being one of the few places in the world where wild Clefairy can be caught, and for its frequent meteor falls. Because of these meteorites, an exceptionally high amount of Moon Stones can be found here. This, along with the mysterious rituals carried out by Clefairy during full moons, is where the mountain gets its name. The mountain is also known for being home to many Pokémon Fossils, attracting archeologists and trainers interested in fossils to the area.

Power Plant

The Kanto Power Plant is located on the eastern edge of Kanto, east of Cerulean City and north of Lavender Town, near Rock Tunnel. The Kanto Power Plant was abandoned years before the events of Generation I, becoming home to many wild Electric-type Pokémon, including Voltorb, Magnemite, and Electabuzz. Sometime between Generations I and II, the Power Plant is refurbished to power the Magnet Train. Even after its renovation, the Power Plant still attracts these Electric-type Pokémon.

Seafoam Isles

The Seafoam Isles are a pair of small islands off the coast of Kanto. They are east of Cinnabar Island, and south of Fuschia City's beach. The Seafoam islands are barren on the surface, but house a complex and deep cave system that stretches beneath the ocean. These caves are cold and frigid, and are home to many Water-type and Ice-type Pokémon. After the eruption of the volcano on Cinnabar Island, Blaine moves his Pokémon gym inside one of the islands.

Viridian Forest

The oldest, largest, and densest forest in Kanto, Viridian Forest is home to an incredibly diverse population of Pokémon. Viridian Forest is located on the western side of Kanto, stretching from between Pewter City and Viridian City, all the way up the slopes of the mountains to the west. Viridian Forest is said to be a natural maze, as many people get lost inside, some never to be seen again. The trees are so thick little sunlight penetrates the canopy, creating a

perfect home for Bug-type Pokémon. Because of this, Bug Catchers are often drawn to Viridian Forest. Many Grass-types, Flying-types, and even Ghost-type Pokémon also inhabit the forest. The forest is home to many strange and unusual locations and events. It is said that every 10 years a child, living near or in the woods is born possessing the mysterious powers of the forest.

The Indigo League

The Pokémon league of Kanto is known as the Indigo League. As with most leagues, each gym leader will accept challengers after they prove their worth, either through defeating other members of the gym in official battles, or accomplishing some other impressive feat for the gym or city wherein the gym resides. Gym leaders will adapt their roster to the strength of the opponent, wanting to test and gauge the ability and potential of their challengers, but not outright destroy those who are still learning in their Pokémon journey.

Rock-type Gym – Boulder Badge

The rock type Gym is located in Pewter city and is run by Brock. The gym is full of boulders, rocks, pillars of stone, and has an overall feel of being deep inside a cave. Brock is known for his frank and rough demeanor, but has a strong desire to see trainers succeed and a love of Pokémon. Brock fights new or fledgling challengers with his Geodude and his Onix. Against those of more impressive strength, Brock has a number of other Rock-type Pokémon he might use, including a Graveler, Rhyhorn, Omastar, and Kabutops.

Water-type Gym – Cascade Badge

The Water-type Gym is located in Cerulean city and is run by Misty and her sisters. The Water-type gym is a large, enclosed pool of water with a few islands of stone and wood scattered throughout. Misty is confident and opinionated, but is unwavering in her dedication to Pokémon and her duties as a member of the Indigo League. She faces inexperienced opponents with her two favorite Pokémon, Staryu and Starmie. Against more impressive challengers, Misty has additional Water-type Pokémon at her disposal, Quagsire, Lapras, and Golduck being among her favorites.

Electric-type Gym – Thunder Badge

The Electric-type Gym is located in Vermillion City and is run by Lt. Surge. Lt. Surge is a veteran of the enigmas war that took place in Kanto's recent past. Lt. Surge is a hulking individual, trained in combat

tactics and survival techniques, and has a loud, boisterous personality. Lt. Surge's Voltorb, Pikachu, and Raichu are his default choices, but against more skilled trainers he also has an Electrode, Magnetron, and Electabuzz at his disposal.

Grass-type Gym – Rainbow Badge

The Grass-type Gym is located in Celadon City, and is run by Erika. Erika's gym is unique in that it only allows female trainers to officially join. The Grass-type Gym is a large greenhouse, full of bushes, flowers, vines, and other foliage. Erika herself is a pleasant and gentle woman, but is fierce and dangerous when angered or offended. Erika uses a mix of her Victreebel, Tangela, and a Vileplume against challengers, and has other Pokémon, including a Jumpluff and Bellossom she can use if necessary.

Poison-type Gym – Soul Badge

The Poison-type Gym is located in Fuchsia City and is led by Koga for many years. Sometime before Generations II and IV, the gym is led by Janine, Koga's daughter, as Koga had become a member of the Elite Four. The Gym is part of a larger building dedicated to the study of Ninjutsu. As such, the gym is full of traps and hidden obstacles, all part of proving a trainer's worth before challenging the gym leader. Koga is a master Ninja, as well as an accomplished Pokémon trainer. His years of training show in his demeanor where he is cool, controlled, and calm. Janine, like her father, is a Ninja, and has a startling amount control over her emotions. However, she is younger and more open than her father, and anxious to prove herself as skilled as her heritage. Koga prefers to use his Koffing, Muk, and Weezing. However, he also has a Venonant, Venomoth, Ariados, and Crobat for more versatility against powerful opponents. Janine has many of the same type of Pokémon as her father, using Crobat, Weezing, Venomoth, and Ariados. She also has a well-trained Drapion and Toxicroak.

Psychic-type Gym – Marsh Badge

The Psychic-type Gym is located in Saffron City and led by Sabrina. The gym takes advantage of its location in the metropolis by utilizing the latest in technology, forcing trainers through a maze of teleportation pads to find access to Sabrina. Sabrina has been gifted with Psychic abilities since she was a child, and despite her aversion to battling, uses her telepathic abilities to communicate silently with her Pokémon. Sometime prior to Generation I, Sabrina

emerges victorious over the Karate Master of the Fighting Dojo to claim status as Saffron City's official Gym. Sabrina uses a Kadabra, Mr. Mime, and an Alakazam. She also has an Espeon, Jynx, Wobbuffet, and Gallade that can be added to her roster.

Fire-type Gym – Volcano Badge

The Fire-type Gym is located on Cinnabar Island and led by Blaine. After the events of Generation I and III, it is located on the Seafoam islands. Blaine's gym is nondescript in design, but requires trainers to answer questions about Pokémon before progressing further. Blaine uses the answers given to this quiz to better understand his challengers and prepare accordingly. Blaine is a highly intelligent man, who seeks to ensure trainers have knowledge as well as power. Blaine uses a Growlithe, Ponyta, Rapidash, and Arcanine, he also has many other Fire-type Pokémon, such as his Magcargo, Magmar, Houndoom, and Torkoal.

Ground-type Gym – Earth Badge

The Ground-type Gym is located in Viridian City and is led by Giovanni. After the events of Generations I and III, the Gym is led by Blue. Giovanni is a clever, arrogant, and powerful man, who is also the leader of Team Rocket. In gym battles, Giovanni uses a Rhyhorn, Dugtrio, Nidoqueen, Nidoking, and a Rhydon. He likely has weaker evolutions of these Pokémon if his challenger is new or inexperienced. Blue is significantly different than Giovanni, being sarcastic, cocky, and impulsive. As leader of the Viridian City Gym, Blue uses much of the Pokémon he used during his journey to become Champion, however, it is unclear if this is because he is new to the position and is still seeking more Ground-type Pokémon, or if the Gym has changed philosophies. Blue uses an Exeggutor, Arcanine, Rhydon, Gyrados, Machop, and Pidgeot. He likely has other Pokémon of weaker strength for those challengers who are still training.

Elite Four

The Elite Four is located on Indigo Plateau, in the mountains on the western border of Kanto. The Johto League and Indigo League share a single group of Elite Four and Champion; eight badges from either region will allow a trainer to battle the Elite Four at the Indigo Plateau

Lorelei – Ice Type

Lorelei is the first Trainer of the Elite Four. She is known for her logical, calculated, and cool style of battling. Lorelei uses a

Dewgong, Cloyster, Slowbro, Jynx, and Lapras.

Bruno – Fighting Type

Bruno is the second Trainer of the Elite Four. He trains and lives alongside his Pokémon. He uses an Onix, Hitmonchan, Hitmonlee, Hitmantop, and Machamp.

Agatha – Ghost Type

Agatha is the third Trainer of the Elite Four. She is the older Elite Four member in history, and inspires older trainers throughout the region. Agatha has a short temper and is quick to state her opinion. Agatha uses a Gengar, Crobat, Misdreavus, Arbok, and another Gengar.

Lance – Dragon Type

Lance is the fourth Trainer of the Elite Four, and depending on the period, Champion, ex-Champion, or acting Champion. Lance was the champion prior to his defeat by Blue, and resumes this position after Red leaves the position vacant. Lance is an altruistic and heroic individual, and is active in helping people throughout both Johto and Kanto. Lance uses a Gyrados, two twin Dragonairs, an Aerodactyl, and a Dragonite.

After the events of Generations I and III, Agatha disappears, and Lorelei returns to her home at the Sevii Isles to protect the

area. Since Lance is acting as Champion, this opens three positions in the Elite Four, which are filled by:

Will – Psychic-type

Will is an eccentric trainer, noted for his unusual dress style – Formal wear with a masquerade mask. However, he is very adept at training Psychic type Pokémon. Will uses a Xatu, Exeggutor, Slowbro, and a Bronzong.

Koga – Poison-type

Koga is a former Kanto gym leader of Fuschia City. He is a master Ninja and Poison-type trainer. He uses an Ariados, Venomoth, Skuntank, Muk, and Crobat.

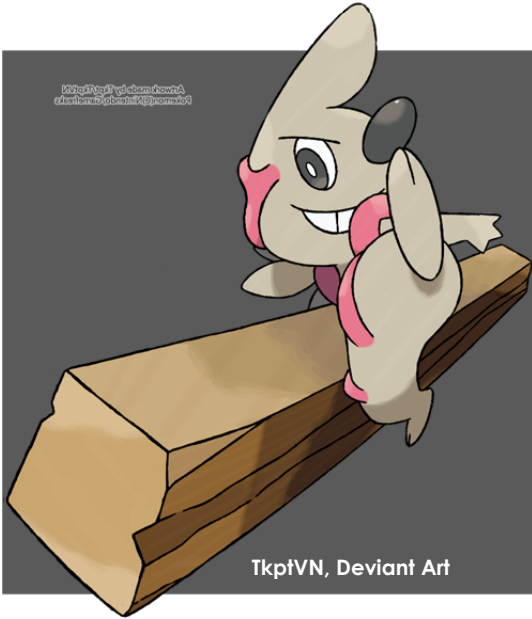
Karen – Dark-type

Karen becomes the fourth Trainer of the Elite four after the events of Generations I and III. She uses a Weavile, Umbreon, Honchkrow, Absol, Spiritomb, and Houndoom.

Indigo and Johto League Champion

Lance is the Pokémon Champion of the Kanto and Johto regions. During the events of Generation I, Lance is defeated by Blue, who is the champion for a short time, before being defeated by Red. Red quickly steps down from being champion to continue his training on Mt. Silver. Lance fills the role of Champion in his absence and Blue becomes the 8th Gym's leader, replacing Giovanni.

Abilities and Moves



TkptVN, Deviant Art

A Beedrill's Twin Needle attack, a Bulbasaur's Vine Whip, and a Mankey's Karate Chop are all Pokémon Moves. A Magmar's flame body and a Mr. Mime's immunity to sound based attacks are Abilities. Abilities and Moves are innate powers that your Pokémon utilize. Some abilities and moves are very powerful in battle while others have more application out of combat.

At first, it might be hard to tell the difference between Abilities, Innate Features, and Moves. It helps to think of it this way: Innate Features are things that are a natural result of the physiology of a Pokémon. Abilities are like Innate Features, but are things that usually have a direct combat effect and usually happen without significant time to activate. Moves require time and effort for a Pokémon to use, usually their whole turn, and have to be learned by the Pokémon.

INNATE FEATURES

Innate features are used to describe inherent properties of a Pokémon that are not explained by their moves or abilities. A Charmander's glowing tail, for example, is not a traditional Pokémon Ability, but should be acknowledged for its capacity to shed light. This section of the Abilities and Moves chapter should be used as a reference for the Pokédex, which outlines which Innate Features each Pokémon has.

Amorphous

Amorphous Pokémon can change their shape easily to fill a space. They can fit into tight spaces, through small cracks, and stretch when pulled.

Aura Sense

Pokémon with Aura Sense can see the natural essence of people and Pokémon. This essence is often described as a unique color for each individual. Aura Sense conveys information on the target's mood, personality, and intent. See the Detect Aura application of the Mysticism skill for more information.

Enticing Odor

Pokémon with the Enticing Odor feature smell sweet like a flower or have another scent that attracts interest. When a Pokémon with Enticing Odor is active when a trainer plays Poké Hunter they can add 300 to their score.

Blindsight

Blindsight is the ability to "see" without eyes. This is usually due to echolocation, but could also be from another enhance

sense (such as smell). Pokémon with blindsight can function perfectly normally in pitch black, and can "see" up to the listed value of squares away. They cannot, however, discern information depending on light, such as color or writing.

Bug Silk

Pokémon with Bug Silk can produce a strong, silky substance normally used to create webs, cocoons, or eggsacs. This silk can be used as a rope, and a Pokémon can produce a number of feet of silk equal to their HP BST times 5 per day. A Pokémon can firmly attach their silk to an object as a free action and then leave a trail of silk behind them as they move. Bug Silk degrades after 1d3 days.

Camouflage

Pokémon with camouflage can change the color of their skin to mimic their environment. As a Move Action they may grant themselves partial concealment, even if nothing obscures them.

Darkvision

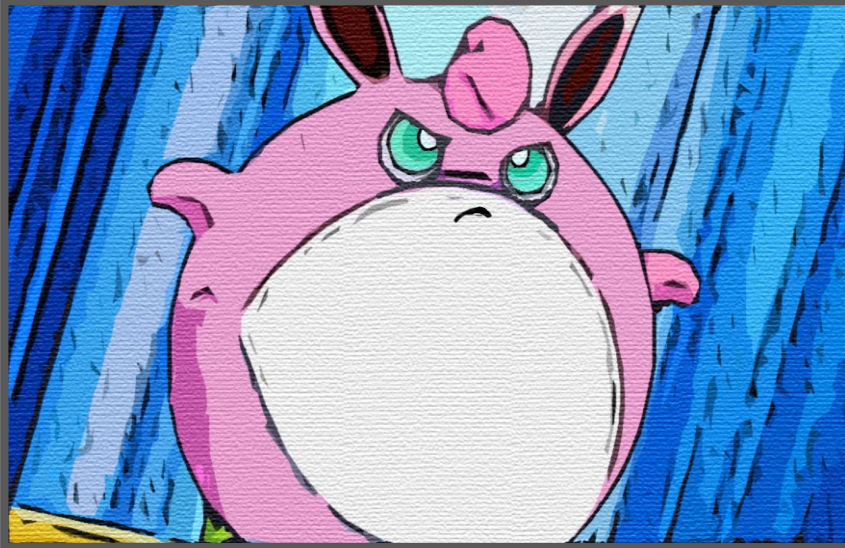
Darkvision allows a Pokémon to see in the dark and ignore all penalties to perception

"Pokémon are different from humans. They are living beings that contain unknown potential. They are living beings from whom we humans have much to learn."

~Ghetsis



Seyumei, Deviant Art



from a lack of light. Smoke, mist, or other vision impairments still apply.

Dream Sense

Dream Sense allows a Pokémon to detect sleeping creatures within 5 squares, and see the dreams of a target within 1 square of it.

Earthmaker

This Pokémon can create lasting earth, ground, or even stone from its own energy. It can create a number of lbs. of earth equal to ten times its level, daily (attacks do not influence this number).

Electrical Form

Pokémon with electrical forms can enter into wires, cords, electronics, or power outlets and travel through them. They can travel at a speed of 12 while moving in this way. They can only exit their electrical form at the end of the cord or wire they are traveling through.

Firestarter

This Pokémon has a flame or extremely hot part of its body, can breathe fire, or otherwise can ignite flammable objects (including campfires) as a move action.

Frigid

Frigid Pokémon have low body temperatures (often below freezing) and lower the temperature around them 2-5 degrees.

Generator

This Pokémon can create electricity from its own energy and can power electrical devices. It can create a number of minutes of electrical energy equal to ten times its level.

Hatchrate

A Pokémon's hatch rate can range from short, medium, long, to very long. It takes 5 days, plus 1d6 days per step, to have an egg hatch, a seed sprout, or a pregnant Pokémon give birth.

Heart Scales

Pokémon with Heart Scales natural grow Heart Scales and shed one once every 3d6 days.

Illusionist

Pokémon with Illusionist can use the "Project Illusion" application of the Mysticism skill. Creating illusions in this fashion requires a Standard Action. Pokémon with Illusionist make the check with a +15. If a Pokémon gains the Illusion Ability and does not have the Illusionist feature, they gain Illusionist.

Incorporeal

Incorporeal Pokémon can move through solid objects. This allows them to ignore difficult terrain caused by obstruction, move through walls, or move through the squares of others uncontested. While intangible a Pokémon is difficult to discern, becoming a shadowy shape of indiscernible species. They cannot be targeted by attacks, or make attacks of their own. A Pokémon can remain incorporeal for a number of rounds per encounter equal to their Sp.Atk or Sp.Def BST, whichever is greater.

Inflatable

Inflatable Pokémon are bulbous, balloon-like, or blob-like and can double their size as a free action. Inflating does not increase mass, but it does increase surface area, making them more buoyant or even floaty. Inflated Pokémon decrease their effective weight class by 1 when falling, don't need to make checks when swimming to stay afloat, and half falling damage.

Invisibility

Pokémon with Invisibility can turn invisible as a Move Action. If a Pokémon makes an attack or uses an Ability while invisible, their invisibility ends. While invisible, the Pokémon has total concealment (see pg. 82). Pokémon can remain invisible for a number of rounds equal to 3 plus their level. They cannot go invisible again until the end of the encounter.

Luminous

A Luminous Pokémon has a flame, magnet, or other body part that emits light. It sheds bright, full light 2 squares around the Pokémon, and dim light another two squares past that.

Magnetic

Magnetic Pokémon can change the magnetism of their bodies at will. They can repel or attract magnetic objects with strength equal to their strength +2. This magnetic field can affect objects a number of squares away equal to the Pokémon's level.

Mountable

This Pokémon may serve as a mount. See the Mount Pokémon trait or the ride application of the Athletics skill for more details

Reach

Reach allows a Pokémon to make melee attacks from extra squares away, as designated in the Pokédex. Reach is the result of large size, tentacles, vines, or other long appendages.

Shapeshifter

Shapeshifters can change their physical form at will. They can assume the physical attributes of any object, person, or Pokémon. They do not gain the moves or abilities of a mimic'd Pokémon (see the move Transform for this), just its looks and movement speeds. Complicated objects are superficially mimic'd. A laptop, for example, would not function as a computer, but would look like one. Shapeshifting grants a +10 on stealth checks to hide (if transformed into an object that matches the environment), or a +5 to disguise attempts.

Silent

A silent Pokémon does not make noise as it moves, does not breath, and can stand perfectly still.

Size

Pokémon size can vary between small, medium, large, or huge. Small and medium Pokémon occupy one square on the battle mat. Large Pokémon occupy 2x2 squares on the battlefield. Finally, huge Pokémon occupy a 3x3 square area.

Stealthy

Stealthy Pokémon are naturally sneaky and capable at remaining hidden. They gain +5 to stealth checks and can make stealth checks even if opponents are aware of them (such as during a battle), provided they have cover or concealment.

Telekinetic

Telekinetic Pokémon and Trainers can move objects with their mind. They can lift things with Telekinesis as if they were using the Telekinesis application of the Psychonesis skill. The Telekinetic feature gives +10 to this check.

Telepath

A Telepathic Pokémon can read the surface thoughts of people and other Pokémon as if using the Telepathy application of the Psychonesis skill. Pokémon with Telepath gain +10 on this check.





and the target must be touching the ground for this sense to work.

Volatile

When this Pokémon is reduced to 0 HP roll d20, on a roll of 15+ they can use Self-Destruct or Explosion (if they know it) at half the usual damage tier.

Warm

Warm Pokémon have a high body temperature (some too hot to touch) and raise the temperature around them 2-5 degrees.

Waterbreathing

Pokémon with Waterbreathing need oxygen to survive, but can extract that oxygen from water via gills or some other ability.

Weapon Use

Pokémon that have Weapon Use naturally use sticks, shells, or other objects as weapons, and can be taught to use human made weapons of similar style (a Farfetch'd could use a sword, for example). This requires 2 TP and improves the damage of moves that use the weapon (such as Slash or Cut for Farfetch'd) by 1 tier.

Wellspring

This Pokémon can create lasting water from its own energy and is a fountain of fresh water. It can create a number of gallons of water similar to what would be found in a lake equal to five times its level, daily (attacks do not influence this number)

Tracker

Trackers are Pokémon that can use their exceptional sense of smell to follow the scent of a target. Tracking requires a Survival check DC 15 if the scent is on hand (such as an item belonging to the target). To pick-up a random scent from nothing is DC 20 (such as walking through the forest and finding a target to follow). To pick-up a specific scent from nothing is even harder, at DC 25. These checks can only be remade after the encounter ends.

Tremorsense

Pokémon with tremorsense can detect people, objects, or Pokémon up to the listed number of squares away through their contact with the ground. Both the Pokémon

POKEMON ABILITIES

Pokémon abilities generally have a more profound effect on the world than Innate Features. Most Pokémon abilities have effects on combat or combat ability, and some have additional effects that can be used in non-combat situations.

Ability Basics

Pokémon are all born with one ability (usually selected at random) and may learn another by spending Training Points.

Most Abilities are passive effects, meaning they are constantly active for good or ill. Other abilities must be activated, usually as a Free Action on the turn of the Pokémon.

Abilities are read much like moves or traits are.

Adaptability

Passive

Effect: The STAB bonus is 5 damage per level for this Pokémon, instead of 3.

Aerilate

Passive

Effect: Any normal type move used by this Pokémon becomes Flying-type. The move's damage tier increases by 1.

Aftermath

Passive

Effect: When this Pokémon faints it explodes in a burst 2. All creatures caught in the burst take ¼ of their max HP in damage.

Air Lock

Battle – Free Action

Effect: All weather effects within a mile are cleared.

Analytic

Passive

Effect: Whenever this Pokémon hits a target that has acted this round, increase the damage tier of the move by 1.

Anger Point

Passive

Effect: When this Pokémon is hit by a critical hit it gains +3 attack CS.

Anticipation

Passive

Effect: When this Pokémon enters a battlefield or becomes active, it immediately knows if an enemy within 10 squares has an attack that is super-effective against it. It does not know the name of the attack.

Arena Trap

Battle – Free Action

Effect: The ground within 10 squares of this Pokémon becomes difficult terrain for all enemies for the rest of the battle. Pokémon within this area cannot be returned to their pokeball.

Aroma Veil

Passive

Effect: Allies within 5 meters are immune to the effects of Taunt, Torment, Encore, disable, Cursed Body, Heal Block, and infatuation.

Aura Break

Passive

Effect: Fairy Aura and Dark Aura instead reduce the damage tier of their respective moves by 1.

Bad Dreams

Passive

Effect: At the beginning of the user's turn all sleeping enemies within 5 squares take 1/8 of their max HP in damage.

Battery

Passive

Effect: This Pokémon increases the damage tier of all Special moves it or its allies use within 10 squares.

Battle Armor

Passive

Effect: Critical hits do not gain bonus damage against this Pokémon.

Battle Bond

Passive

Effect: This Pokémon transforms into its Ash-Greninja form when it causes an enemy to

faint. It reverts to Battle Bond Greninja at the end of battle.

Beast Boost

Passive

Effect: When this Pokémon reduces an opponent to 0 HP it gains +1 CS to its highest stat.

Berserk

Passive

Effect: Each time this Pokémon drops below 50% HP it gains +1 Sp.ATK CS.

Big Pecks

Passive

Effect: This Pokémon cannot have its Defense stat lowered by enemy moves or effects.

Blaze

Passive

Effect: When this Pokémon's HP drop to 1/3 or lower their ATK and Sp.ATK is treated as 50% higher for fire-type moves.

Bulletproof

Passive

Effect: This Pokémon is immune to the moves Acid Spray, Aura Sphere, Barrage, Beak Blast, Bullet Seed, Egg Bomb, Electro Ball, Energy Ball, Focus Blast, Gyro Ball, Ice Ball, Magnet Bomb, Mist Ball, Mud Bomb, Octazooka, Pollen Puff, Rock Blast, Rock Wrecker, Searing Shot, Seed Bomb, Shadow Ball, Sludge Bomb, Weather Ball, and Zap Cannon.

Cheek Pouch

Passive

Effect: When this Pokémon consumes a berry it regains 1/3 max HP in addition to the other effects of the berry.

Chlorophyll

Passive

Effect: This Pokémon gains +2 SPD in Harsh Sunlight.

Clear Body

Passive

Effect: This Pokémon's CSs cannot be lowered from enemy moves.

Cloud Nine

Battle – Free Action

Effect: All weather effects within a mile are cleared.

Color Change

Passive

Effect: This Pokémon's type changes to the type of any move that hits it (after the effects of that move).

Comatose

Passive

Effect: This Pokémon is always asleep and is thus immune to the Sleep condition. It can use moves and act normally while asleep. It takes double damage from Hex and Wake-up slap and can be targeted by Dream Eater, Nightmare and Bad Dreams. It cannot use Rest.

Competitive

Passive

Effect: Whenever this Pokémon has its CSs lowered by an enemy its Sp.ATK increases by 2 CS.

Compound Eyes

Passive

Effect: This Pokémon gains +3 to all attack rolls.

Contrary

Passive

Effect: Any time this Pokémon's CSs would be affected, they are instead changed in the opposite way. For example, a +1 ATK CS instead becomes -1 ATK CS.

Corrosion

Passive

Effect: This Pokémon can inflict the status condition Poison or Badly Poison on any target, regardless of type or immunity.

Cursed Body

Passive

Effect: Any time this Pokémon is damage by a move or attack roll 1d20. On a roll of 14+ that attack is Disabled for 4 turns (or until they switch out).

Cute Charm

Passive

Effect: Any time this Pokémon is damage by a move or attack roll 1d20. On a roll of 14+ the attacker becomes infatuated with this Pokémon.

Damp

Passive

Effect: The moves Self-Destruct, Explosion, Mind Blown, and the ability Aftermath cannot be activated or used within 10 squares of this Pokémon.

Dancer

Passive

Effect: When a creature within 10 squares of this Pokémon uses Feather Dance, Fiery Dance, Dragon Dance, Lunar Dance, Petal Dance, Revelation Dance, Quiver Dance, Swords Dance, or Teeter Dance this Pokémon can use that move immediately as a free action as well.

Dark Aura

Passive

Effect: All dark-type moves used within 10 squares of this Pokémon have their damage tier increased by 1.

Dazzling

Passive

Effect: Priority moves that target this Pokémon or its allies used by enemies within 10 squares of this Pokémon fail.

Defeatist

Passive

Effect: When this Pokémon's HP drops below 50% their ATK and Sp.ATK are cut in half.

Defiant

Passive

Effect: Whenever this Pokémon has its CSs lowered by an enemy its ATK increases by 2 CS.

Delta Stream

Battle – Free Action

Effect: This Pokémon changes the weather to Strong Winds.

Desolate Land

Battle – Free Action

Effect: This Pokémon changes the weather to Harsh Sunlight.

Disguise

Passive

Effect: This Pokémon is Disguised by default. If it is hit by a damaging attack it receives no damage and its disguise ends. This disguise will return after the battle ends or if the Pokémon faints and is revived.

Download

Battle – Free Action

Effect: This Pokémon can choose one enemy within 10 squares. This Pokémon gains +1 ATK CS if the target's DEF is lower than its Sp.DEF. It instead gains +1 Sp.ATK CS if the target's Sp.DEF is lower than its DEF.

Drizzle

Battle – Free Action

Effect: The Pokémon changes the weather to Rain.

Drought

Battle – Free Action

Effect: The Pokémon changes the weather to Harsh Sunlight.

Dry Skin

Passive

Effect: This Pokémon loses 1/8 of its max HP at the end of each of its turns during Harsh Sunlight. During Rain, this Pokémon will regain 1/8 of its max HP at the end of each of its turns. This Pokémon takes 25% more damage from fire-type moves (after all other damage calculations). When it is hit by a Water-type move, it takes no damage and restores 25% of its HP.

Early Bird

Passive

Effect: Half the duration of sleep (minimum 1).

Effect Spore

Passive

Effect: Any time this Pokémon is hit with a melee move roll 1d20. On a roll of 14+ roll 1d6. On a roll of 1-2, the enemy is now poisoned. On a roll of 3-4 the enemy is now paralyzed. On a roll of 5-6, the enemy is now asleep.

Electric Surge

Passive

Effect: When this Pokémon enters the battle or becomes active the terrain becomes Electric.

Emergency Exit

Passive

Effect: When this Pokémon's HP drops below 50% it instantly returns to its Poke Ball. Its Trainer can send out a new Pokémon (not this one) as a Free Action. If wild, this Pokémon gains +4 movements speeds and tries to flee.

Fairy Aura

Passive

Effect: All fairy-type moves used within 10 squares of this Pokémon have their damage tier increased by 1.

Filter

Passive

Effect: When this Pokémon is subjected to a critical hit, increase the damage by 1.3 instead of 1.5.

Flame Body

Passive

Effect: Any time this Pokémon is hit with a melee move, roll 1d20. On a roll of 14+ the enemy is Burned.

Flare Boost

Passive

Effect: When this Pokémon is burned increase the damage tier of all special moves it uses by 2 degrees.

Flash Fire

Passive

Effect: This Pokémon is immune to the effects of Fire-type moves. When hit by a Fire-type attack its ATK and SP.ATK is treated as 50% higher for Fire-type moves.

Flower gift

Passive

Effect: When this Pokémon is in Harsh Sunlight it opens into its Sunshine Form. While in its Sunshine Form it and all its allies within 5 squares gain +2 ATK and Sp.DEF CS.

Flower Veil

Passive

Effect: This Pokémon and all allies within 5 squares cannot have their stats lowered by enemy moves or effects.

Fluffy

Passive

Effect: This Pokémon takes half damage from melee moves (after all damage calculations) and double damage from Fire-type moves (after all damage calculations)

Forecast

Passive

Effect: This Pokémon's type changes based on the weather. In Harsh Sunlight it becomes its Sunny form, a Fire-type. In Hail, it becomes its Snowy form, an Ice-type. In Rain it becomes its Rainy form, a Water-type. In Sandstorms, fog, wins, or clear weather, it becomes its normal form, a Normal-type.

Forewarn

Battle – Free Action

Effect: The Pokémon picks a target within 10 squares and learns the move with the highest damage the target knows.

Friend Guard

Passive

Effect: Allies standing adjacent to this Pokémon resist attacks by 1 step more.

Frisk

Battle – Free Action

Effect: This Pokémon learns the held item, if any, of all enemy Pokémon within 10 squares.

Full Metal Body

Passive

Effect: This Pokémon cannot have its combat stats lowered by enemy moves or effects.

Fur Coat

Passive

Effect: This Pokémon doubles its defense stat.

Gale Wings

Passive

Effect: This Pokémon may use flying-type moves as priority moves.

Galvanize

Passive

Effect: Any normal type move used by this Pokémon becomes Electric-type. The move's damage tier increases by 1.

Gluttony

Passive

Effect: This Pokémon eats berries when reduced to 50% HP (instead of 25%).

Gooey

Passive

Effect: Any time this Pokémon is hit by a melee attack, reduce the Spd CS of the attacker by 1.

Grass Pelt

Passive

Effect: When this Pokémon is standing in tall grass or dense foliage that would normally be difficult terrain, increase its Defense by 50%.

Grassy Surge

Passive

Effect: When this Pokémon enters the battle or becomes active, the terrain becomes Grassy.

Guts

Passive

Effect: When this Pokémon gains a status condition increase its Attack by 50%. This Pokémon does not suffer the -2 ATK CS normally imposed by being burned.

Harvest

At-will – Free action

Effect: Once a turn after this Pokémon has consumed a berry it can roll 1d20. On a roll of 11+ the Berry is restored as its held item.

Healer

Battle – Free Action

Effect: Once per turn this Pokémon can

attempt to cure adjacent allies of any status condition. Roll 1d20, on a roll of 14+ all allies next to this Pokémon are cured of 1 status condition.

Heat Proof

Passive

Effect: This Pokémon reduces all damage done to itself by Fire-type attacks or the Burn condition by 50% (after all other calculations).

Heavy Metal

Passive

Effect: This Pokémon's Weight is doubled.

Honey Gather

Passive

Effect: Each day this Pokémon has been active it may roll a d20+1/level (Max +10). On a roll of 20 or above it produces Honey.

Huge Power

Passive

Effect: This Pokémon's Attack is doubled.

Hustle

Passive

Effect: This Pokémon's Attack is doubled but receives a -3 to all attack rolls.

Hydration

Passive

Effect: This Pokémon is cured of any status condition at the end of its turn if it is Raining.

Hyper Cutter

Passive

Effect: This Pokémon's attack stat cannot be lowered by enemy moves or effects.

Ice Body

Passive

Effect: This Pokémon regains 1/16 of its HP at the end of each turn if it is Hailing and is immune to the damage from Hail.

Illuminate

Passive

Effect: This Pokémon can use its illumination to attract wild Pokémon. If it does so, gain +250 to any Poke Hunter scores, or, if not playing Poke Hunter, roll on the wild encounters table for the respective terrain type (pg. 91) to see if an encounter appears.

Illusion

At-will – Standard Action

Effect: This Pokémon can shroud itself in an illusion as a standard action. It can take the

appearance of any Pokémon or person within 10 squares. Directly interacting with this Pokémon (through touch) immediately reveals the illusion, otherwise it gains +15 to disguise checks. When this Pokémon is deployed in battle it can use a free action to take the appearance of any one Pokémon in its trainer's party. The illusion lasts until the Pokémon takes damage, 10 minutes out of sight of the target has lapsed, or the Pokémon wishes.

Immunity

Passive

Effect: This Pokémon cannot be Poisoned or Badly Poisoned.

Impostor

At-Will – Free Action

Effect: When this Pokémon is deployed in battle it can use a free action to use the move Transform on any Pokémon within 5 squares.

Infiltrator

Passive

Effect: This Pokémon ignores the effects of Reflect, Light Screen, Safeguard, Mist, Substitute, or Aurora Veil.

Innards Out

Passive

Effect: When this Pokémon is knocked out by an opponent's attack, it deals damage to that opponent equal to the amount of HP it had left before last being hit.

Inner Focus

Passive

Effect: This Pokémon cannot be Flinched.

Insomnia

Passive

Effect: This Pokémon is immune to attacks that cause sleep, including Yawn and Rest.

Intimidate

Battle – Free Action

Effect: This Pokémon lowers the Attack of all enemies within 5 squares by 1 CS.

Iron Barbs

Passive

Effect: When this Pokémon is hit by a melee attack, the attacking Pokémon takes 1/8 its HP in damage.

Iron Fist

Passive

Effect: When this Pokémon uses Bullet, Comet, Dizzy, Drain, Dynamic, Fire, Focus, Ice, Mach, Mega, Power-Up, Shadow, or Thunder Punch, increase the damage tier

by 1. Or when it uses Double Iron Bash, Hammer Arm, Meteor Mash, Plasma Fists, or Sky Uppercut increase the damage tier by 1.

Justified

Passive

Effect: When this Pokémon is hit by a damaging Dark-type move it gains +1 ATK CS.

Keen Eye

Passive

Effect: This Pokémon cannot have its accuracy lowered and ignores Evasion bonuses from cover or moves. This Pokémon gains +3 Perception.

Klutz

Passive

Effect: This Pokémon does not gain positive or negative effects from held items.

Leaf Guard

Passive

Effect: During Harsh Sunlight this Pokémon is immune to status conditions, Yawn, Rest, and is cured of any status conditions it had before entering Harsh Sunlight.

Levitate

Passive

Effect: This Pokémon is immune to damaging Ground-type moves, Arena Trap, Spikes, Toxic Spikes, Rototiller, and terrain effects.

Light Metal

Passive

Effect: This Pokémon's Weight is halved.

Lightning Rod

Passive

Effect: This Pokémon becomes the target of all Electric-type moves within 5 squares. If hit by an Electric-type move it is immune to all effects of that attack and it gains +1 Sp.ATK CS.

Limber

Passive

Effect: This Pokémon cannot be paralyzed.

Liquid Ooze

Passive

Effect: When this Pokémon is hit by a HP-draining move the attacker loses HP instead of gaining it.

Liquid Voice

Passive

Effect: This Pokémon turns all sound-based attacks it uses into Water-type. This includes

Confide, Disarming Voice, Echoed Voice, Growl, Hyper Voice, Perish Song, Round, Sing, Sparkling Aria, Uproar.

Long Reach

Passive

Effect: Increase the reach of this Pokémon by 1 square. This Pokémon does not activate any effects caused by using melee moves against a target.

Magic Bounce

Passive

Effect: When this Pokémon is hit by a stat-lowering move, a status inducing move, Taunt, Torment, or is within 5 squares of a hazard move being used, the move is reflected back on the attacker.

Magic Guard

Passive

Effect: This Pokémon does not take damage during battle from status conditions, weather, recoil, hazards, or lose a turn due to paralysis.

Magician

Battle – Free Action

Effect: If this Pokémon does not have a held item and hits another with a damaging move it can steal the target's held item.

Magma Armor

Passive

Effect: This Pokémon cannot be Frozen.

Magnet Pull

Passive

Effect: This Pokémon prevents Steel-type Pokémon within 5 squares from switching out. For a Steel-type Pokémon to leave this area it must make an opposed strength check (this Pokémon gets its STR +2 to the check) to escape the magnetic field.

Marvel Scale

Passive

Effect: When this Pokémon has a status condition its Defense is increased by 50%.

Mega Launcher

Passive

Effect: When this Pokémon uses Aura Sphere, Dark Pulse, Dragon Pulse, Heal Pulse, Origin Pulse, or Water Pulse increase the damage tier by 2 degrees.

Merciless

Passive

Effect: When this Pokémon hits a target that is Poisoned or Badly poisoned the hit is automatically a critical. This does not guarantee a hit, nor does it cause extra

damage if the target is immune to critical hit effects.

Minus

Passive

Effect: When this Pokémon is within 10 squares of an ally with Plus increase its Sp.Attack by 50%.

Misty Surge

Battle – Free Action

Effect: This Pokémon can cause the terrain to become Misty.

Mold Breaker

Passive

Effect: This Pokémon can damage or effect Pokémon regardless of the immunities they have from abilities.

Moody

Passive:

Effect: At the end of each turn this Pokémon raises one stat by +2 CS and lowers another by -1 CS. The stats must be chosen at random and the same stat will not be raised and lowered in one turn.

Motor Drive

Passive

Effect: When this Pokémon is hit by an Electric-type move it takes no damage or other effects and it gains +1 SPD CS.

Moxie

Passive

Effect: When this Pokémon reduces a target to 0 HP it gains +1 ATK CS.

Multiscale

Passive

Effect: When this Pokémon is at max HP reduce any damage it takes by 50%.

Multitype

At Will – Free Action

Effect: This Pokémon becomes any type of its choice..

Mummy

Passive

Effect: When this Pokémon is hit by a melee move one of the attacker's abilities (at random) becomes Mummy.

Natural Cure

Passive

Effect: This Pokémon will heal of any status condition at the end of a battle, after 10 minutes, or when it returns to its poké ball.

Roll	Item Type	Example
1-25	Nothing	-
26-40	Cheap Mundane Item	Baseball Cap, Shovel
41-50	Mundane Item	A jacket, backpack, book
51-55	Expensive mundane item	A Sword, Camera, Radio
56-65	X-Item	X-Attack, X-Defend
66-78	Berries	Any random Berry
79-85	Poké Ball	Any random Poké Ball
86-96	Healing Item	Any random potion or status healing Item
97	Evolutionary Stone	Any random Evolutionary Stone
98	Performance Enhancers	Any random Vitamin
99	Hold Item	Any random hold Item
100	Technical Machine	Any random TM

Neuroforce

Passive

Effect: When this Pokémon hits with a super-effective attack the damage after damage calculations is increased by 2.25x instead of 2x.

No Guard

Passive

Effect: This Pokémon does not apply any Evasion when attacked. It ignores the evasion of any target it attacks.

Normalize

Passive

Effect: Any move used by this Pokémon becomes Normal-type. The move's damage tier increases by 1.

Oblivious

Passive

Effect: This Pokémon is immune to infatuation and the moves Captivate and Taunt.

Overcoat

Passive

Effect: This Pokémon is immune to damage from sandstorms and hail. It is also immune to powder and spore moves and the ability Effect Spore.

Overgrow

Passive

Effect: When this Pokémon's HP drop to 1/3 or lower their ATK and Sp.ATK is treated as 50% higher for Grass-type moves.

Own Tempo

Passive

Effect: The user is immune to being Confused.

Parental Bond

Passive

Effect: When this Pokémon attacks with a single target move, if it has an infantile offspring, the target takes an additional 25% damage.

Pickpocket

Battle – Free Action

Effect: If this Pokémon does not have a held item and hits another with a damaging melee move it can steal the target's held item

Pickup

Passive

Effect: Each day this Pokémon has been active it may roll d100 to find an item. Consult the table to the left.

Pixilate

Passive

Effect: Any Normal-type move used by this Pokémon becomes Fairy-type. The move's damage tier increases by 1.

Plus

Passive

Effect: When this Pokémon is within 10 squares of an ally with Minus increase its Sp.Attack by 50%.

Poison Heal

Passive

Effect: This Pokémon heals 1/8 max HP at the end of every turn it is Poisoned or Badly Poisoned instead of taking damage.

Poison Point

Passive

Effect: Any time this Pokémon is hit with a melee move roll 1d20. On a roll of 14+ the attacker is Poisoned.

Poison Touch

Passive

Effect: When this Pokémon lands a melee attack roll d20. On a roll of 14+ the target is Poisoned.

Power Construct

Passive

Effect: If this Pokémon ends its turn with less than 50% HP it transforms into its Complete Forme.

Power of Alchemy

Passive

Effect: This Pokémon gains the ability of any ally that faints within 10 squares. Receiver, Trace, Forecast, Flower Gift, Multitype, Illusion, Wonder Guard, Zen Mode, Imposter, Stance Change, Power Construct, Schooling Comatose, Shields Down, Disguise, RKS System, and Battle Bond cannot be gained in this way.

Prankster

Passive

Effect: This Pokémon can use status inducing moves with priority. Dark-type Pokémon are immune to moves used this way.

Pressure

Passive

Effect: This Pokémon exerts intense mental pressure to any enemy within 10 squares. Any move used by an enemy while within this area has its availability reduce by 1 (At-will becomes 2/encounter, 2/encounter becomes 1/encounter, 1/encounter becomes daily, daily becomes unusable).

Primordial Sea

Battle – Free-Action

Effect: This Pokémon changes the weather to Heavy Rain.

Prism Armor

Passive

Effect: This Pokémon only takes 1.75x damage from critical hits.

Protean

Passive

Effect: This Pokémon's type becomes the type of any move it is using immediately before calculating damage (STAB will apply).

Psychic Surge

Passive

Effect: When this Pokémon enters the battle or becomes active the terrain becomes Psychic.

Pure Power

Passive

Effect: This Pokémon's attack stat is doubled.

Queenly Majesty

Passive

Effect: Priority moves that target this Pokémon or its allies used by enemies within 10 squares of this Pokémon fail.

Quick Feet

Passive

Effect: When this Pokémon gains a status condition increase its Speed by 50%. This Pokémon does not suffer the -2 SPD CS normally imposed by being paralyzed.

Rain Dish

Passive

Effect: This Pokémon gains 1/16 HP at the end of each turn during Rain.

Rattled

Passive

Effect: This Pokémon gains +1 SPD CS any time it is hit by a damaging Bug, Dark, or Ghost-type move.

Receiver

Passive

Effect: This Pokémon gains the ability of any ally that faints within 10 squares. Power of Alchemy, Trace, Forecast, Flower Gift, Multitype, Illusion, Wonder Guard, Zen Mode, Imposter, Stance Change, Power Construct, Schooling Comatose, Shields Down, Disguise, RKS System, and Battle Bond cannot be gained in this way.

Reckless

Passive

Effect: The damage tier of recoil moves used by this Pokémon is increased by 1.

Refrigerate

Passive

Effect: Any Normal-type move used by this Pokémon becomes Ice-type. The move's damage tier increases by 1.

Regenerator

Passive

Effect: This Pokémon restores 1/3 HP when it is switched out of battle and after every 30 minutes.

Rivalry

Passive

Effect: Moves used by this Pokémon that target a creature of the same gender have their damage tier increased by 1.

RKS System

Passive

Effect: When this Pokémon is given a Memory as its held item its type becomes the type contained in the memory.

Rock Head

Passive

Effect: This Pokémon takes no damage from recoil.

Rough Skin

Passive

Effect: When this Pokémon is hit by a melee move the attacker takes 1/16 of its max HP in damage.

Run Away

Passive

Effect: This Pokémon cannot be Trapped and gains +3 to all movement speeds when moving away from the closest enemy.

Sand Force

Passive

Effect: This Pokémon increases the damage tier of Rock, Ground, and Steel-type moves used in a sandstorm by 1 tier

Sand Rush

Passive

Effect: This Pokémon increases its Speed by 100% in a sandstorm.

Sand Stream

Battle – Free Action

Effect: This Pokémon changes the weather to Sandstorm.

Sand Veil

Passive

Effect: This Pokémon gains +3 Evasion during a sandstorm.

Sap Sipper

Passive

Effect: This Pokémon is immune to damage and effects of Grass-type moves and it gains +1 ATK CS when hit by a Grass-type move.

Schooling

Passive

Effect: If this Pokémon is level 4 or greater and has over 25% of its max HP it assumes its School Form when it is deployed or enters a battle, or at the start of its turn. At the end of its turn if it is below 25% max HP it reverts to its solo form.

Scrappy

Passive

Effect: This Pokémon can hit Ghost-type Pokémon with Normal and Fighting-type moves.

Serene Grace

Passive

Effect: This Pokémon can roll an additional d20 with any attack that has an on hit effect. If either d20 rolls high enough to trigger the on hit effect it occurs.

Shadow Shield

Passive

Effect: When this Pokémon is at full HP damage it takes is halved.

Shadow Tag

Passive

Effect: This Pokémon's shadow stretches to touch the shadows of all enemies within 5 squares. This prevents Pokémon within 5 squares from switching out. For a Pokémon to leave this area it must make an opposed strength check (this Pokémon gets its STR +2 to the check) to escape the shadow tag.

Shed Skin

Passive

Effect: This Pokémon can roll d20 at the end of each turn. On a roll of 14+ it is cured of one status condition afflicting it (chosen at random).

Sheer Force

Passive

Effect: When this Pokémon uses a move with an on-hit effect increase the damage tier of that move by 2 degrees. The on-hit effect is ignored.

Shell Armor

Passive

Effect: This Pokémon is immune to Critical Hits.

Shield Dust

Passive

Effect: This Pokémon is immune to on-hit effects or additional effects of damaging moves.

Shields Down

Passive

Effect: If this Pokemon has more than 50% HP at the start of battle or the start of a turn it assumes its Meteor form. While in Meteor form it is immune to status conditions and cannot use Rest. If at the start of battle or its turn it has less than 50% life it assumes its Core form and loses these benefits.

Simple

Passive

Effect: This Pokémon doubles the CS gained or lost from moves.

Skill Link

Passive

Effect: This Pokémon always hits the maximum amount of times with multistrike moves.

Slow Start

Passive

Effect: This Pokémon has its Attack and Speed halved for the first 5 rounds of battle.

Slush Rush

Passive

Effect: This Pokémon's speed is doubled in Hail.

Sniper

Passive

Effect: This Pokémon deals 2x damage with critical hits.

Snow Cloak

Passive

Effect: This Pokémon gains +3 Evasion during Hail.

Snow Warning

Battle – Free Action

Effect: This Pokémon changes the weather to Hail.

Solar Power

Passive

Effect: This Pokémon loses 1/8 max HP at the end of each turn in Harsh Sunlight. In Harsh Sunlight it gains 50% Sp.Attack.

Solid Rock

Passive

Effect: This Pokémon reduces the effects of super effective attacks by 25%.

Soul-Heart

Passive

Effect: This Pokémon gains +1 Sp.ATK CS every time a Pokémon is reduced to 0 HP within 10 squares of it.

Soundproof

Passive

Effect: This Pokémon is immune to sounds based moves including Boomburst, Bug Buzz, Chatter, Clanging Scales, Clangorous Soulblaze, Confide, Disarming voice, Echoed Voice, Grass Whistle, Growl, Hyper Voice, metal Sound, Noble Roar, Parting Shot, Perish Song, Relic Song, Roar, Round, Screech, Shadow Panic, Sing, Snarl, Snore, Sparkling Aria, Supersonic, and uproar.

Speed Boost

Passive

Effect: This Pokémon gains +1 SPD CS at the end of each turn.

Stakeout

Passive

Effect: This Pokémon adds 3 to the damage tier of any move used against a target that just deployed or became active this turn.

Stall

Passive

Effect: This Pokémon sets their team's initiative to 0.

Stamina

Passive

Effect: This Pokémon gains +1 DEF CS if it is hit by an attack.

Stance Change

Passive

Effect: This Pokémon is in its Shield Forme by default. If it uses a damaging move it assumes its Blade Forme immediately before making the attack. If in Blade Form this Pokémon reverts to Shield form if it leaves battle, is recalled to its poké ball, or uses the move King's Shield.

Static

Passive

Effect: Any time this Pokémon is hit with a melee move roll 1d20. On a roll of 14+ the attacker is Paralyzed.

Steadfast

Passive

Effect: If this Pokémon is Flinched it gains +1 SPD CS.

Steelworker

Passive

Effect: When this Pokémon uses a Steel-type move the move increases its damage tier by two degrees.

Stench

Passive

Effect: When this Pokémon is hit by a damaging attack roll 1d20. On a roll of 18+ the attacker is flinched.

Sticky Hold

Passive

Effect: This Pokémon cannot have its held item removed by enemy moves, effects or abilities .

Storm Drain

Passive

Effect: This Pokémon becomes the target of all Water-type moves within 5 squares. If hit by an Water-type move it is immune to all effects of that attack and it gains +1 Sp.ATK CS.

Strong Jaw

Passive

Effect: When this Pokémon uses Bite, Crunch, Fire Fang, Hyper Fang, Ice Fang, Poison Fang, Psychic Fangs, or Thunder Fang increase the damage tier by 2 degrees.

Sturdy

Passive

Effect: This Pokémon is immune to OHKO attacks. If this Pokémon would be reduced to 0 HP or lower from full HP it is instead reduced to 1 HP.

Suction Cups

Passive

Effect: This Pokémon cannot be pushed or knocked around by knock-back moves. It is also immune to the effects of moves forcing it to switch out.

Super Luck

Passive

Effect: This Pokémon's critical hit range is increased by 1.

Surge Surfer

Passive

Effect: This Pokémon doubles its speed if the terrain is Electric.

Swarm

Passive

Effect: When this Pokémon's HP drop to 1/3 or lower their ATK and Sp.ATK is treated as 50% higher for Bug-type moves.

Sweet Veil

Passive

Effect: This Pokémon and all allies within 5 squares are immune to Sleep.

Swift Swim

Passive

Effect: This Pokémon's speed is doubled in Rain.

Symbiosis

Passive

Effect: This Pokémon gives its held item to any ally within 5 squares when that ally consumes its held item.

Synchronize

Passive

Effect: When this Pokémon becomes afflicted with Burn, Paralyze, or Poison the attacker also gains the status effect.

Tangled Feet

Passive

Effect: When this Pokémon is confused it gains +6 Evasion.

Tangling hair

Passive

Effect: When this Pokémon is hit by a melee attack the attacker loses -1 CS.

Technician

Passive

Effect: This Pokémon adds 2 degrees to the damage tier of any move with a damage tier of 6 or less it uses.

Telepathy

Passive

Effect: This Pokémon is immune to damage from moves used by its allies.

Teravolt

Passive

Effect: This Pokémon ignores the immunities granted by enemies' abilities.

Thick Fat

Passive

Effect: This Pokémon takes half damage (after all calculations) from Fire or Ice-type moves.

Tinted Lens

Passive

Effect: When this Pokémon hits with an

attack that is not very effective the damage (after all calculations) is doubled.

Torrent

Passive

Effect: When this Pokémon's HP drop to 1/3 or lower their ATK and Sp.ATK is treated as 50% higher for WATER-type moves.

Tough Claws

Passive

Effect: When this Pokémon uses a melee attack increase the damage tier by 2 degrees.

Toxic Boost

Passive

Effect: When this Pokémon is Poisoned or Badly Poisoned the damage tier of all physical moves it uses are increased by 2.

Trace

Passive

Effect: When this Pokémon enters a battle or becomes active it gains the ability of a randomly selected opponent within 10 squares.

Triage

Passive

Effect: This Pokémon changes all moves that restore HP used by it or its allies within 10 squares to priority moves.

Truant

Passive

Effect: This Pokémon does not perform any actions when directed to do so unless it did not act when directed to do so last turn.

Turboblaze

Passive

Effect: This Pokémon ignores the immunities granted by enemies' abilities.

Unaware

Passive

Effect: When this Pokémon is attacked the attacker does not apply any changes to its CSs. When this Pokémon attacks it ignores any changes to the target's CSs.

Unburden

Passive

Effect: This Pokémon gains +2 SPD CS when it consumes, loses, or has its held item removed by an enemy.

Unnerve

Passive

Effect: This Pokémon prevents enemies within 10 squares from consuming held berries.

Victory Star

Passive

Effect: This Pokémon and any allies within 10 squares gain +2 to attack rolls.

Vital Spirit

Passive

Effect: This Pokémon is immune to Sleep and cannot use Rest.

Volt Absorb

Passive

Effect: This Pokémon is immune to the effects of Electric-type attacks. If it is hit by an Electric-type attack it restores $\frac{1}{4}$ of its max HP.

Water Absorb

Passive

Effect: This Pokémon is immune to the effects of Water-type attacks. If it is hit by a Water-type attack it restores $\frac{1}{4}$ of its max HP.

Water Bubble

Passive

Effect: This Pokémon halves the damage it receives from Fire-type attacks (after all damage calculations). This Pokémon increases the damage tier of Water-type moves by 4.

Water Compaction

Passive

Effect: When this Pokémon is hit by a Water-type move it gains +2 DEF CS.

Water Veil

Passive

Effect: This Pokémon is immune to being Burned.

Weak Armor

Passive

Effect: When this Pokémon is hit by a physical move it loses -1 DEF CS and gains +2 SPD CS.

White Smoke

Passive

Effect: This Pokémon is immune to stat reduction caused by the moves, abilities, or effects of enemies.

Wimp Out

Passive

Effect: When this Pokémon's HP drops below 50% it instantly returns to its Poke Ball. Its Trainer can send out a new Pokémon (not this one) as a Free Action. If wild, this Pokémon gains +4 movements speeds and tries to flee.

Wonder Guard

Passive

Effect: This Pokémon takes no damage from moves that are not super-effective.

Wonder Skin

Passive

Effect: This Pokémon gains +6 Evasion against status inducing attacks.

Zen Mode

Passive

Effect: When this Pokémon starts its turn below 50% it assumes its Zen Mode form. If it starts its turn above 50% HP it assumes its Standard Mode form.

POKEMON MOVES

Pokémon Moves are the main form of Pokémon Attack in the Poké RPG. Pokémon may know up to 4 moves by default, but Trainers can increase this number through training. Most Pokémon moves are performed as a Trainer Action, however, some moves can be performed as a reaction to another attack or as an interrupt, as detailed in the moves description. Read the outlines below and make sure you understand the many different types of moves and their effects.

Move Format

Each Pokémon Move will be presented in the following manner:

Move Name

Type:

Availability:

Attack Modifier:

Damage:

Kind:

Range:

Effect:

Format Explanation

Move Name

The first line contains the name of the move. This is identical to the name of the move from the Pokémon video games.

Type

There are 18 different Pokémon types, and moves of each type as well. These types are Bug, Dark, Dragon, Electric, Fairy, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Psychic, Rock, Steel and Water Moves. The type of the move is compared to the type of the target to determine the effectiveness of the attack (see pg. 83).

Availability

The Availability of a move is how often you can use that move in a battle or day.

- **At-Will** means your Pokémon can perform the attack as often as it'd like, with no rest needed to perform the attack again.
- **2/Battle:** These moves can be used twice per battle. After they have been used twice they cannot be used again until the battle or encounter ends.
- **1/Battle:** This means a move can be used multiple times in a day but only once per battle or encounter.
- **Daily:** These moves can be used once per day and can only be used again after 8 hours of rest or a visit to a Pokémon Center
- **Passive:** This means some or all of the effects of this move are always active regardless of use.
-

Attack Modifier

The Attack Modifier influences the attack roll of the move. Most moves have an attack modifier around 0. Some moves are more accurate and have a positive attack modifier; others are less accurate and impose a negative attack modifier.

Damage

This is the amount of dice you roll to determine the damage applied to the enemy. The relevant stat (ATK or Sp.ATK) is added to this roll. See the 'Damage' section in the Battle and Trial chapter for more details (pg. 83). Many Abilities and other effects can modify the damage tier of moves.

Many moves have variable damage, or sometimes abilities or other circumstances will change the damage tier of a move. In these cases, refer to the table below.

Tier	Damage	Average
1	1d10	5.5
2	1d12	6.5
3	2d6	7
4	2d8	9
5	2d12	13
6	4d8	18
7	4d12	26
8	3d10x2	33
9	3d12x2	39
10	4d10x2	44
11	4d12x2	52
12	5d10x2	55
13	3d12x3	58.5
14	5d12x2	65
15	5d8x3	67.5
16	8d8x2	72
17	6d12x2	78
18	6d6x4	84
19	5d8x4	90
20	6d10x3	99
21	8d8x3	108
22	6d12x3	117

For example, Pursuit normally has a damage of 2d8, but when used as an interrupt if an enemy Pokémon is attempting to flee its damage tier increases by 5 and does 3d12x2!

Kind

This is the category of the attack. It describes whether an attack is Physical or Special. Physical attacks add the users Attack stat to their damage rolls. Sp.ATKs add the users Sp.Attack stat to their damage rolls. Both kinds of attacks go against their respective defenses. See the "Damage" section of the Battle and Trial chapter for more details (pg. 83). Physical attacks usually involve punching, slamming, kicking, biting, throwing stones or other objects, and bashing, while Sp.ATKs usually involve beams, auras, energy blasts, or charged attacks.

Range

This is the distance, in squares, from which the move functions without penalty. A range of 6, for example, means the user can target anything within 6 squares without changing the attack modifier from its default value.

A range of Melee effectively means the attack has a range of 1 and the attacker must be adjacent to the target to use the move.

A range of Self means the move targets the user.

Bursts, Cones, and Lines are area of effect (AOE) attacks that can target multiple creatures within their areas. AOE's are described in more detail in the Battle and Trail chapter (pg. 81).

For every two squares beyond the listed range the attack modifier of a move decreases by 1. Some moves may not function at all beyond their listed range, such as Flamethrower or Smog, as determined by the PM.

Effect

This is where additional effects of a move are explained. Body Slam, for example, has a chance to Paralyze, and this is explained in the Effect section. Some effects are only applied if a certain value appears on the attack roll (such as a roll of 17+). Attack modifiers do not help a roll qualify for these effects, the dice must show the required result.

Move Descriptors

Buff

Moves with this keyword grant a positive boost to the user or its allies. These "Buffs" last a number of turns or until certain conditions are met.

Rush

This move requires a Pokémon to move freely during the attack. If the Pokémon is immobilized due to cords, ropes, physical restraints, or a grapple they can make a STR check as part of this move to attempt to break free. The DC of this STR check is based on the object or an opposed STR check by the Pokémon that immobilized the user. If the user fails the STR check, they do not break free and the move fails.

Double Strike

Whenever a Move with Double Strike is used, make two Attack Rolls. You can attack different targets for each attack roll if they are within range. Each attack can score critical hits or activate on-hit effects.

Discerning

Discerning moves do not hit allied or friendly targets.

Multistrike

Whenever a Move with Multistrike is used, roll 1d6. On a result of 1 the attack hits once and deals the listed damage. On a result of 2 the attack hits twice and you add 1 to the damage tier of the move. On a result of 3 or 4 you hit three times and add 3 to the damage tier. On a result of 5 you hit four times and add 4 to the damage tier. On a result of 6 you hit five times and add 5 to the damage tier. You may always apply Technician to Moves with Multistrike.

Groundsource

Groundsourced moves originate from the ground near or underneath the target. This affects applicable cover and attack paths for these moves.

Hazard

Hazards are effects that create, interact with, or modify the environment and battlefield. Spikes, walls, barriers, and webs are all examples of hazards.

Interrupt

Interrupts are moves that can be used in response to the actions or attacks of another. If a move is used as an interrupt it immediately takes place (even in the middle of another character's turn or before an attack resolves that was just declared). After the interrupt move resolves the interrupted individual resumes the rest of their turn, if possible. The user of an interrupt loses an attack (or trainer) action on their next turn.

Knockback

A move with knockback will move the target a number of squares equal to the user's (STR + X) - (the target's STR). X is a value set by the move. Thus, if a Pokémon with 6 STR hits a Pokémon with 3 STR the target will be thrown 3 squares away from the user. If this movement results in the target hitting a solid object like a wall or stone it takes an additional 1d10 damage for every remaining square it would have been thrown if it had not hit an object during the move. A target cannot be knocked back more than 10 squares. If the target has a fly speed they can use the Acrobatics skill to reduce the damage by 1d10 per degree of success above DC 15.

Priority

Priority moves are moves that can be used or activated even if the user's turn has not been reached. In other words a user can use a priority move at any time, except during another Trainer's, Pokémon's, or character's turn. The user of a priority move loses an attack (or trainer) action on their next turn.

Save Ends

Some moves inflict penalties, repeating damage, status conditions, or other negative effects. Many of these effects can be ended by the victim making a successful saving throw. The DC for these save throws is equal to 10 + BST of the Pokémon who inflicted the effect. The BST added to the DC is Sp.ATK for Special moves or ATK for physical moves. If it is a status move, the user of the move can make the save DC 10+ Sp.ATK or ATK, whichever is higher.

Weather

Moves that influence the weather change the dominate weather effect for one mile in every direction per level of the user. Only one weather condition can be active in an area at a time. The most recently used move or activated weather ability supersedes existing ones.

Bug Moves

Attack Order

Type: Bug
Availability: At-Will
Attack Modifier: +2
Damage: 3d12x2
Kind: Physical
Range: 6,
Description: Hundreds of tiny biting and stinging insects swarm the target.
Effect: Attack Order is a Critical Hit on 18+.

Bug Bite

Type: Bug
Availability: At-Will
Attack Modifier: +2
Damage: 4d8
Kind: Physical
Range: Melee,
Description: A powerful bite with mandibles and fangs.
Effect: The user consumes any berries the target is holding.

Bug Buzz

Type: Bug
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d12x2
Kind: Special
Range: Cone 2 or Close Blast 2, Sonic,
Description: A horrific ringing vibrates inside the target's head.

Effect: Bug Buzz reduces Sp.DEF by -1 CS 19+.

Defend Order

Type: Bug
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Description: Hundreds of tiny insects surround the user, forming a barrier.
Effect: Raise the user's DEF and Sp.DEF 1 CS each.

Fell Stinger

Type: Bug
Availability: At-Will
Attack Modifier: +2
Damage: 2d6
Kind: Physical
Range: Melee
Description: The user lunges with a deadly stinger.
Effect: If the target is reduced to 0 HP from this attack raise the User's ATK by +2 CS.

Fury Cutter

Type: Bug
Availability: At-Will
Attack Modifier: +1
Damage: 2d8
Kind: Physical
Range: Melee
Description: The user slices the target in a growing frenzy.
Effect: If Fury Cutter is used successfully on



the same target as last turn, the damage tier is increased by +4. For example, the first hit would have a Tier of 4; the second hit a Tier of 8, and so on. If Fury Cutter misses or fails to damage its target, its damage tier resets.

Heal Order

Type: Bug

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: Self

Description: Hundreds of tiny insects work together to bind the user's wounds.

Effect: The user restores 50% of its max HP.

Infestation

Type: Bug

Availability: 2/Battle

Attack Modifier: 0

Damage: 2d8

Kind: Special

Range: 5

Description: A blanket of insects covers the target, slowly devouring it.

Effect: The target becomes infested, taking 1/8 max HP at the end of each turn. While infested the Pokémon cannot be recalled to its poke ball and has its movement speeds reduced by half. After taking the damage each turn the target can make a reflex save to end these effects.

Leech Life

Type: Bug

Availability: At-Will

Attack Modifier: +2

Damage: 1d12

Kind: Physical

Range: Melee

Description: The user bites the target and feeds on its energy.

Effect: The user gains 50% of any damage dealt.

Megahorn

Type: Bug

Availability: 2/Battle

Attack Modifier: -1

Damage: 5d10x2

Kind: Physical

Range: Melee, knockback

Description: The user rams into the target with powerful horns.

Effect: The user gains +1 on its knockback roll.

Pin Missile

Type: Bug

Availability: 2/Battle

Attack Modifier: 0

Damage: 2d8

Kind: Physical

Range: 6, Multistrike

Description: Needle-like projectiles strike the target in rapid succession.

Effect: None

Powder

Type: Bug

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: 6, Priority

Description: A fine dust blankets the target and fills the air in the area around it.

Effect: The target's square is filled with fine powder that explodes if ignited. If it uses a damaging Fire-Type attack, it creates a Blast 3 centered on itself. The Fire-type attack instead deals damage to everything within the blast area. This damage is Fire-type but ignores resistances of the user. Grass-type Pokémon are immune to Powder (but not the damage from an exploding powder effect).

Quiver Dance

Type: Bug

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Description: The user shifts and vibrates as it draws forth power.

Effect: Raise the user's Sp.ATK, Sp.DEF, and SPD by +1 CS each.

Rage Powder

Type: Bug

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Burst 1 or Line 6

Description: A strange dust compels each target to mindlessly attack.

Effect: Every target within the area inhale rage-inducing dust. Affected targets must move towards and attack the user. A successful mind save ends this effect. If they lose sight of the target the effect ends. Grass-type Pokémon are immune to Rage Powder.

Signal Beam

Type: Bug

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Special
Range: 6
Description: A sinister ray of light blasts into the target.
Effect: The target is confused on 19+.

Silver Wind

Type: Bug
Availability: At-Will
Attack Modifier: +2
Damage: 4d8
Kind: Special
Range: 4, Line 3
Description: A silver powder slices into the bodies of each target.
Effect: The user has each of its stats raised by +1 CS on 19+.

Spider Web

Type: Bug
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 5
Description: A strong web of sticky silk binds the target in place.
Effect: Spider Web cannot miss. The target is Immobilized and Trapped. Body save ends.
Special: Grants Bug Silk

Steamroller

Type: Bug
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12

Kind: Physical
Range: Melee, Rush, Line 5
Description: The user rolls into a powerful ball and crushes everything in its path.
Effect: When this move is used it targets all squares in a line 5. The user moves to the square at the end of that line. Steamroller Flinches any target on 15+.

Sticky Web

Type: Bug
Availability: 2/Battle
Attack Modifier: N/A
Kind: Physical
Range: Cone 6, Hazard
Description: A large net of webbing covers the battlefield.
Effect: The user shoots a massive web that blankets the ground and any trees, walls, or objects in the area. All squares in the cone are covered in webbing, any creature in the cone or entering a webbed square must make a Reflex save or become Trapped and Immobilized (Body save ends).
Special: Grants Bug Silk

String Shot

Type: Bug
Availability: At-Will
Attack Modifier: +1
Kind: Status
Range: Cone 2
Description: A spray of sticky silk covers each target.
Effect: All creatures in the cone have their Speed CS lowered by -2. If the target's SPD CS cannot be lowered further the target is also Immobilized (Body save ends).
Special: Grants Bug Silk

Struggle Bug

Type: Bug
Availability: At-Will
Attack Modifier: +2
Damage: 2d12
Kind: Special
Range: Burst 1, Discerning
Description: The user thrashes and writhes about, striking everything around it.
Effect: The target's Sp.ATK is reduced by -1 CS.

Tail Glow

Type: Bug
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Description: An eerie, pulsating glow emanates from the user's tail.



Effect: Raise the user's Sp.ATK 3 by CS.
Special: Grants Luminous

Twineedle

Type: Bug
Availability: At-Will
Attack Modifier: +1
Damage: 2d6
Kind: Physical
Range: Melee, Double Strike
Description: The user strikes with two deadly spikes dripping with poison.
Effect: The target is poisoned on an Attack roll of 18+

U-Turn

Type: Bug
Availability: At-Will
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee, Rush
Description: The user flies into the target before leaping back into its Poké ball.
Effect: If the user hits the target the user is immediately switched-out and a new Pokémon can be deployed as a free action.

X-Scissor

Type: Bug
Availability: At-Will
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical

Range: Melee, Rush
Description: The user slashes the target with a crossing motion.
Effect: None

Dark Moves

Assurance

Type: Dark
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d8
Kind: Physical
Range: Melee
Description: The user strikes and capitalizes on the damage already dealt.
Effect: If the target has received any damage this turn, Assurance's damage tier is increased to 9 (3d12x2).

Beat Up

Type: Dark
Availability: 1/Battle
Kind: Physical
Range: Melee
Description: The user leads its allies in brutally striking the target.
Effect: The user makes a Tackle attack against the target that deals Dark-type damage. Up to four allies within 3 squares of the target can move adjacent to the target and make this same Dark-type tackle attack.

Bite

Type: Dark
Availability: At-Will
Attack Modifier: +2
Damage: 4d8
Kind: Physical
Range: Melee
Description: The user bites the target with nasty jaws.
Effect: Bite Flinches the target on 15+.

Crunch

Type: Dark
Availability: At-Will
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical
Range: Melee
Description: The user crushes the target in vicious jaws.
Effect: The target's DEF is reduced -1 CS on 17+



Dark Pulse

Type: Dark
Availability: At-Will
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: 8
Description: A horrible aura imbued with sinister malice tears at the target.
Effect: The target flinches on 17+

Dark Void

Type: Dark
Availability: 2/Battle
Attack Modifier: 0
Kind: Status
Range: Burst 4
Description: Darkness fills the area and the targets are forced into sleep.
Effect: Each target falls Asleep.

Embargo

Type: Dark
Availability: At-Will
Attack Modifier: +2
Kind: Status
Range: 6, Burst 1
Description: The user invokes dark energy to curse enemies from using items.
Effect: The target cannot use held items or have trainer items (such as potions) used on it for five turns.

Fake Tears

Type: Dark
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: 6
Description: The user feigns whimpers and cries.
Effect: The target's Sp.DEF is reduced -2 CSs.

Feint Attack

Type: Dark
Availability: At-Will
Attack Modifier: N/A
Damage: 4d8
Kind: Physical
Range: Melee
Description: The user psyches out the target and lands a quick strike.
Effect: Feint Attack cannot miss.

Flatter

Type: Dark
Availability: At-Will
Attack Modifier: +2
Kind: Status
Range: 6
Description: The user uses false praise and flattery to confuse the target.
Effect: Raise the target's Sp.Atk +1 CS. The target is confused.



Fling

Type: Dark

Availability: At-Will

Attack Modifier: +2

Damage: See Effect

Kind: Physical

Range: 6, Fling

Description: The user hurls its held item with startling force.

Effect: The user throws its held item. The damage tier is dependent on the item thrown, see Appendix A.

Foul Play

Type: Dark

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d10x2

Kind: Physical

Range: Melee

Description: The user manipulates the target into striking itself.

Effect: Deal damage using the target's Attack stat instead of the user's.

Hone Claws

Type: Dark

Availability: At-Will

Attack Modifier: N/A

Kind: Status

Range: Self

Description: The user sharpens its claws until they have razor edges.

Effect: The user's gains +2 to attack rolls for the rest of the battle and gains +1 ATK CS.

Knock Off

Type: Dark

Availability: 1/Battle

Attack Modifier: +2

Damage: 4d12

Kind: Physical

Range: Melee

Description: The user violently smashes whatever the target is holding, knocking it to the ground.

Effect: The target drops any held item, weapon, or item it is holding at the user's feet. Consumables knocked off this way are destroyed.

Memento

Type: Dark

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: 8

Description: The user sacrifices the rest of its strength to curse the target.

Effect: The user faints. The target has each of its stats reduced by -2 CS.

Nasty Plot

Type: Dark

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Description: The user allows violent, sinister thoughts to fill its mind.

Effect: The user increases Sp.ATK by +2 CS.

Night Daze

Type: Dark

Availability: 2/Battle

Attack Modifier: +1

Damage: 3d12x2

Kind: Special

Range: 4

Description: The user unleashes a pitch-black shockwave that surrounds the target.

Effect: The target receives -2 on attack rolls on 13+.

Night Slash

Type: Dark

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d12

Kind: Physical

Range: Melee, Rush, Line 3

Description: Seeing a prime opportunity, the user dashes past the target slashing as it goes.

Effect: When this move is used it targets all squares in a line 3. The user moves to the square at the end of that line. Night Slash is a Critical Hit on 18+

Parting Shot

Type: Dark

Availability: At-Will

Attack Modifier: +2

Kind: Status

Range: 6

Description: The user fires a parting shot at the target before switching out.

Effect: If the attack hits the target has its ATK and Sp.ATK reduced -1 CS and the user immediately is returned to its poké ball. An allied Pokémon can be deployed as a free action.

Payback

Type: Dark

Availability: 2/Battle

Attack Modifier: +2

Damage: 2d12**Kind:** Physical**Range:** Melee**Description:** The user lashes out in a vengeful fury.**Effect:** If the user has been hit this turn or last by the target Payback has a Damage tier of 10 (4d10x2) instead.

Punishment**Type:** Dark**Availability:** 2/Battle**Attack Modifier: +2****Damage tier: 4d8****Kind:** Physical**Range:** Melee**Description:** The user enacts retribution against the target for its built-up strength.**Effect:** Punishment's damage tier is raised by +1 for each bonus CS the target has.

Pursuit**Type:** Dark**Availability:** At-Will**Attack Modifier: +2****Damage: 2d8****Kind:** Physical**Range:** Melee**Description:** The user aggressively strikes the target in its exposed back.**Effect:** If the foe is fleeing or being switched out, Pursuit may be used as an Interrupt. When used as an Interrupt, Pursuit allows the user to move its movement speed towards the target and has a Damage tier of 8 (3d10x2).

Quash**Type:** Dark**Availability:** At-Will**Attack Modifier: +2****Kind:** Status**Range:** 10**Description:** The user interferes with the target and ruins its focus.**Effect:** The target has its bonus to initiative reduced to 0.

Snarl**Type:** Dark**Availability:** 2/Battle**Attack Modifier: +1****Damage: 4d8****Kind:** Special**Range:** Burst 2, Sonic**Description:** A deep guttural growl fills the user's chest, slamming those near it.**Effect:** Targets reduce their Sp.ATK by -1 CS.

Snatch**Type:** Dark**Availability:** 2/Battle**Attack Modifier: N/A****Kind:** Status**Range:** 6, Interrupt**Description:** The user wields dark power to reap the benefits of other's efforts.**Effect:** Snatch can only be used if a creature within 6 square uses a Buff or combat stage enhancing move. The user gains the benefits of the move instead.

Sucker Punch**Type:** Dark**Availability:** At-Will**Attack Modifier: +2****Damage: 3d10x2****Kind:** Physical**Range:** Melee**Description:** The user attacks with a cheap shot on an unprepared enemy.**Effect:** If an enemy within 6 squares targets the user with a damaging attack Sucker Punch may be used as an interrupt (taking its user into melee) against the attacker.

Switcheroo**Type:** Dark**Availability:** 1/Battle**Attack Modifier: +2****Kind:** Status**Range:** Melee**Description:** The user distracts the target and switches held items with sleight of hand.**Effect:** The target and the user switch held items.**Special:** This Pokémon gains +4 on stealth checks to pick pocket.

Taunt**Type:** Dark**Availability:** 2/Battle**Attack Modifier: +1****Kind:** Status**Range:** 6**Description:** The user enrages the target through mockery.**Effect:** The target must use damaging attack moves each turn (Mind save ends). The target has -3 on this mind save.

Thief**Type:** Dark**Availability:** At-Will**Attack Modifier: +2****Damage: 4d8****Kind:** Physical**Range:** Melee

Description: The Pokémon mugs the target.
Effect: The user steals the target's held item.

Topsy-Turvy

Type: Dark
Availability: 2/Battle
Attack Modifier: 0
Kind: Status
Range: 6

Description: Dark forces surround the target and reverse its changes.

Effect: Any changes to combat stages on the target are reversed (positive steps become negative, negative steps become positive).

Torment

Type: Dark
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: 10

Description: The user plagues the target so it must try something new.

Effect: The target cannot use the move it used last (Mind save ends). The target gets -4 on this mind save.

Dragon Moves

Draco Meteor

Type: Dragon
Availability: 1/Battle

Attack Modifier: 0
Damage: 3d12x3
Kind: Special
Range: 8, Blast 3

Description: Comets are summoned from the sky and explode around the target.

Effect: The user reduces its Sp.ATK by -2 CS.

Dragon Breath

Type: Dragon
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d8
Kind: Special
Range: Cone 3

Description: The user releases a gust of draconic power.

Effect: The target is paralyzed on an attack roll of 16+.

Dragon Claw

Type: Dragon
Availability: At-Will
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical
Range: Melee

Description: The user slashes the foe with sharp claws.

Effect: None

Dragon Dance

Type: Dragon



Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Description: The user roars as it looks towards the sky.
Effect: The users ATK and SPD are raised +1 CS.

Dragon Pulse

Type: Dragon
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d12x2
Kind: Special
Range: Burst 3
Description: The user unleashes a shockwave of draconic energy around it.
Effect: None

Dragon Rage

Type: Dragon
Availability: 2/Battle
Attack Modifier: +2
Damage: None, see effect
Kind: Special
Range: 4
Description: The target is hit with a precise bolt of energy.
Effect: Dragon rages deals 40 damage.

Dragon Rush

Type: Dragon
Availability: At-Will

Attack Modifier: 0
Damage: 4d10x2
Kind: Physical
Range: Melee, Rush, Knockback
Effect: The target flinches on 17+.

Dragon Tail

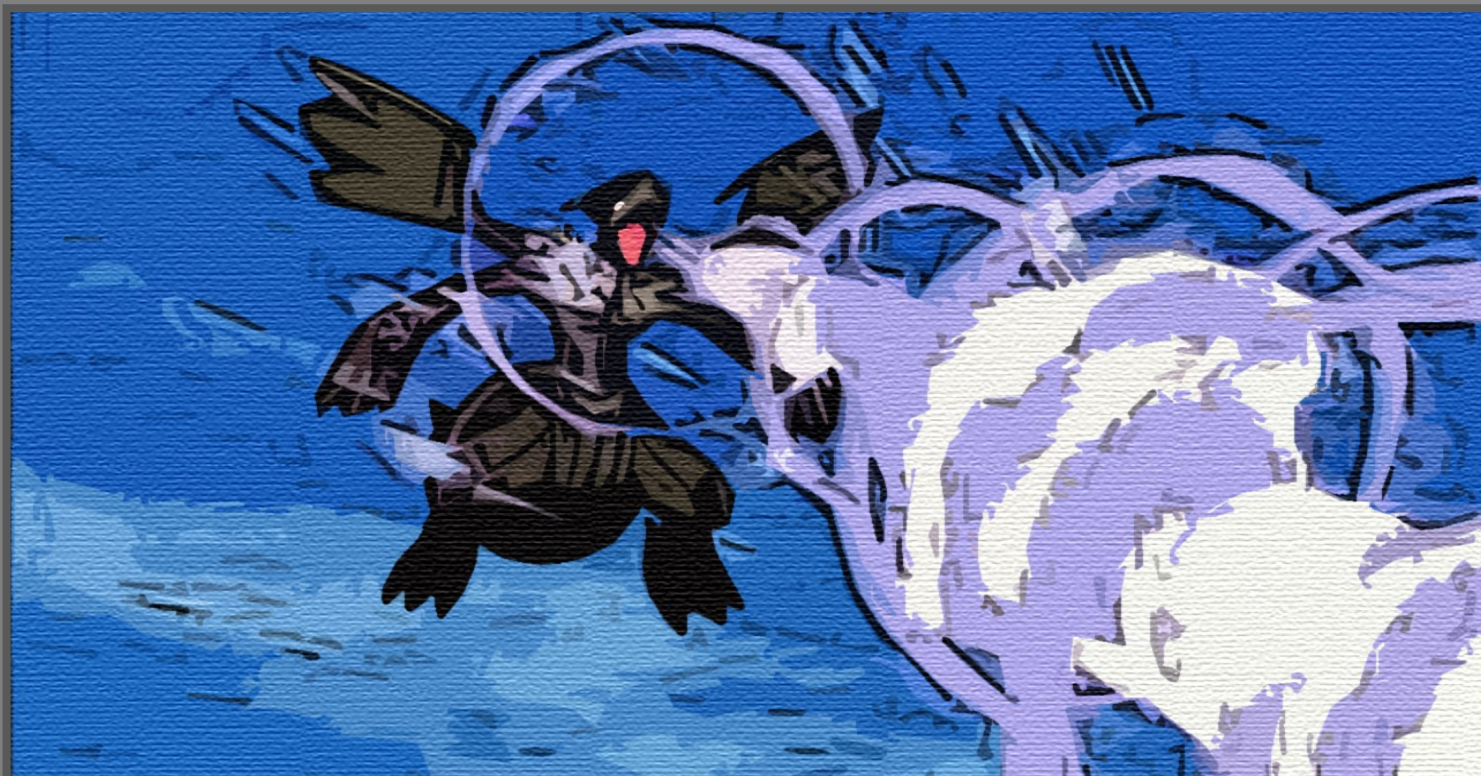
Type: Dragon
Availability: 1/Battle
Attack Modifier: +1
Damage: 4d8
Kind: Physical
Range: Melee, Knockback
Description: The target is slammed by the user's powerful tail.
Effect: The user receives +3 on its knockback roll. If the target is knocked back into its trainer it is forced back into its poké ball and its trainer can send out another Pokémon in its place.

Dual Chop

Type: Dragon
Availability: 2/Battle
Attack Modifier: +1
Damage: 2d12
Kind: Physical
Range: Melee, Double Strike
Description: The user attacks twice in rapid succession.
Effect: None

Outrage

Type: Dragon



Availability: 2/Battle
Attack Modifier: +1
Damage: 5d10x2
Kind: Physical
Range: Burst 1
Description: The user goes on a rampage.
Effect: The user must make an attack using this move's modifier, damage, and range again next turn after moving to ensure it affects as many enemy targets as possible. After the second use roll d20, on 10+ the user must make this attack once more next turn. If the user misses all valid targets after any of these attacks, Outrage ends.

Roar of Time

Type: Dragon
Availability: 2/Day
Attack Modifier: 0
Damage: 5d8x3
Kind: Special
Range: Line 6
Description: The emits a roar that tears through time.
Effect: The line is two squares wide. All legal targets are slowed (Mind save ends). The user must spend its next action resting.

Spacial Rend

Type: Dragon
Availability: 2/Day
Attack Modifier: +1
Damage: 4d10x2
Kind: Special
Range: 10
Description: The user rends the target and space with it.
Effect: Spacial rend is a critical on 15+.

Twister

Type: Dragon
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Special
Range: 8, Ranged Blast 3
Description: The user whips up a vicious tornado that tears at everything in the area.
Effect: The Blast 3 area stretches into a column 12 squares high. Targets flinch on 16+.

Electric Moves

Bolt Strike

Type: Electric
Availability: Daily
Attack Modifier: -1

Damage: 3d12x3
Kind: Physical
Range: Melee, Rush, Line 6
Description: The user surrounds itself with electricity and charges the enemy.
Effect: When this move is used it targets all squares in a line 6. The user moves to the square at the end of that line. Targets are paralyzed on 17+.

Charge

Type: Electric
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Description: The user gathers electricity inside its body.
Effect: The damage tier of any Electric-type moved used by the user next turn is doubled. The user raises its Sp.DEF by +1.

Charge Beam

Type: Electric
Availability: At-Will
Attack Modifier: 0
Damage: 2d12
Kind: Special
Range: 6
Description: The user fires a concentrated bundle of electricity.
Effect: The user raises its Sp.ATK by +1 CS on an attack roll of 6+.

Discharge

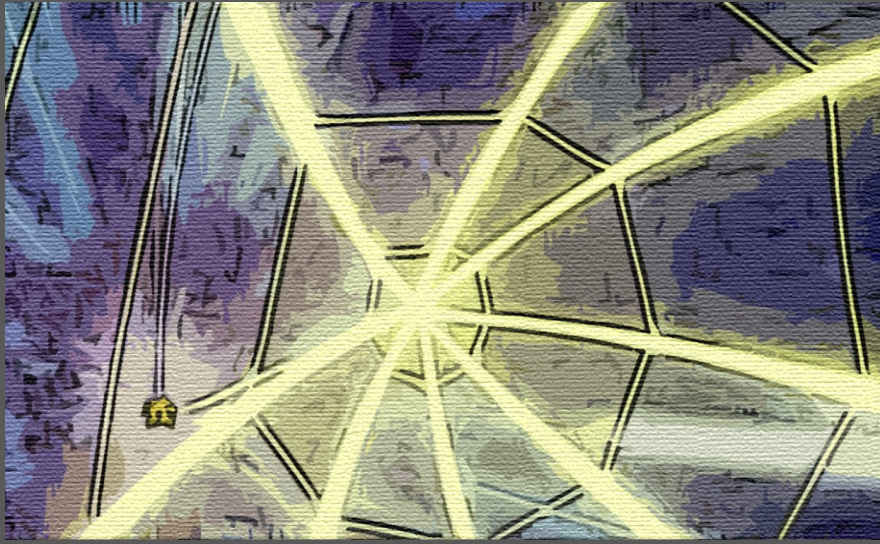
Type: Electric
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: Burst 2
Description: The user unleashes a massive flare of electricity around it.
Effect: Targets are paralyzed on 15+.

Eerie Impulse

Type: Electric
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: 6
Description: The user generates a field of strange static around the target.
Effect: Lower the Sp.ATK of the target by -2 CS.
Special: Grants Luminous

Electric Terrain

Type: Electric



Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Burst 10
Description: The user electrifies the ground.
Effect: The area becomes Electric terrain for 5 turns. While in Electric Terrain creatures cannot fall asleep. Electric-type moves increase their damage tier by 50% (rounded down).

Electrify

Type: Electric
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 6
Description: The user energizes the target's next move with electricity.
Effect: All attacks made by the target become Electric-type until the start of the user's next turn. If the target gets hit by an Electric-type move before it makes its attack, it does not need to spend a turn charging that attack even if it usually requires it.

Electro Ball

Type: Electric
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d8
Kind: Special
Range: 8
Description: The user hurls an electric orb at the target that crackles with electricity.
Effect: Compare the Speed Stats of the user and the Target. If the target's speed is equal to or greater than the user's then Electro Ball deals 4d8 damage. If the target's speed is

50% to 99% of the user's speed, this move deals 3d10x2. If the target's speed is 30%-49% the user's speed, this move deals 4d10x2. If the target's speed is .1%-29% the user's speed, it deals 3d12x3.

Electroweb

Type: Electric
Availability: 2/Battle
Attack Modifier: +1
Damage: 4d8
Kind: Special
Range: 6, Blast 2
Description: The user flings a large electrified web over an area.
Effect: Targets reduce their SPD -1 CS.

Fusion Bolt

Type: Electric
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d10x2
Kind: Physical
Range: 8
Description: the user calls down a giant thunderbolt of energy.
Effect: Fusion Bolt has its damage tier doubled if Fusion Flare was used this turn.

Ion Deluge

Type: Electric
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Burst 8, Priority
Description:
Effect: All Normal-type moves in the area become Electric-type until the end of the user's next turn.

Magnet Rise

Type: Electric
Availability: 2/Day
Attack Modifier: +2
Kind: Status
Range: Self, Move Action
Description: The user levitates off the ground using electrically generated magnetism.
Effect: The user becomes immune to Ground-type attacks for five turns and floats 1 square off the ground.
Special: Grants Magnetic

Magnetic Flux

Type: Electric
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Burst 6

Description:

Effect: All allies with Plus or Minus abilities gain +1 DEF and Sp.DEF CS.

Nuzzle

Type: Electric

Availability: 2/Battle

Attack Modifier: +2

Damage: 1d12

Kind: Physical

Range: Melee

Description: The user attacks by nuzzling its electrified cheeks against the target.

Effect: The target is paralyzed.

Parabolic Charge

Type: Electric

Availability: 1/Battle

Attack Modifier: 0

Damage: 2d12

Kind: Special

Range: Burst 1

Description: The user explodes electricity around it, absorbing energy from those it hits.

Effect: The user regains HP equal to half the damage dealt.

Special: Grants Generator

Shock Wave

Type: Electric

Availability: At-Will

Attack Modifier: N/A

Damage: 4d8

Kind: Special

Range: 6

Description: The user strikes with a quick jolt of electricity.

Effect: Shock Wave cannot miss.

Spark

Type: Electric

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d8

Kind: Physical

Range: Melee

Description: The user tackles the target while electrically charged.

Effect: The target is paralyzed on 15+.

Thunder

Type: Electric

Availability: 1/Battle

Attack Modifier: -3

Damage: 4d12x2

Kind: Special

Range: 10

Description: The user summons a wicked thunderbolt from the sky to drop on the target.

Effect: If it is raining Thunder has a +2 attack modifier. The target is paralyzed on a roll of 15+.

Thunder Fang

Type: Electric

Availability: At-Will

Attack Modifier: +1

Damage: 4d12

Kind: Physical



Range: Melee

Description:

Effect: The target flinches on 19+. Roll 1d20. On a roll of 17-18, the target is paralyzed.

Thunder Punch

Type: Electric

Availability: At-Will

Attack Modifier: +2

Damage: 3d10x2

Kind: Physical

Range: Melee

Description:

Effect: The target is paralyzed on 19+.

Thunder Shock

Type: Electric

Availability: At-Will

Attack Modifier: +2

Damage: 2d8

Kind: Special

Range: 4

Description:

Effect: The target is paralyzed on 19+.

Thunder Wave

Type: Electric

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: 6

Description:

Effect: The target is paralyzed. This attack cannot miss.

Thunderbolt

Type: Electric

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d12x2

Kind: Special

Range: 4

Description:

Effect: The target is paralyzed on 19+.

Volt Switch

Type: Electric

Availability: At-Will

Attack Modifier: +2

Damage: 4d12

Kind: Special

Range: 5

Description:

Effect: If the user hits the target the user is immediately switched-out and a new Pokémon can be deployed as a free action.

Volt Tackle

Type: Electric

Availability: 2/Battle

Attack Modifier: +2

Damage: 5d10x2

Kind: Physical

Range: Melee, Rush

Description:

Effect: The target is paralyzed on 19+. The user takes recoil damage equal 1/3 of the damage it dealt.

Wild Charge

Type: Electric

Availability: At-Will

Attack Modifier: +2

Damage: 3d12x2

Kind: Physical

Range: Melee, Rush, Line 3

Description:

Effect: When this move is used it targets all squares in a line 3. The user moves to the square at the end of that line. The user takes recoil damage equal 1/4 of the damage it dealt to the last target hit.

Zap Cannon

Type: Electric

Availability: At-Will

Attack Modifier: -5

Damage: 5d10x2

Kind: Special

Range: 12

Description:

Effect: The target is paralyzed even if the attack roll misses.

Fairy Moves

Aromatic Mist

Type: Fairy

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Burst 1

Description:

Effect: All targets have their Sp.DEF raised by +1 CS.

Baby-Doll Eyes

Type: Fairy

Availability: 2/Battle

Attack Modifier: +2

Kind: Status

Range: 5, Priority

Description:

Effect: The target's ATK is lowered 1 CS.

Charm

Type: Fairy
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: 6
Effect: The target lowers its ATK by -2 CS.

Crafty Shield

Type: Fairy
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 6, Interrupt
Description:
Effect: The user intercepts a status attack for its allies. Crafty Shield may be used from 6 squares away from the attack's path. Crafty shield allows the user to intercept for up to 3 allies as long as they are with range. The user and protected allies suffer no effects of the attack.

Dazzling Gleam

Type: Fairy
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: Cone 3
Description:
Effect: None

Disarming Voice

Type: Fairy
Availability: At-Will
Attack Modifier: N/A
Damage: 2d8
Kind: Special
Range: Burst 1
Description:
Effect: Disarming Voice cannot miss.

Draining Kiss

Type: Fairy
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d12
Kind: Special
Range: Melee
Description:
Effect: The user regains HP equal to 75% of the damage dealt.

Fairy Lock

Type: Fairy
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Burst 5
Description:
Effect: Until the end of the user's next turn all Pokémon in the area are Trapped and the movement cost of all movement away from the user is doubled.

Fairy Wind

Type: Fairy
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Special
Range: Line 3
Description:
Effect: None

Flower Shield

Type: Fairy
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Burst 7
Description:
Effect: Grass-type Pokémon raise their DEF by +1 CS.

Geomancy

Type: Fairy
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Description:
Effect: The user spends this turn charging energy. On its next turn it spends its action to raise its Sp.ATK, Sp.DEF, and SPD by +2 CS.

Misty Terrain

Type: Fairy
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Burst 10
Description:
Effect: The area becomes Misty terrain for 5 turns. While in Misty Terrain creatures cannot fall be afflicted with new status conditions. Dragon-type moves entering the area or starting within have their damage halved (after other damage calculations).

Moonblast

Type: Fairy

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d10x2

Kind: Special

Range: 6, Burst 1

Description:

Effect: The target's Sp.ATK is reduced -1 CS on 15+.

Moonlight

Type: Fairy

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: Self

Description:

Effect: The user regains 50% HP in normal, clear weather. It regains 25% HP in rain, hail, or a sandstorm. It regains 75% HP in harsh sunlight or under clear moonlight.

Play Rough

Type: Fairy

Availability: 2/Battle

Attack Modifier: 0

Damage: 3d12x2

Kind: Physical

Range: Melee

Description:

Effect: The target's ATK is reduced -1 CS on 19+.

Sweet Kiss

Type: Fairy

Availability: 1/Battle

Attack Modifier: +0

Damage: N/A

Kind: Status

Range: Melee

Description:

Effect: The target is confused (Mind save ends).

Fighting Moves

Arm Thrust

Type: Fighting

Availability: 2/Battle

Attack Modifier: 0

Damage: 1d12

Kind: Physical

Description:

Range: Melee, Multistrike

Description:

Effect: None



Aura Sphere

Type: Fighting
Availability: 2/Battle
Attack Modifier: N/A
Damage: 3d10x2
Kind: Special
Range: 5
Description:
Effect: Aura Sphere cannot miss.

Brick Break

Type: Fighting
Availability: At-Will
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical
Range: Melee
Description:
Effect: Brick Break destroys any hazards from Light Screen or Reflect in a Burst 1 around the user. This move ignores 20 defense of objects.

Bulk Up

Type: Fighting
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Self

Description:

Effect: Increase the user's ATK and DEF by +1 CS.

Circle Throw

Type: Fighting
Availability: 1/Battle
Attack Modifier: 0
Damage: 4d8
Kind: Physical
Range: Melee, Knockback
Description:
Effect: The user knocks the target back in any direction it chooses. If the target lands on its trainer it is forced to return to its Poké ball (after knockback damage) and another random Pokémon is drawn out. The user gets +2 on this knockback check.

Close Combat

Type: Fighting
Availability: 2/Battle
Attack Modifier: +2
Damage: 5d10x2
Kind: Physical
Range: Melee
Description:
Effect: Reduce the user's DEF and Sp.DEF by -1 CS.

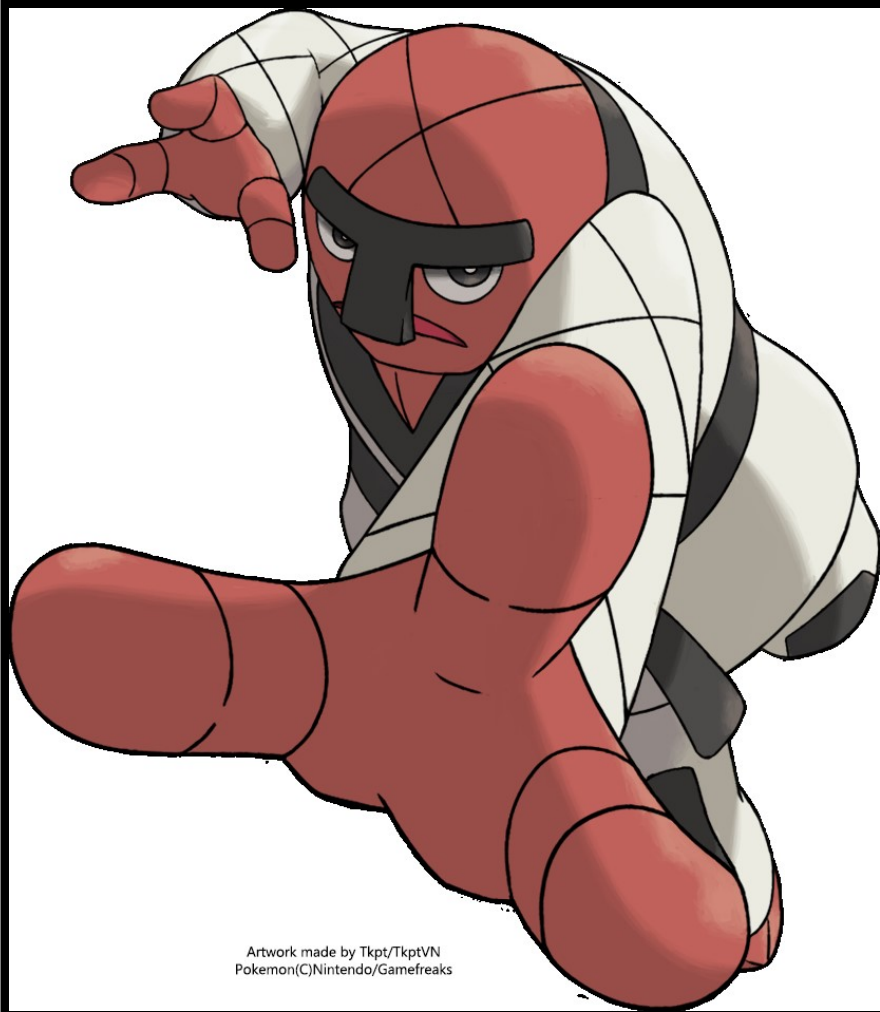
Counter

Type: Fighting
Availability: 2/Day
Attack Modifier: N/A
Kind: Physical
Range: Any, Interrupt
Description:
Effect: The user can activate this move after being hit by a physical move. The user deals twice as much damage as it just received.

Cross Chop

Type: Fighting
Availability: 1/Battle
Attack Modifier: 0
Damage: 4d10x2
Kind: Physical
Range: Melee
Effect: This move is a critical hit on 16+.





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TkptVN, Deviant Art

Detect

Type: Fighting
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self, Interrupt
Effect: If the user is hit by a Move, the user may use Detect. The attack misses and has no effect on the user.

Double Kick

Type: Fighting
Availability: At-Will
Attack Modifier: +1
Damage: 2d6
Kind: Physical
Range: Melee, Double Strike
Effect: None

Drain Punch

Type: Fighting
Availability: 2/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Physical

Range: Melee

Effect: The user regains HP equal to 50% of the damage dealt.

Dynamic Punch

Type: Fighting

Availability: At-Will

Attack Modifier: -5

Damage: 4d10x2

Kind: Physical

Range: Melee

Effect: The target is confused (Body save ends).

Final Gambit

Type: Fighting

Availability: 1/Battle

Attack Modifier: +2

Range: Melee

Effect: The user is reduced to 0 HP. The target receives damage equal to the amount of HP lost by the user when reduced to 0.

Flying Press

Type: Fighting

Availability: At-Will

Attack Modifier: +1

Damage: 3d10x2

Kind: Physical

Range: Melee, Rush

Effect: Half of the damage dealt is Flying-type, the other half is Fighting-type.

Focus Blast

Type: Fighting

Availability: 1/Day

Attack Modifier: -3

Damage: 5d10x2

Kind: Special

Range: Line 6

Effect: The target has its Sp.DEF reduced by -1 CS on 19+.

Focus Punch

Type: Fighting

Availability: 2/Battle

Attack Modifier: +2

Damage: 8d8x2

Kind: Physical

Range: Melee, Priority

Effect: At the beginning of a round (before any turns take place) the User can use Focus Punch. The user spends the rest of the turn gathering focus and energy. After all other combatants have taken their turn, the user can move its speed and make an attack using Focus Punch's attack modifier, damage, and range. If the user is dealt damage before it can make this attack, it loses focus and the attack fails.

Force Palm

Type: Fighting

Availability: At-Will

Attack Modifier: +2

Damage: 4d8

Kind: Physical

Range: Melee

Effect: Force Palm Paralyzes the target on 18+.

Hammer Arm

Type: Fighting

Availability: 2/Battle

Attack Modifier: +1

Damage: 4d10x2

Kind: Physical

Range: Melee

Effect: The user reduces their SPD by -1 CS.

High Jump Kick

Type: Fighting

Availability: 2/Battle

Attack Modifier: +1

Damage: 3d12x3

Kind: Physical

Range: Melee, Rush

Effect: The user takes 50% of its max HP in damage if it misses the target.

Jump Kick

Type: Fighting

Availability: At-Will

Attack Modifier: +2

Damage: 4d10x2

Kind: Physical

Range: Melee, Rush

Effect: The user takes 50% of its max HP in damage if it misses the target.

Karate Chop

Type: Fighting

Availability: At-Will

Attack Modifier: +2



Damage: 2d12
Kind: Physical
Range: Melee
Effect: This attack is a critical hit on 17+.

Low Kick

Type: Fighting
Availability: 2/Battle
Attack Modifier: +2
Damage: See Effect
Kind: Physical
Range: Melee, Weight Class
Effect: Low kick has a damage tier of 3 against targets weighing between 0.1-10 kg. It has a damage tier of 5 against targets weighing 10.1-25 kg. Every 15 kg range increases the damage base by 2 (for a max damage tier of 12 against targets weighing 200 kg or more).

Low Sweep

Type: Fighting
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee
Effect: The target reduces its SPD by -1 CS.

Mach Punch

Type: Fighting
Availability: At-Will
Attack Modifier: +2
Damage: 2d8

Kind: Physical
Range: Melee, Priority
Effect: None.

Mat Block

Type: Fighting
Availability: Daily
Attack Modifier: N/A
Range: Burst 1
Effect: If the user intercepts an attack for an ally Mat Block may be used as a free action to allow the user to intercept the attack for all allies in range. The user and protected allies suffer no effects of the attack. You may only use Mat Block during the first round the user is deployed (redeploying allows another use of Mat Block).

Power-Up Punch

Type: Fighting
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee
Effect: The user increases its ATK by +1 CS.

Quick Guard

Type: Fighting
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Interrupt
Effect: If the user intercepts a priority attack for an ally Quick Guard may be used as an interrupt to allow the user to intercept the attack for an additional ally. The additional ally must be adjacent to the first. The user and protected allies suffer no effects of the attack.

Revenge

Type: Fighting
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d8
Kind: Physical
Range: Melee
Effect: This attack has its damage tier increased from 6 to 10 (4d10x2) if it hits a target that dealt damage to the user this round.



Reversal

Type: Fighting

Availability: 2/Battle

Attack Modifier: +2

Damage: 2d6

Kind: Physical

Range: Melee

Effect: Reversal gains +2 damage tiers (2d12) if the user is below 70% max HP. It gains +4 damage tiers (4d12) if it is below 40% max HP. It gains +6 damage tiers (3d12x2) if the user is below 10% max HP. It gains +8 damage tiers (4d12x2) if the user is below 5% max HP.

Rock Smash

Type: Fighting

Availability: At-Will

Attack Modifier: +2

Damage: 2d8

Kind: Physical

Range: Melee

Effect: The target reduces its DEF by -1 CS on 11+. This attack ignores 35 defense of objects.

Rolling Kick

Type: Fighting

Availability: At-Will

Attack Modifier: 0

Damage: 4d8

Kind: Physical

Range: Melee

Effect: The target flinches on 15+.

Sacred Sword

Type: Fighting

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Physical

Range: Melee

Effect: The user ignores any changes to the target's DEF CS or any bonus to evasion from moves or abilities.

Secret Sword

Type: Fighting

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Special

Range: Melee

Effect: The target uses its Defense stat when calculating damage, not its Sp.Defense stat.

Seismic Toss

Type: Fighting

Availability: 2/Battle

Attack Modifier: +2

Kind: Status

Range: Melee

Effect: The target loses Hit Points equal to the level of Seismic Toss' user x 5.

Sky Uppercut

Type: Fighting

Availability: At-Will

Attack Modifier: 0

Damage: 3d12x2

Kind: Physical

Range: Melee

Effect: The user can target enemies up to 10 squares in the air.

Storm Throw

Type: Fighting

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d8

Kind: Physical

Range: Melee

Effect: Storm throw is always a critical hit.

Submission

Type: Fighting

Availability: At-Will

Attack Modifier: -2

Damage: 3d10x2

Kind: Physical

Range: Melee

Effect: The user takes recoil damage equal 1/4 of the damage it dealt. The user may use this attack as the action to initiate a grab (see pg. 77).

Superpower

Type: Fighting

Availability: 2/Battle

Attack Modifier: +2

Damage: 5d10x2

Kind: Physical

Range: Melee

Effect: The user reduces its ATK and DEF by -1 CS.

Triple Kick

Type: Fighting
Availability: At-Will
Attack Modifier: +1
Damage: 1d10
Kind: Physical
Range: Melee, Doublestrike
Effect: Triple Kick follows the rules for Doublestrike moves except the user can make three attacks. The 2nd kick that hits deals 2d8. The third kick that hits deals 4d8.

Vacuum Wave

Type: Fighting
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Special
Range: 4, Priority,
Effect: None.

Vital Throw

Type: Fighting
Availability: 2/Battle
Attack Modifier: N/A
Damage: 4d12
Kind: Physical
Range: Melee, Knockback
Effect: This attack can only be used if the user is going last in a round (the trainer can choose to wait until then, as normal). The user gains +2 on the knockback check.

Wake-Up Slap

Type: Fighting
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d8
Kind: Physical
Range: Melee
Effect: If the target is asleep double the damage tier of Wake-up Slap (to 5d10x2). The target wakes up.

Fire Moves

Blast Burn

Type: Fire
Availability: 2/Day
Attack Modifier: 0
Damage: 5d8x3
Kind: Special
Range: 5, Blast 2
Effect: This attack causes the user to lose its next set of actions.

Blaze Kick

Type: Fire
Availability: 2/Battle
Attack Modifier: 0
Damage: 3d10x2
Kind: Physical
Range: Melee
Effect: Blaze Kick is a critical hit on 18+. Roll d20. On a roll of 19+ the target is burned.

Blue Flare

Type: Fire
Availability: 2/Battle
Attack Modifier: -1
Damage: 3d12x3
Kind: Special
Range: 8
Effect: The target is burned on 17+.

Ember

Type: Fire
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Special



Range: 4
Effect: The target is burned on 18+.
Special: Grants Firestarter

Eruption

Type: Fire
Availability: Daily
Attack Modifier: 0
Damage: 5d8x3
Kind: Special
Range: 6, Burst 3
Description: The user unleashes a plume of fire that explodes around the target.
Effect: The damage tier of this attack is reduced by the percentage of HP the user is missing, rounded down.

Fiery Dance

Type: Fire
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: Melee
Effect: The user increases its Sp.ATK by +1 CS on 11+.

Fire Blast

Type: Fire
Availability: 1/Battle
Attack Modifier: 0
Damage: 4d12x2

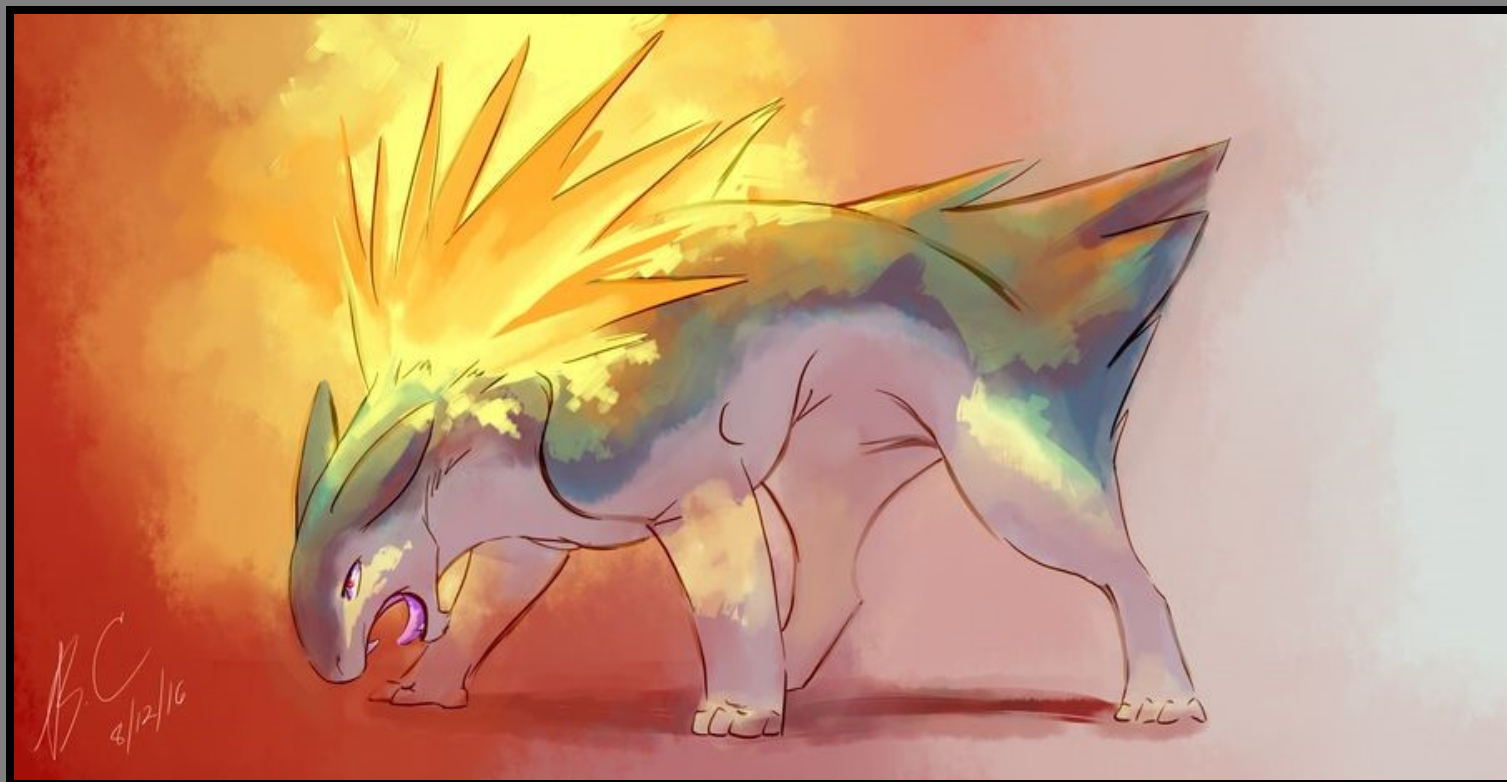
Kind: Special
Range: 6, Burst 2
Effect: The target is burned on 19+.

Fire Fang

Type: Fire
Availability: At-Will
Attack Modifier: +1
Damage: 4d12
Kind: Physical
Range: Melee
Effect: The target flinches on 19+. Roll 1d20. On a roll of 19+ the target is burned.

Fire Pledge

Type: Fire
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: 6
Effect: This move can be used either as an attack or a pledge. When used as an attack it functions as above but if a Grass Pledge has been made this turn by an ally within 10 squares Fire Pledge instead deals 5d8x3 damage and creates a burst 3 field of fire around the target. Entering this fire or starting a turn in it deals 1/8 Max HP damage to non-fire-types and the fire fades



after four rounds. If this move is used as a Pledge it deals no damage and can boost the effects of a Water Pledge.

Fire Lash

Type: Fire

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Physical

Range: 3

Effect: The target has its DEF reduced by -1 CS.

Fire Punch

Type: Fire

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Physical

Range: Melee

Effect: The target is burned on 19+.

Fire Spin

Type: Fire

Availability: 2/Battle

Attack Modifier: 0

Damage: 2d8

Kind: Special

Range: 5

Effect: The target becomes engulfed in a whirling fire, taking 1/8 max HP at the end of each turn. While engulfed the Pokémon cannot be recalled to its poke ball and has

its movement speeds reduced by half. After taking the damage each turn the target can make a reflex save to end these effects.

Flame Burst

Type: Fire

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d12

Kind: Special

Range: 8, Burst 5

Effect: Targets in the burst do not take the move's rolled damage and instead lose 1/10 their max HP.

Flame Charge

Type: Fire

Availability: 2/Battle

Attack Modifier: +2

Damage: 2d12

Kind: Physical

Range: Melee, Rush, Line 3

Effect: When this move is used it targets all squares in a line 3. The user moves to the square at the end of that line. The user gains +1 SPD CS.

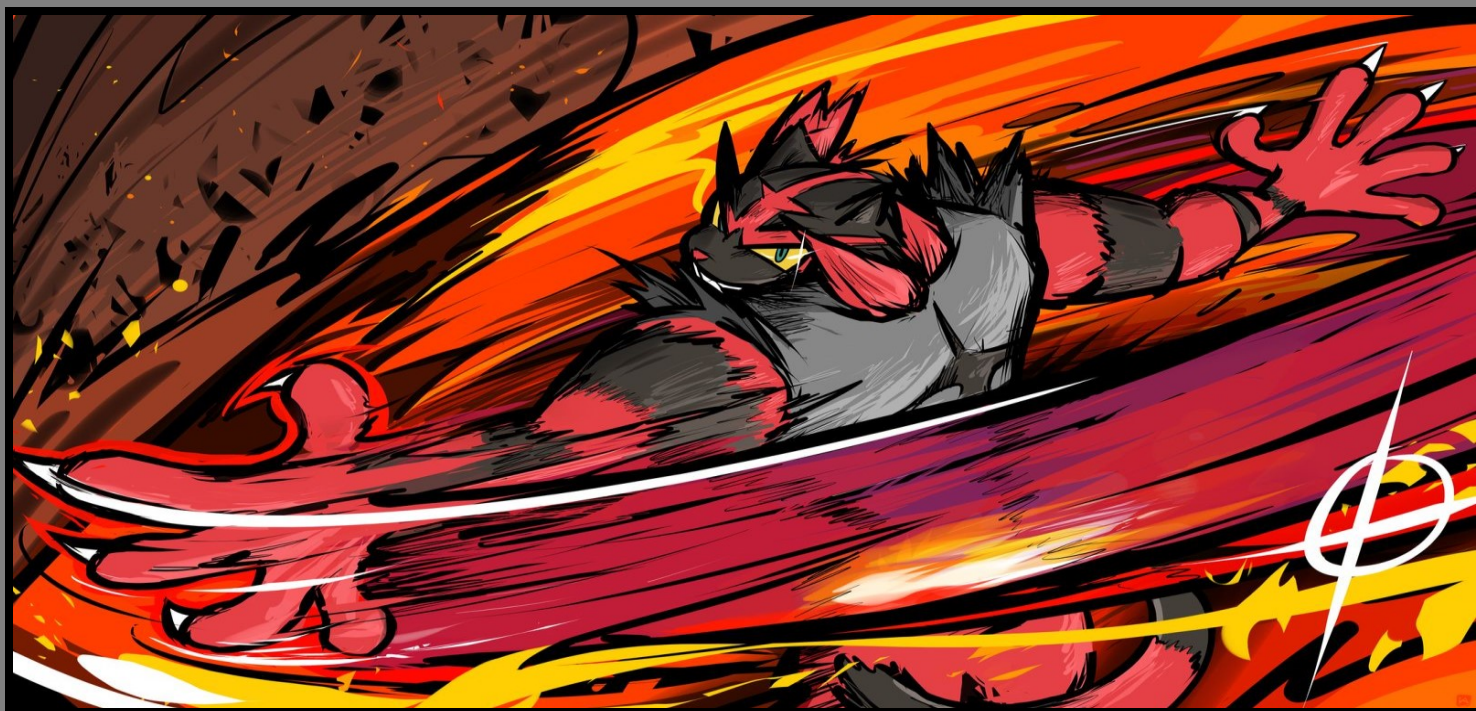
Flame Wheel

Type: Fire

Availability: At-Will

Attack Modifier: +2

Damage: 4d8



Kind: Physical
Range: Melee
Effect: If the user is Frozen it can use flame Wheel and thaws out before making the attack roll. The target is burned on 19+.

Flamethrower

Type: Fire
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d12x2
Kind: Special
Range: Cone 3
Effect: The target is burned on 19+.
Special: Grants Firestarter

Flare Blitz

Type: Fire
Availability: 2/Battle
Attack Modifier: +2
Damage: 5d10x2
Kind: Physical
Range: Melee, Rush, Knockback
Effect: The target is burned on 19+. The user takes recoil damage equal 1/3 of the damage it dealt (before knockback). The user gains +1 on its knockback roll.

Fusion Flare

Type: Fire
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d10x2
Kind: Special
Range: 8,
Effect: Fusion Flare will thaw the user out

before it makes its attack roll. Fusion Flare has its damage tier doubled if Fusion Bolt was used this turn.

Heat Crash

Type: Fire
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee, Rush
Effect: The user compares its weight with the target. If the target weighs less than 50% the weight of the user, increase the damage tier by 2 (4d8). If the target weighs less than 30% of the user's weight, the damage tier increases by 4 (3d10x2). If the target weighs less than 20% the weight of the user, increase the damage tier by 7 (4d12x2).

Heat Wave

Type: Fire
Availability: 1/Battle
Attack Modifier: 0
Damage: 4d10x2
Kind: Special
Range: Line 4
Effect: The line for this attack is 2 squares wide. The target is burned on 19+.

Incinerate

Type: Fire
Availability: At-Will
Attack Modifier: +2
Damage: 4d8



Kind: Special
Range: Line 3
Effect: Any consumable held item on the target is destroyed.

Inferno

Type: Fire
Availability: 1/Battle
Attack Modifier: -5
Damage: 4d10x2
Kind: Special
Range: 6
Effect: The target is burned.

Lava Plume

Type: Fire
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: Burst 2
Effect: The target is burned on 15+.

Magma Storm

Type: Fire
Availability: 1/Battle
Attack Modifier: -2
Damage: 4d10x2
Kind: Special
Range: 6
Effect: The target becomes surrounded in a firestorm, taking 1/8 max HP at the end of each turn. While surrounded the Pokémon cannot be recalled to its poke ball and has its movement speeds reduced by half. After taking the damage each turn the target can make a reflex save to end these effects.

Mystical Fire

Type: Fire
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special
Range: 6
Effect: The target reduces its Sp.ATK by -1 CS.

Overheat

Type: Fire
Availability: 1/Battle
Attack Modifier: 0
Damage: 3d12x3
Kind: Special
Range: 8, Burst 1
Effect: The user reduces its Sp.ATK by -2 CS.

Sacred Fire

Type: Fire
Availability: 2/Battle
Attack Modifier: +1
Damage: 4d10x2
Kind: Physical
Range: 6
Effect: The user thaws out before making its attack roll. The target is burned on 11+.

Searing Shot

Type: Fire
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d10x2
Kind: Special
Range: Burst 2
Effect: The target is burned on 15+.



Sunny Day

Type: Fire

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: Weather

Effect: The user changes the weather to Sunny for 5 rounds.

V-Create

Type: Fire

Availability: Daily

Attack Modifier: +1

Damage: 5d10x3

Kind: Physical

Range: Melee

Effect: The user reduces its DEF, Sp.DEF, and SPD by -1 CS.

Will-O-Wisp

Type: Fire

Availability: 2/Battle

Attack Modifier: -1

Kind: Status

Range: 6

Effect: The target is burned.

Flying Moves

Acrobatics

Type: Flying

Availability: 2/Battle

Attack Modifier: +2

Damage: 2d12

Kind: Physical

Range: Melee, Rush

Effect: If the user is not holding an item increase the damage tier by 4 (3d12x2).

Aerial Ace

Type: Flying

Availability: 2/Battle

Attack Modifier: N/A

Damage: 4d8

Kind: Physical

Range: Melee

Effect: Aerial Ace cannot miss.

Aeroblast

Type: Flying

Availability: Daily

Attack Modifier: +1

Damage: 4d10x2

Kind: Special

Range: Line 6

Effect: The line is two squares wide. The user scores a critical hit on 13+.

Air Cutter

Type: Flying

Availability: At-Will

Attack Modifier: +1

Damage: 4d8

Kind: Special

Range: Cone 3

Effect: The user scores a critical hit on 18+.

Air Slash

Type: Flying

Availability: 2/Battle

Attack Modifier: +1

Damage: 3d10x2

Kind: Special

Range: 6

Effect: The target flinches on 15+.

Bounce

Type: Flying

Availability: 2/Day

Attack Modifier: 0

Damage: 3d10x2

Kind: Physical

Range: Size

Effect: The user leaps into the air a number of squares equal to its fastest movement speed +2. Next turn it moves its fastest movement speed in any direction before it falls back down making an attack using Bounce's attack modifier and damage. Bounce targets an area equal to the squares taken by the user's size (Small and Medium 1 square, Large 2x2 squares, Huge 3x3 squares). It pushes all targets out of that area and occupies those squares after the attack ends. Bounce receives +1 damage tier for every 200 lbs. the user weighs.

Brave Bird

Type: Flying

Availability: 1/Battle

Attack Modifier: +2

Damage: 5d10x2

Kind: Physical

Range: Melee, Rush, Knockback

Effect: The user takes recoil damage equal 1/3 of the damage it dealt (before knockback). The User gains +1 on its knockback roll.



Chatter

Type: Flying
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special
Range: Burst 2
Effect: The target is confused.

Defog

Type: Flying
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Field, Weather
Effect: The Weather becomes normal and clear, and all Buffs and Hazards in a burst 10 are destroyed.

Drill Peck

Type: Flying
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical
Range: Melee, Rush
Effect: None

Feather Dance

Type: Flying
Availability: 1/Battle
Attack Modifier: +2
Kind: Status
Range: Line 4, Discerning

Effect: The target reduces its ATK by -2 CS.

Fly

Type: Flying
Availability: 1/Battle
Attack Modifier: +1
Damage: 3d10x2
Kind: Physical
Range: Melee, Rush
Effect: The user doubles its fly speed for this turn and next but cannot make attacks this round. On its next turn the user can make an attack using Fly's attack modifier and damage.

Gust

Type: Flying
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Special
Range: 4
Effect: Gust hits an area that is a column 8 squares tall above the target's square.

Hurricane

Type: Flying
Availability: 1/Battle
Attack Modifier: -3
Damage: 4d12x2
Kind: Special
Range: 4, Burst 1
Effect: Hurricane hits an area that is a column 10 squares tall above the burst 1. In rain Hurricane has a +2 attack modifier, in sunny weather it has a -6 attack modifier.

Mirror Move

Type: Flying
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 6
Effect: Mirror move becomes whatever attack was last used by the target, including range, modifier, and damage.

Oblivion Wing

Type: Flying
Availability: Daily
Attack Modifier: +2
Damage: 3d10x2
Kind: Special

Range: Melee

Effect: The user regains HP equal to 75% of the damage dealt.

Peck

Type: Flying

Availability: At-Will

Attack Modifier: +2

Damage: 2d8

Kind: Physical

Range: Melee

Effect: None

Pluck

Type: Flying

Availability: At-Will

Attack Modifier: +2

Damage: 4d8

Kind: Physical

Range: Melee

Effect: The user consumes any berries the target is holding.

Roost

Type: Flying

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user loses its Flying-type and Fly speed until the start of its next turn. The user regains 50% max HP.

Sky Attack

Type: Flying

Availability: 2/Day

Attack Modifier: 0

Damage: 5d12x2

Kind: Physical

Range: Melee, Rush

Effect: The user doubles its fly speed for this turn and next but cannot make attacks this round. On its next turn the user can make an attack using Sky Attack's attack modifier and damage. This attack flinches on 17+.

Sky Drop

Type: Flying

Availability: 1/Battle

Attack Modifier: +1

Damage: 4d8

Kind: Physical

Range: Melee

Effect: The user increases its fly speed by 3 for this and next turn then grabs its target (entering a grapple) before flying as high as possible. On its next turn it uses its action to release the Pokémon, which falls to the ground unless it has a fly speed.

Special: Sky Drop automatically fails if the target's weight is greater than the user's STRx40.

Tailwind

Type: Flying

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: Burst 5

Effect: Allies in the area increase their speed stat by 50%.

Wing Attack

Type: Flying

Availability: At-Will

Attack Modifier: +2

Damage: 4d8

Kind: Physical

Range: Melee

Effect: None.

Ghost Moves

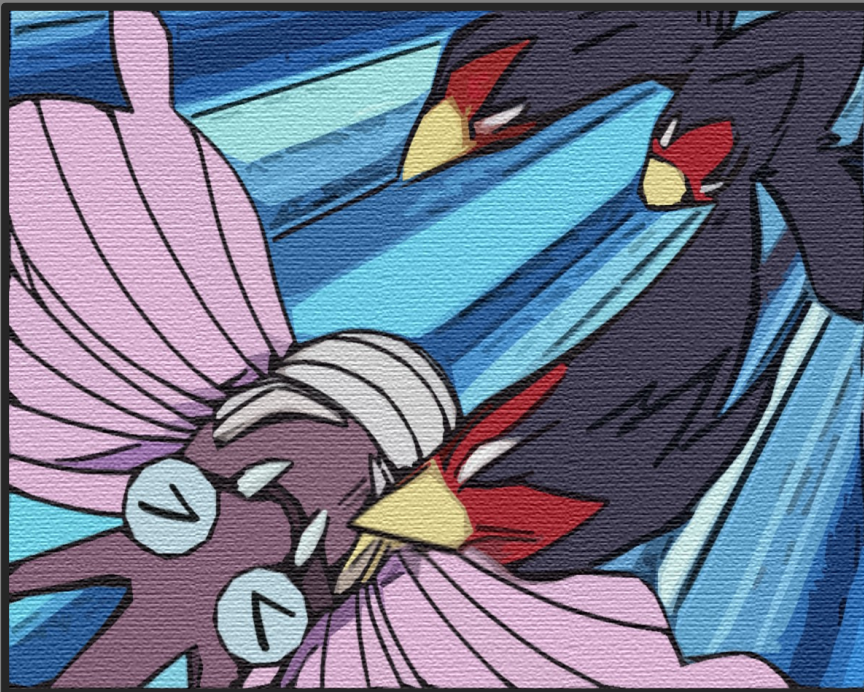
Astonish

Type: Ghost

Availability: At-Will

Attack Modifier: +2

Damage: 2d6



Kind: Physical
Range: Melee
Effect: The target flinches on 15+.

Confuse Ray

Type: Ghost
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 6
Effect: The target is Confused. Confuse Ray cannot miss.

Curse

Type: Ghost
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 6 or Self
Effect: If the user is a Ghost-type Pokémon the user loses 50% of its max HP and the target is Cursed, losing 25% of its HP each turn. If the user is not a Ghost-type Pokémon



reduces its SPD by -1 CS and increase its ATK and DEF by +1 CS.

Destiny Bond

Type: Ghost
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: Until the start of the user's next turn any enemy that reduces it to 0 HP also drops to 0 HP.

Grudge

Type: Ghost
Availability: Daily
Attack Modifier: N/A
Kind: Status
Range: 6, Interrupt
Effect: Until the start of the user's next turn any enemy that reduces it to 0 HP cannot use that attack again this day.

Hex

Type: Ghost
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special
Range: 6
Effect: If the target has a persistent status effect Hex increases its damage tier to 11 (4d12x2).



Lick

Type: Ghost

Availability: At-Will

Attack Modifier: +2

Damage: 2d6

Kind: Physical

Range: Melee

Effect: The target is paralyzed on 15+.

Night Shade

Type: Ghost

Availability: 2/Battle

Attack Modifier: +2

Kind: Special

Range: 8

Effect: The target loses HP equal to the user's level x5.. Do not apply weakness or resistance. Do not apply stats.

Nightmare

Type: Ghost

Availability: 2/Battle

Attack Modifier: +2

Kind: Status

Range: 4

Effect: If the target is asleep it loses 25% of its max HP each turn until it wakes up.

Ominous Wind

Type: Ghost

Availability: 1/Battle

Attack Modifier: +2

Damage: 4d8

Kind: Special

Range: Line 5

Effect: Roll d20. The user raises its ATK, DEF, Sp.ATK, Sp.DEF, and SPD by +1 CS on 19+.

Phantom Force

Type: Ghost

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d12x2

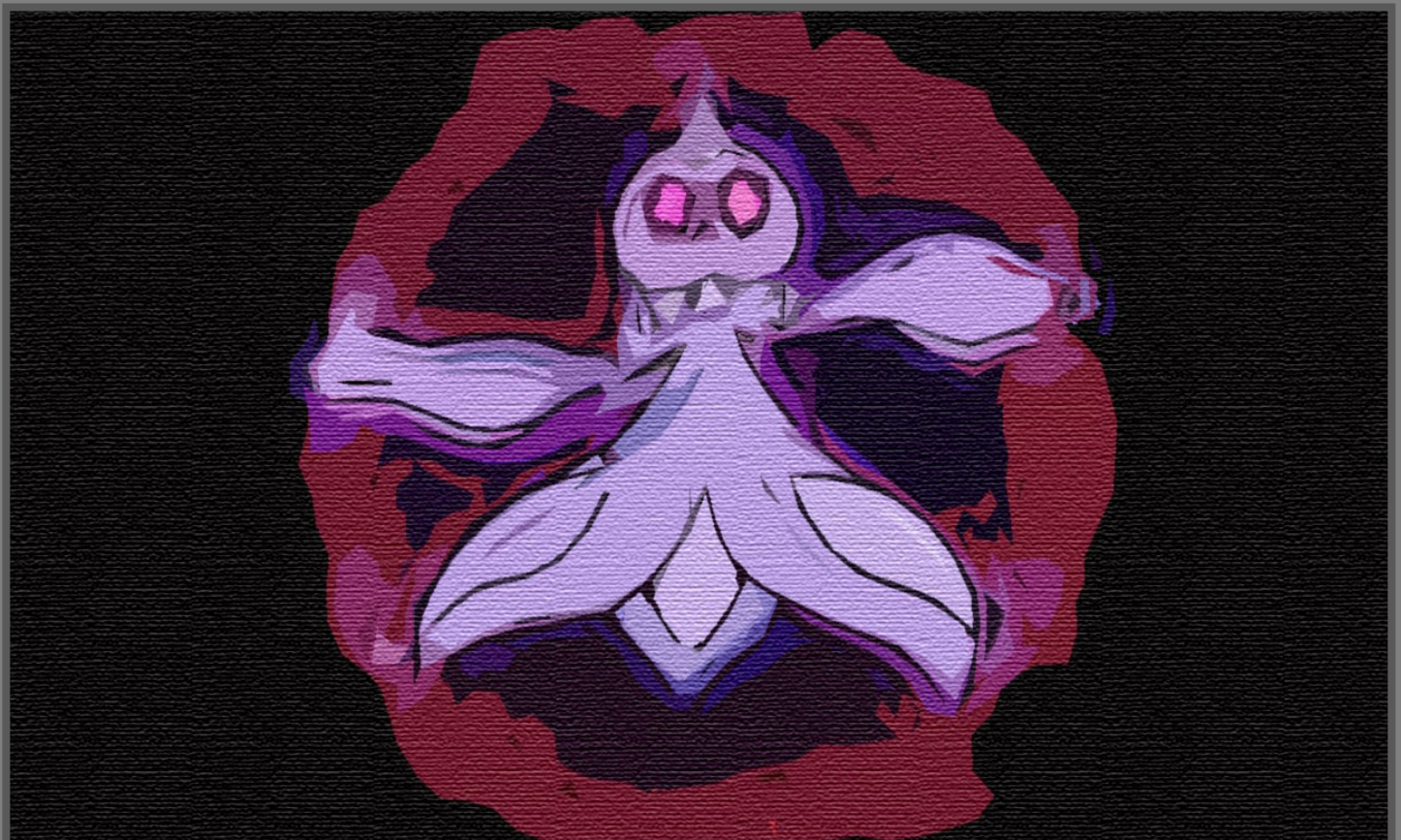
Kind: Physical

Range: Melee

Effect: The user vanishes from the battlefield until its turn begins next round. It then reappears anywhere within 10 squares of where it left and uses its action to make an attack with Phantom Force's attack modifier and damage.

Shadow Ball

Type: Ghost



Availability: At-Will
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: 6
Effect: The target reduces its Sp.DEF by -1 CS on 17+.

Shadow Claw

Type: Ghost
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee, Line 3
Effect: When this move is used it targets all squares in a line 3. The user moves to the square at the end of that line. Shadow Claw is a critical hit on 18+.

Shadow Force

Type: Ghost
Availability: Daily x3
Attack Modifier: +2
Damage: 5d10x2
Kind: Physical
Range: Melee
Effect: The user vanishes from the battlefield until its turn begins next round. It then reappears anywhere within 10 squares of where it left and uses its action to make an attack with Shadow Force's attack modifier and damage.

Shadow Punch

Type: Ghost
Availability: 2/Battle
Attack Modifier: N/A
Damage: 4d8
Kind: Physical
Range: 6
Effect: Shadow Punch cannot miss.

Shadow Sneak

Type: Ghost
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee, Priority
Effect: None.

Spite

Type: Ghost
Availability: 1/Battle
Attack Modifier: +2
Kind: Status
Range: 6
Effect: The availability of the last move used by the target is shifted one step less available.

Trick-or-Treat

Type: Ghost
Availability: 2/Daily
Attack Modifier: +2
Kind: Status
Range: 6
Effect: The target gains the Ghost-type until it switches out or the battle ends.

Grass Moves

Absorb

Type: Grass
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d8
Kind: Special
Range: 4
Effect: The user regains HP equal to 50% of the damage dealt.

Aromatherapy

Type: Grass
Availability: 1/Day
Attack Modifier: N/A
Kind: Status
Range: Burst 2
Effect: All allies in the burst are cured of one status condition of their choice.

Bullet Seed

Type: Grass
Availability: 2/Battle
Attack Modifier: 0
Damage: 2d6
Kind: Physical
Range: 6, Multistrike
Effect: None

Cotton Guard

Type: Grass
Availability: Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user increases its DEF by + 3 CSs.

Cotton Spore

Type: Grass
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: Cone 3
Effect: The target reduces its SPD by -2 CS.

Energy Ball

Type: Grass
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d12x2
Kind: Special
Range: 6
Effect: The target reduces its Sp.DEF by -1 CS on 19+.

Forest's Curse

Type: Grass
Availability: 2/Day
Attack Modifier: +2
Kind: Status
Range: 6
Effect: The target gains the Grass-type until it switches out or the battle ends.

Frenzy Plant

Type: Grass
Availability: 2/Day
Attack Modifier: 0
Damage: 5d8x3
Kind: Special
Range: Line 6
Effect: At the final square of the line this attack hits in a burst 1. This attack causes the user to lose its next set of actions.

Giga Drain

Type: Grass
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: 6
Effect: The user regains HP equal to 50% of the damage dealt.

Grass Knot

Type: Grass
Availability: 2/Battle
Attack Modifier: +2
Damage: See Effect
Kind: Special
Range: 6
Effect: Grass has a damage tier of 3 against targets weighing between 0.1-10 kg. It has a damage tier of 5 against targets weighing 10.1-25 kg. Every 15 kg range increases the damage base by 2 (for a max damage tier of 12 against targets weighing 200 kg or more).

Grass Pledge

Type: Grass
Availability: Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: 6
Effect: This move can be used either as an attack or a pledge. When used as an attack it functions as above but if a Water Pledge has been made this turn by an ally within 10 squares Grass Pledge instead deals 5d8x3 damage and creates a burst 4 swamp around the target. While in this swamp Speed stats are reduced by 75% and it counts as difficult terrain, this swamp fades after four rounds. If this move is used as a Pledge it deals no damage and can boost the effects of a Fire Pledge.

Grass Whistle

Type: Grass
Availability: 1/Battle
Attack Modifier: -6
Kind: Status
Range: 6
Effect: The target falls asleep.

Grassy Terrain

Type: Grass
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Burst 10
Effect: The area becomes Electric terrain for 5 turns. While in Electric Terrain creatures cannot fall asleep. Electric-type moves increase their damage tier by 50% (rounded down).

Horn Leech

Type: Grass
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical
Range: Melee
Effect: The user regains HP equal to 50% of the damage dealt.

Ingrain

Type: Grass
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self, Buff
Effect: The user shoots roots into the ground, becoming immobilized. At the end of each turn the user regains 10% of its max HP. While rooted the user is grounded and can be hit by Ground-type moves even if it usually could not be due to Levitate or being Flying-type. The user cannot be switched out (by its trainer or an enemy) unless the user is a Grass-type and allows it.

Leaf Blade

Type: Grass
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d12x2
Kind: Physical
Range: Melee, Line 3
Effect: When this move is used it targets all squares in a line 3. The user moves to the square at the end of that line. Leaf Blade is a Critical Hit on 18+.

Leaf Storm

Type: Grass
Availability: 1/Battle
Attack Modifier: 0
Damage: 3d12x3
Kind: Special
Range: 8, Blast 3
Effect: The user's Sp.ATK is reduced by -2 CS.

Leaf Tornado

Type: Grass
Availability: 1/Battle
Attack Modifier: 0
Damage: 4d12
Kind: Special
Range: 6, Blast 1
Effect: The target receives -2 on attack rolls for the rest of the battle on 11+.

Leech Seed

Type: Grass
Availability: 1/Battle
Attack Modifier: 0
Kind: Status
Range: 6
Effect: The target is Seeded. While seeded it loses 10% of its max HP at the end of its turn. The user regains HP equal to the amount the target lost.

Magical Leaf

Type: Grass
Availability: 2/Battle
Attack Modifier: N/A
Damage: 4d8
Kind: Special
Range: 8
Effect: Magical Leaf cannot miss.

Mega Drain

Type: Grass
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d8
Kind: Special
Range: 6
Effect: The user regains HP equal to 50% of the damage dealt.

Needle Arm

Type: Grass
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d8
Kind: Physical
Range: Melee
Effect: The target flinches on 15+.

Petal Blizzard

Type: Grass
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d12x2
Kind: Physical
Range: Burst 3
Effect: None.

Petal Dance

Type: Grass
Availability: 2/Battle
Attack Modifier: +1
Damage: 5d10x2



Ishmam, Deviant Art

Kind: Special
Range: Burst 1
Effect: The user must make an attack using this move's modifier, damage, and range again next turn after moving to ensure it affects as many enemy targets as possible. After the second use roll d20, on 10+ the user must make this attack once more next turn. If the user misses all valid targets after any of these attacks, Petal Dance ends.

Power Whip

Type: Grass
Availability: 1/Battle
Attack Modifier: -1
Damage: 5d10x2
Kind: Physical
Range: 6
Effect: None

Razor Leaf

Type: Grass
Availability: At-Will
Attack Modifier: 0
Damage: 4d8
Kind: Physical
Range: Cone 3
Effect: The user scores a critical hits on a 18+.

Seed Bomb

Type: Grass
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical
Range: 8
Effect: None

Seed Flare

Type: Grass
Availability: 1/Battle
Attack Modifier: -1
Damage: 5d10x2
Kind: Special
Range: Line 6
Effect: The line is two squares wide. The target reduces its Sp.DEF by -2 CS on 12+.

Sleep Powder

Type: Grass
Availability: 1/Battle
Attack Modifier: -2
Kind: Status
Range: 5
Effect: The target falls asleep.

Solar Beam

Type: Grass
Availability: 1/Battle
Attack Modifier: +2
Damage: 5d8x3
Kind: Special
Range: Line 6
Effect: The user spends the rest of its turn charging energy. On its next turn it can use its action to make an attack using Solar Beam's attack modifier, damage, and range. If the weather is sunny the user does not need to spend a turn charging.

Spiky Shield

Type: Grass
Availability: Battle
Attack Modifier: N/A
Kind: Status
Range: Self, Interrupt
Effect: If the user is hit by an attack, the user may use Spiky Shield. The user suffers no effect of the attack. The attacker takes damage equal to 15% of its max HP.

Spore

Type: Grass
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 6
Effect: The target falls asleep. Grass-type Pokémon are immune to Spore.

Stun Spore

Type: Grass



Oukoku, Deviant Art

Vine Whip

Type: Grass
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: 4
Effect: None

Wood Hammer

Type: Grass
Availability: 1/Battle
Attack Modifier: +2
Damage: 5d10x2
Kind: Physical
Range: Melee, Knockback
Effect: The user takes recoil damage equal 1/3 of the damage it dealt (before knockback). The User gains +2 on its knockback check.

Availability: 2/Battle
Attack Modifier: -2
Kind: Status
Range: 6
Effect: The target is paralyzed. Grass-type and electric-type Pokémon are immune to Stun Spore.

Synthesis

Type: Grass
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user regains 50% of its max HP. If the weather is sunny it regains 7% of its max HP. If the weather is rain, hail, or sandstorm it regains 25% of its max HP.

Worry Seed

Type: Grass
Availability: 1/Battle
Attack Modifier: +2
Kind: Status
Range: 8
Effect: One of the target's abilities is replaced at random by Insomnia (cannot replace Truant).





Ground Moves

Bone Club

Type: Ground
Availability: At-Will
Attack Modifier: -1
Damage: 4d12
Kind: Physical
Range: Melee
Effect: The target flinches on 19+.

Bone Rush

Type: Ground
Availability: 1/Battle
Attack Modifier: 0
Damage: 2d6
Kind: Physical
Range: Melee, Multistrike
Effect: None

Bonemerang

Type: Ground
Availability: 1/Battle
Attack Modifier: +1
Damage: 2d12
Kind: Physical
Range: 6, Double Strike
Effect: None

Bulldoze

Type: Ground
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d8
Kind: Physical
Range: Burst 2
Effect: The target lowers its SPD by -1 CS.

Dig

Type: Ground
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical
Range: Burst 1, Groundsource
Effect: The user doubles its burrow speed for this turn and next but cannot make attacks this round. On its next turn the user can make an attack using Dig's attack modifier range, and damage.
Special: Grants +2 Burrow Movement

Drill Run

Type: Ground
Availability: 1/Battle
Attack Modifier: +1
Damage: 3d10x2
Kind: Physical
Range: Melee, Rush, Line 3
Effect: When this move is used it targets all squares in a line 3. The user moves to the square at the end of that line. The user scores a critical hit on 18+.

Earth Power

Type: Ground
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d12x2
Kind: Special
Range: 6, Burst 1, Groundsource
Effect: The target reduces its Sp.DEF by -1 CS on 19+.

Earthquake

Type: Ground
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d10x2
Kind: Physical
Range: Burst 4, Groundsource
Effect: Earthquake's area is a column that shoots 10 squares into the ground below the burst 4. If it hits a target below ground its damage is doubled after all other calculations. Earthquake ignores 20 Defense of buildings and structures.
Special: Grants Earthshaper

Fissure

Type: Ground
Availability: 1/Day
Attack Modifier: N/A
Kind: Status
Range: 3, Groundsource

Effect: Roll 1d100. On a roll of 70+ the target is reduced to 0 HP. The user adds their level x5 to the roll. The target subtracts their level x5 from the roll.

Land's Wrath

Type: Ground

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d12x2

Kind: Physical

Range: Burst 5, Discerning, Groundsource

Effect: None.

Magnitude

Type: Ground

Availability: 2/Battle

Damage: See Effect

Kind: Physical

Range: Burst 2, Groundsource

Effect: Roll 3d4. The result of the roll is the damage tier of magnitude. Magnitude's area is a column that shoots 8 squares into the ground below the burst 2. If it hits a target below ground its damage is doubled after all other calculations. Magnitude ignores 20 Defense of buildings and structures.

Special: Grants Earthshaper

Mud Bomb

Type: Ground

Availability: 1/Battle

Attack Modifier: 0

Damage: 4d12

Kind: Special

Range: 6

Effect: The target receives -2 on attack rolls for the rest of the battle on 15+.

Mud Shot

Type: Ground

Availability: 2/Battle

Attack Modifier: +1

Damage: 4d8

Kind: Special

Range: 4

Effect: The target reduces its SPD by -1 CS.

Mud Sport

Type: Ground

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Burst 5

Effect: Targets in the burst resist Electric-type damage by 2 more steps for 2d4 turns.

Mud-Slap

Type: Ground

Availability: 2/Battle

Attack Modifier: +2

Damage: 1d12

Kind: Special

Range: 4

Effect: The target receives -2 on attack rolls for the rest of the battle.

Rototiller

Type: Ground

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Burst 3

Effect: Grass-type Pokémon in contact with the ground increase their ATK and Sp.ATK CS by +1.

Sand Attack

Type: Ground

Availability: 2/Battle

Attack Modifier: +2

Kind: Status

Range: Cone 2

Effect: The target receives -2 on attack rolls until the end of the battle. Sand Attack can hit Flying-type Pokémon.

Sand Tomb

Type: Ground

Availability: 2/Battle

Attack Modifier: 0

Damage: 2d8

Kind: Physical

Range: 5

Effect: The target becomes entombed, taking 1/8 max HP at the end of each turn. While entombed the Pokémon cannot be recalled to its poke ball and has its



movement speeds reduced by half. After taking the damage each turn the target can make a Body save to end these effects.

Spikes

Type: Ground
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 6, Burst 4, Hazard
Effect: Spikes cover the ground in the burst. Any enemy moving into or out of a square covered in spikes loses 5% of its max HP in damage.

Ice Moves

Aurora Beam

Type: Ice
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special
Range: Line 4
Effect: The target reduces its ATK by -1 CS on 19+.

Avalanche

Type: Ice
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d8
Kind: Physical
Range: Melee
Effect: This attack has its damage tier increased from 6 to 10 (4d10x2) if it hits a target that dealt damage to the user this round.

Blizzard

Type: Ice
Availability: 1/Battle
Attack Modifier: -3
Damage: 4d12x2
Kind: Special
Range: 4, Blast 2
Effect: The target is frozen on 19+. If the weather is hailing the attack modifier becomes +2..

Freeze-Dry

Type: Ice
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special

Range: 6.

Effect: This move is always x2 super-effective against Water or half Water-types, no more or less.

Freeze Shock

Type: Ice
Availability: Battle
Attack Modifier: 0
Damage: 5d12x2
Kind: Physical
Range: 8
Effect: The user spends the rest of its turn charging energy. On its next turn it can use its action to make an attack using Freeze Shock's attack modifier, damage, and range.

Frost Breath

Type: Ice
Availability: 1/Battle
Attack Modifier: +1
Damage: 4d8
Kind: Special
Range: 4
Effect: The user always scores a critical hit (unless an ability prevents critical hits on the target).

Glaciate

Type: Ice
Availability: 2/Battle
Attack Modifier: +1
Damage: 4d12
Kind: Special
Range: Burst 3
Effect: The target reduces its SPD by -1 CS.

Hail

Type: Ice
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Weather
Effect: The user changes the weather to Hail for 5 turns.

Haze

Type: Ice
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Burst 10.
Effect: All targets have their active changes to combat stages reset to 0.

Ice Ball

Type: Ice

Availability: At-Will

Attack Modifier: 0

Damage: 2d6

Kind: Physical

Range: Melee

Effect: The user can initiate Rollout at any point during land movement. Any occupant of a square the user moves through during the remainder of this movement is targeted by the attack. Any time it hits a target the target may make an oppose STR check (the user gains +3 on this check) to end the user's movement and end Ice Ball. If Ice Ball has not been ended the user must continue to use Ice Ball on each of its turns until they are stopped or on the fourth turn of using Ice Ball. Each successive use of Ice Ball increases its Damage tier by 4 steps to a maximum of Tier 12.

Ice Beam

Type: Ice

Availability: 1/Battle

Attack Modifier: +2

Damage: 3d12x2

Kind: Special

Range: Line 4

Effect: The target is frozen on 19+.

Ice Burn

Type: Ice

Availability: Battle

Attack Modifier: 0

Damage: 5d12x2

Kind: Special

Range: 8

Effect: The user spends the rest of its turn charging. On its next turn it can spend its action to make an attack using Ice Burn's attack modifier, damage, and range. Ice Burn Burns on 15+.

Ice Fang

Type: Ice

Availability: At-Will

Attack Modifier: +1

Damage: 4d12

Kind: Physical

Range: Melee

Effect: The target flinches on 19+. Roll d20. On 19+ the target is frozen.

Ice Punch

Type: Ice

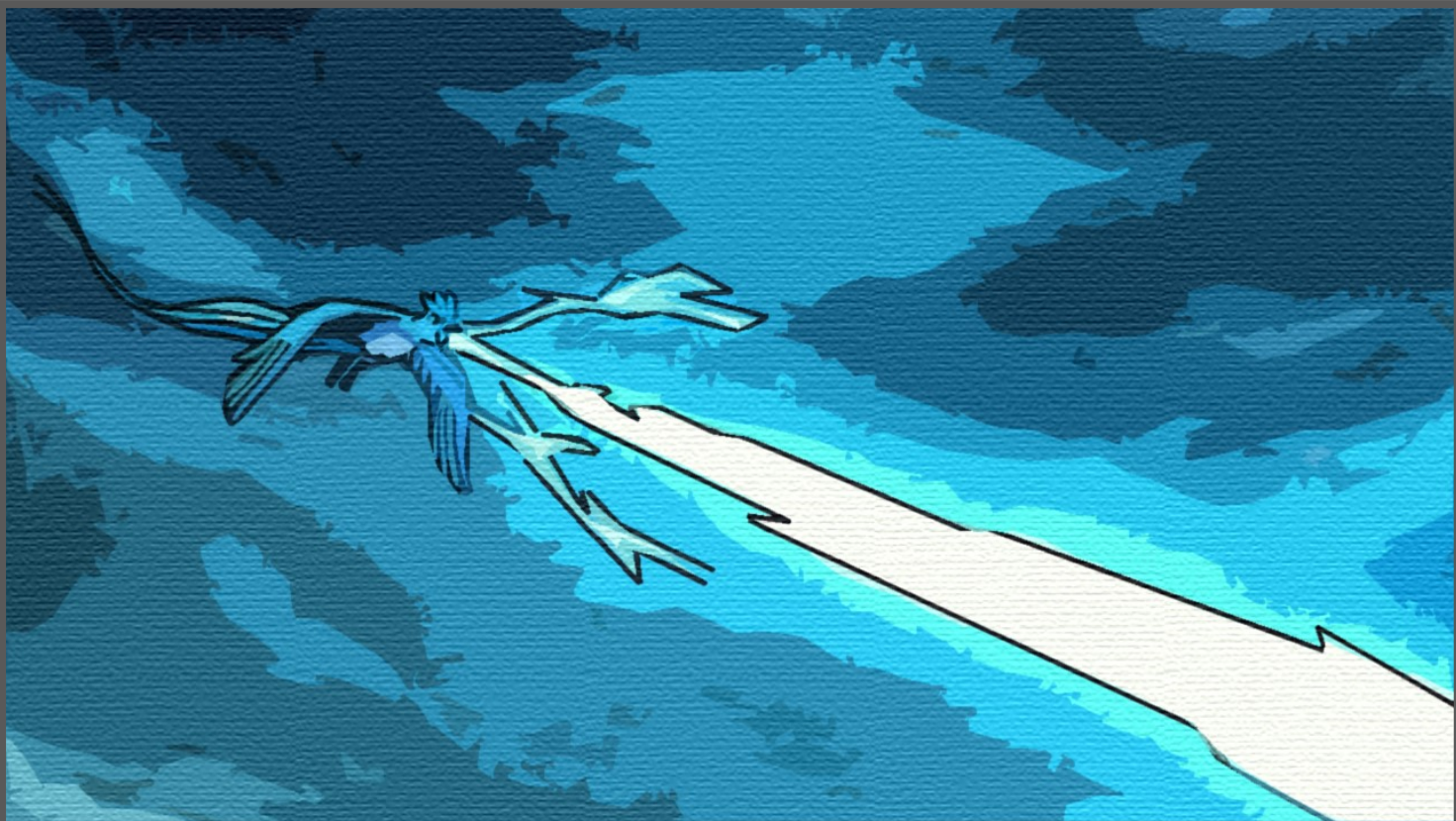
Availability: At-Will

Attack Modifier: +2

Damage: 3d10x2

Kind: Physical

Range: Melee



Effect: The target is frozen on 19+.

Ice Shard

Type: Ice
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: 4, Priority
Effect: None

Icicle Crash

Type: Ice
Availability: 1/Battle
Attack Modifier: 0
Damage: 3d10x2
Kind: Physical
Range: 6, Burst 1
Effect: The target flinches on 15+.

Icicle Spear

Type: Ice
Availability: 2/Battle
Attack Modifier: 0
Damage: 2d6
Kind: Physical
Range: 6, Multistrike
Effect: None

Icy Wind

Type: Ice
Availability: 2/Battle
Attack Modifier: +1
Damage: 4d8
Kind: Special
Range: Cone 3
Effect: The target reduces its SPD by -1 CS.

Mist

Type: Ice
Availability: Battle x2
Attack Modifier: N/A
Kind: Status
Range: Burst 4
Effect: All allies in the area cannot be afflicted with new status conditions.

Powder Snow

Type: Ice
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Special

Range: 4, Burst 1

Effect: The target is frozen on 19+.

Sheer Cold

Type: Ice
Availability: Daily
Attack Modifier: N/A
Kind: Status
Range: 4
Effect: Roll 1d100. On a roll of 70+ the target is reduced to 0 HP. The user adds their level x5 to the roll. The target subtracts their level x5 from the roll.

Normal Moves

Acupressure

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: Melee or Self
Effect: Roll 1d8. On a roll of 1-6 increase a random STAT of the target by +2 CS. On a roll of 7 the target gains +4 on attack rolls until the end of the battle. On a roll of 8 the target gains +4 Evasion until the end of the battle.

After You

Type: Normal
Availability: At-Will
Attack Modifier: N/A
Kind: Status
Range: 6
Effect: The target gets to take its turn immediately after the user finishes theirs.

Assist

Type: Normal
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user randomly selects a move from the movelists of all Pokémon on its team. It uses that move.

Attract

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: 5
Effect: If the target's is the opposite gender of the user it becomes infatuated with the user (Mind save ends).

Barrage

Type: Normal
Availability: At-Will
Attack Modifier: 0
Damage: 1d12
Kind: Physical
Range: 6, Multistrike
Effect: None

Attack Modifier: N/A

Kind: Status

Range: Melee

Effect: The user throws its held item to the target. The target can only have 1 active held item at a time (as normal). Bestow can be used as a Free Action.

Baton Pass

Type: Normal
Availability: At-Will
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user is recalled to its Poke ball. Another allied Pokémon can be sent out as a free action. The allied Pokémon receives all Buffs and CS changes the user had before being recalled.

Bide

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Physical
Range: Burst 1, Discerning, Interrupt
Effect: The user begins storing damage. It uses its next attack action to continue bidding its time. On its next set of actions the user can move and then unleash the stored damage and deal twice the amount of damage it endured in a burst 1.

Belly Drum

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user loses 50% of its max HP. The user gains +5 ATK CS.

Bind

Type: Normal
Availability: Passive
Attack Modifier: +1
Kind: Physical
Effect: The user grapples the target. The user gains +3 on all checks made to maintain a grapple. Whenever the user ends their turn and is grappling a target, that target loses 10% of their Max HP. All effects stack with Wrap and Clamp. See Grab (pg. 77) for more details on grappling.

Bestow

Type: Normal
Availability: At-Will



Block

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Kind: Status

Range: Melee

Effect: The target is trapped and must stay adjacent to the user until the beginning of the user's next turn.

Body Slam

Type: Normal

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d10x2

Kind: Physical

Range: Melee, Rush

Effect: The target is paralyzed on 15+.

Boomburst

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Damage: 5d12x2

Kind: Special

Range: Burst 3

Effect: None

Camouflage

Type: Normal

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user's type becomes Normal in buildings, cities, or mowed lawns. Its type becomes Ground if on sand, ruins, in a desert. Its type becomes Rock in caves or if on natural stone. Its type becomes Grass if in tall grass, forests, or thick foliage. Its type becomes Water if in a body of water.

Special: Grants Camouflage

Captivate

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Kind: Status

Range: Cone 3, Discerning

Effect: The target reduces its Sp.ATK by -2 CS if it is the opposite gender of the user.

Chip Away

Type: Normal

Availability: 2/Battle

Attack Modifier: +2

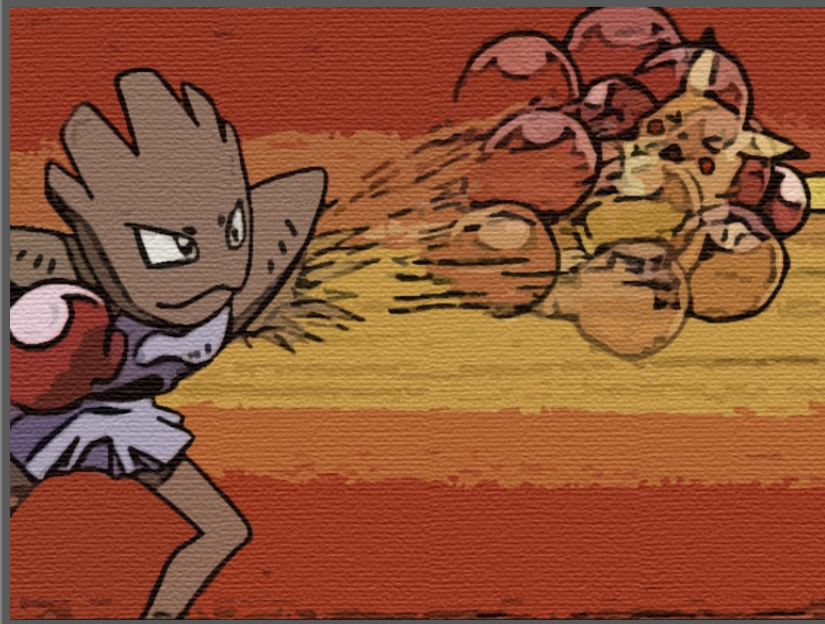
Damage: 4d12

Kind: Physical

Range: Melee

Effect: The user deals damage and ignores





all changes to the DEF CS or Evasion of the target.

Comet Punch

Type: Normal
Availability: At-Will
Attack Modifier: 0
Damage: 1d12
Kind: Physical
Range: Melee, Multistrike
Effect: None

Confide

Type: Normal
Availability: At-Will
Attack Modifier: N/A
Kind: Status
Range: 4
Effect: The target's Sp.ATK is lowered 1 CS. This attack cannot miss.

Constrict

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 1d10
Kind: Physical
Range: Melee
Effect: Roll d20. Constrict reduces the target's SPD by -1 CS on 19+. Constrict may be used as a Move Action against targets the user is Grappling, and automatically hits when performed this way.

Conversion

Type: Normal
Availability: At-Will
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user changes its type to the type of a move it knows. This change lasts until the end of battle.

Conversion2

Type: Normal
Availability: At-Will
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user changes its type to a random type that resists or is immune to the move type that last hit it.

Copycat

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 10
Effect: The user uses the last move used in range.

Covet

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 4d8
Kind: Physical
Range: Melee
Effect: If the user is not holding anything takes the held item of the target.

Crush Claw

Type: Normal
Availability: 1/Battle
Attack Modifier: +1
Damage: 3d10x2
Kind: Physical
Range: Melee
Effect: The target reduces its DEF by -1 CS on 11+.

Crush Grip

Type: Normal
Availability: Battle
Attack Modifier: +2
Damage: 5d10x2
Kind: Physical

Range: Melee

Effect: The damage tier of Crush Grip is reduced by the percentage of HP the target is missing.

Cut

Type: Normal

Availability: At-Will

Attack Modifier: +1

Damage: 2d12

Kind: Physical

Range: Melee

Effect: Cut ignores 20 of an object's DEF stat.

Defense Curl

Type: Normal

Availability: At-Will

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user increases its DEF by +1 CS. The user now doubles the damage it deals with Rollout or Ice Ball after other damage calculations. This bonus damage lasts until the end of battle or the user is recalled.

Disable

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Kind: Status

Range: 6

Effect: The last move the target used becomes unusable for 4 turns.

Dizzy Punch

Type: Normal

Availability: At-Will

Attack Modifier: +2

Damage: 4d12

Kind: Physical

Range: Melee

Effect: The target is confused on 17+.

Double Hit

Type: Normal

Availability: 2/Battle

Attack Modifier: +1

Damage: 2d8

Kind: Physical

Range: Melee, Double Strike

Effect: None

Double Slap

Type: Normal

Availability: At-Will

Attack Modifier: 0

Damage: 1d12

Kind: Physical

Range: Melee, Multistrike

Effect: None

Double Team

Type: Normal

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Burst 3, Buff

Effect: The user creates image echoes that look identical to itself. It creates 2d4 images that occupy squares within the burst. When targeted by an attack the attacker must roll a Perception check DC 10+ the number of echoes remaining or hit an echo by mistake.

Double-Edge

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Damage: 5d10x2

Kind: Physical

Range: Melee, Rush

Effect: The user takes recoil damage equal 1/3 of the damage it dealt.

Echoed Voice

Type: Normal

Availability: 2/Battle

Attack Modifier: +2

Damage: 2d8



Kind: Special
Range: 3
Effect: The damage tier increases by 4 for every round Echoed Voice has been used consecutively by any user within 10 squares.

Egg Bomb

Type: Normal
Availability: 2/Battle
Attack Modifier: -2
Damage: 4d10x2
Kind: Physical
Range: 5, Burst 1
Effect: None.

Encore

Type: Normal
Availability: 2/Day
Attack Modifier: +2
Kind: Status
Range: 6
Effect: The target must use the move it used last for its next 3 attack actions. It can still move and be recalled but any attack action it takes must be to use the move.

Endeavor

Type: Normal
Availability: 2/Day
Attack Modifier: +2
Damage: See Effect
Kind: Physical
Range: Melee
Effect: The target's HP is reduced to the user's current HP.

Endure

Type: Normal
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Self, Interrupt
Effect: If the user is hit by a damaging attack Endure can be used. If the attack would reduce the user to 0 HP it is instead reduced to 1 HP.

Entrainment

Type: Normal
Availability: Battle
Attack Modifier: +2
Kind: Status
Range: 4
Effect: The target changes one of its abilities,

chosen randomly, to one of the user's, also chosen randomly. This cannot replace Truant.

Explosion

Type: Normal
Availability: Daily
Attack Modifier: +2
Damage: 6d10x3
Kind: Physical
Range: Burst 2
Effect: The user's HP are reduced to 0.

Extreme Speed

Type: Normal
Availability: 2/Day
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical
Range: Melee, Rush, Priority
Effect: None

Façade

Type: Normal
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee
Effect: The damage tier for Façade is increased to 14 (5d12x2) if the user is poisoned, paralyzed, or burned.

Fake Out

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee, Priority
Effect: If the user entered the battle or became active this round Fake Out flinches the target.

False Swipe

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee
Effect: The target cannot be reduced below 1HP with this attack.

Feint

Type: Normal
Availability: Battle
Damage: 2d8
Kind: Status
Range: Melee
Effect: Feint cannot be interrupted by Protect, Detect, Wide Guard, Quick Guard, Mat Block, Spiky Shield, King's Shield, or Baneful Bunker.

Flail

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee
Effect: If the user's HP is below 70% of its max increase the damage tier of Flail by +2 (4d8). If the user's HP is below 40% increase the damage tier by +4 (3d10x2). If the user's HP is below 20% increase the damage tier by +7 (4d12x2). If the user's HP is below 5% increase the damage tier by +11 (5d8x3).

Flash

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: Burst 2 or Cone 4
Effect: The target receives -2 on attack rolls until the end of the battle.
Special: Grants Luminous

Focus Energy

Type: Normal
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Self, Buff
Effect: The user increases its critical threat range by 3.

Follow Me

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Burst 8
Effect: The user becomes the target of all enemy attacks that originate within the area until the start of the user's next turn.

Foresight

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self, Buff
Effect: The user ignores changes to the evasion of targets from moves that have effected them. The user can hit Ghost type Pokémon with Fighting or Normal-type moves.



Frustration

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: See Effect
Kind: Physical
Range: Melee
Effect: Frustration has a damage tier of 10 (4d10x2) if the user's loyalty is 0. For every loyalty the user has towards its trainer, reduce the damage tier by 2.

Fury Attack

Type: Normal
Availability: At-Will
Attack Modifier: 0
Damage: 1d12
Kind: Physical
Range: Melee, Multistrike
Effect: None

Fury Swipes

Type: Normal
Availability: 2/Battle
Attack Modifier: -1
Damage: 2d6
Kind: Physical
Range: Melee, Multistrike
Effect: None

Giga Impact

Type: Normal
Availability: 2/Day
Attack Modifier: 0
Damage: 5d8x3
Kind: Physical
Range: Burst 1, Rush
Effect: This attack causes the user to lose its next set of actions.

Glare

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: 5
Effect: The target is paralyzed.

Growl

Type: Normal
Availability: At-Will
Attack Modifier: +2
Kind: Status
Range: Burst 1, Discerning
Effect: The target has its ATK reduced -1 CS.

Growth

Type: Normal
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user increases its Sp.ATK and ATK by +1 CS. If the weather is Sunny increase them by +2 CS instead.

Guillotine

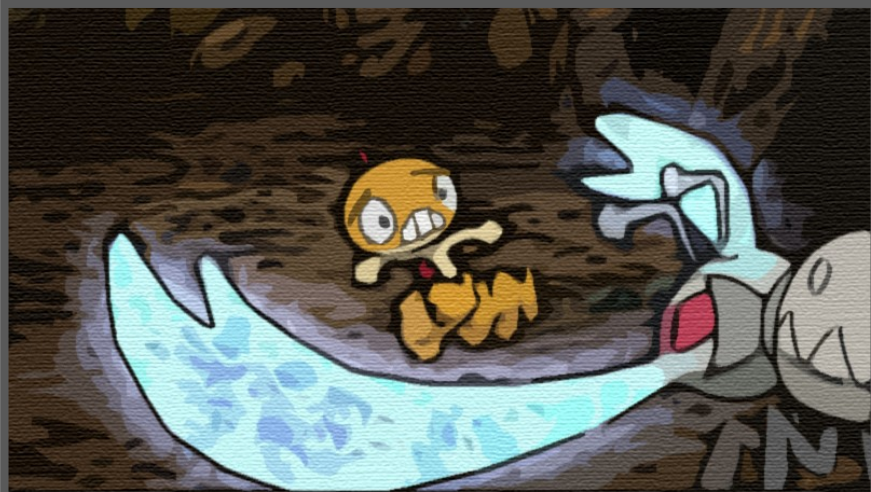
Type: Normal
Availability: 1/Day
Attack Modifier: N/A
Kind: Status
Range: Melee
Effect: Roll 1d100. On a roll of 70+ the target is reduced to 0 HP. The user adds their level x5 to the roll. The target subtracts their level x5 from the roll.

Harden

Type: Normal
Availability: At-Will
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user increases its DEF by +1 CS.

Head Charge

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: 5d10x2
Kind: Physical
Range: Melee, Rush, Knockback
Effect: The user takes recoil damage equal



1/3 of the damage it dealt (before knockback). The user gains +1 on its knockback check.

Headbutt

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee
Effect: Headbutt Flinches the target on 15+.

Heal Bell

Type: Normal
Availability: Battle
Attack Modifier: N/A
Kind: Status
Range: Burst 3
Effect: All allies in the area are cured of their status conditions.

Helping Hand

Type: Normal
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 4, Priority
Effect: The target deals 50% more damage (after other calculations) on its next attack this round.

Hidden Power

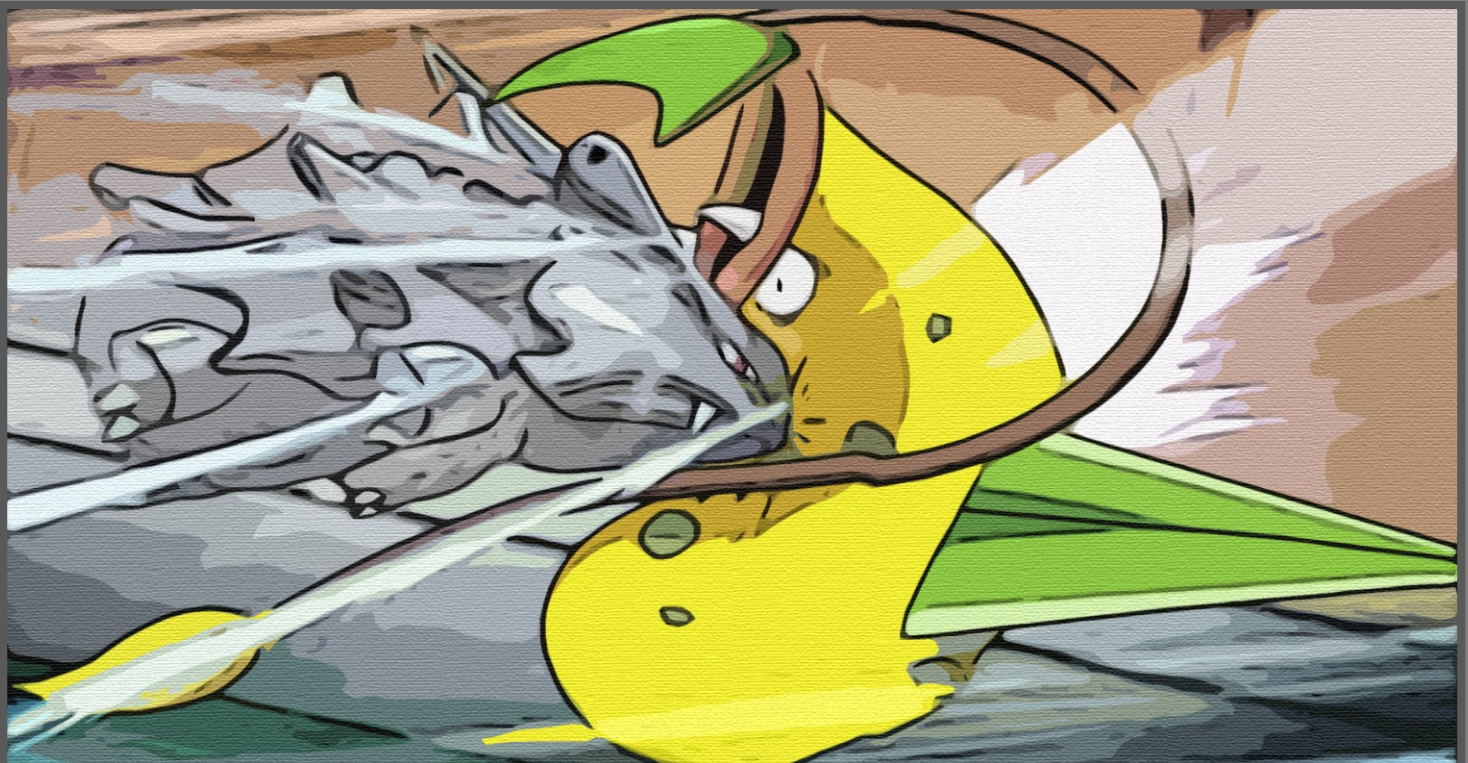
Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d8
Kind: Special
Range: Burst 1
Effect: Hidden Power has a damage type randomly determined for each Pokémon. Roll 1d20 and assign each Pokémon type a number, Hidden Power is permanently the type that is shown on this roll.

Horn Attack

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee
Effect: None

Horn Drill

Type: Normal
Availability: Daily
Attack Modifier: N/A
Kind: Status
Range: Melee
Effect: Roll 1d100. On a roll of 70+ the target is reduced to 0 HP. The user adds their level x5 to the roll. The target subtracts their level x5 from the roll.



Howl

Type: Normal

Availability: At-Will

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user increases its ATK by +1 CS..

Hyper Beam

Type: Normal

Availability: 1/Day

Attack Modifier: 0

Damage: 5d8x3

Kind: Special

Range: 8

Effect: Hyper Beam hits 3 squares in a line within range. This attack causes the user to lose its next set of actions.

Hyper Fang

Type: Normal

Availability: At-Will

Attack Modifier: 0

Damage: 3d10x2

Kind: Physical

Range: Melee

Effect: The target flinches on 19+.

Hyper Voice

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Damage: 3d12x2

Kind: Special

Range: Burst 3, Knockback

Effect: All targets are knockedback. The user gains +1 on its knockback check.

Judgment

Type: Normal

Availability: Daily

Attack Modifier: +2

Damage: 4d10x2

Kind: Special

Range: Burst 5

Effect: Judgment is whatever type that is most super-effective against the target.

Last Resort

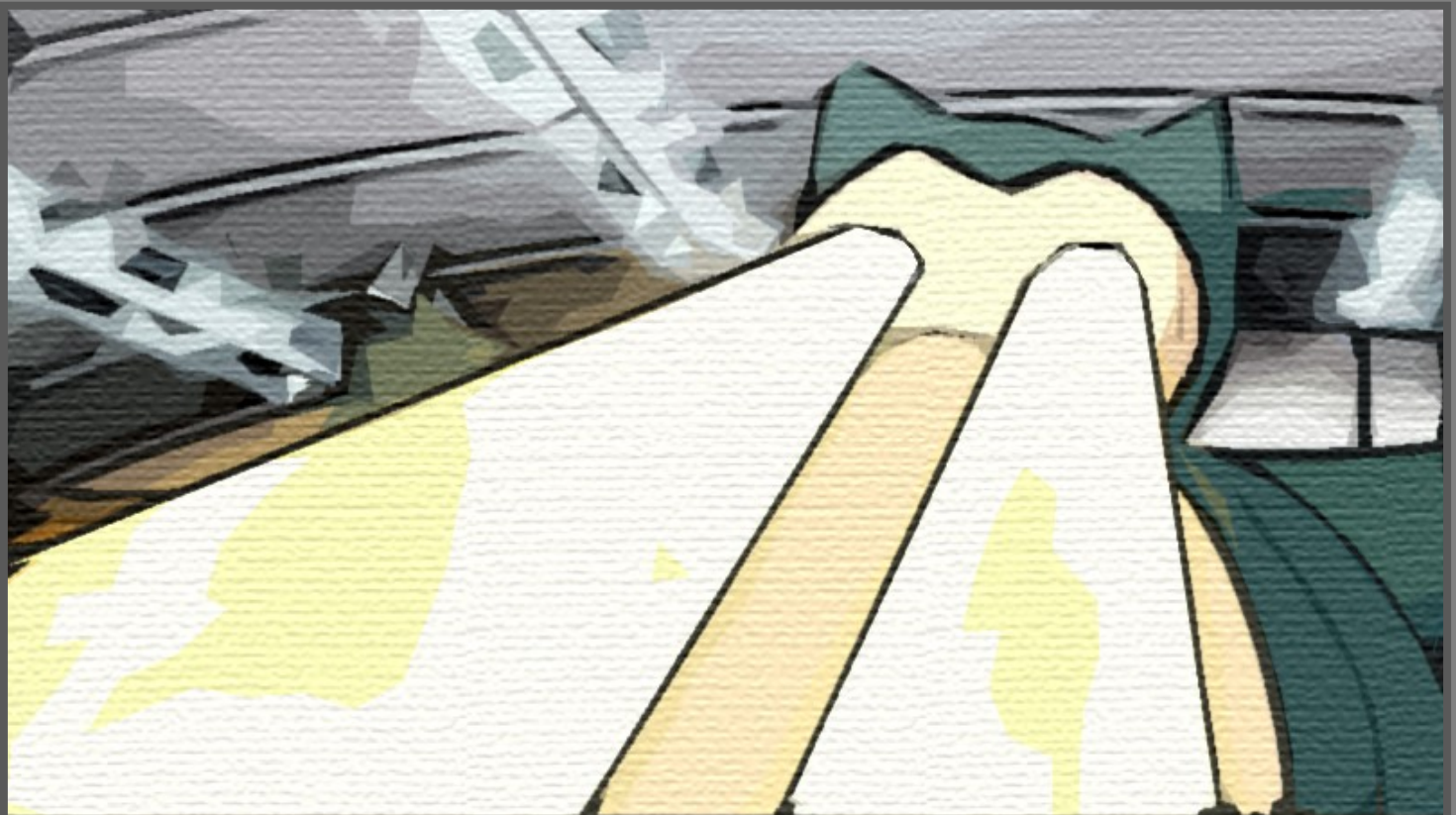
Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Damage: 5d12x2

Kind: Special





Range: Melee,

Effect: The user can only use Last Resort if it has used all other moves this battle (or cannot use a daily because its already been used this day).

Leer

Type: Normal

Availability: At-Will

Attack Modifier: +2

Kind: Status

Range: Cone 3, Discerning

Effect: The target reduces its DEF by 1 CS.

Lock-On

Type: Normal

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: 10

Effect: If the user makes an attack against the target next round it cannot miss.

Lovely Kiss

Type: Normal

Availability: 2/Battle

Attack Modifier: -2

Kind: Status

Range: Melee

Description:

Effect: The target falls asleep.

Lucky Chant

Type: Normal

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Burst 10

Effect: All allies in the area when the move is used cannot have a critical hit scored on them for 5 turns.

Me First

Type: Normal

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: 8, Interrupt

Effect: After the target has declared it is making an attack, but before the move is revealed, the user can initiate Me First. The target then reveals the attack it was going to make, and the user makes that same attack against the target but with +2 damage tiers.

Mean Look

Type: Normal

Availability: Battle

Attack Modifier: N/A

Kind: Status

Range: 6

Effect: The target becomes trapped and slowed (Mind save ends). Mean Look does not affect Ghost-type Pokémon.

Mega Kick

Type: Normal

Availability: 2/Day

Attack Modifier: -2

Damage: 5d10x2

Kind: Physical

Range: Melee,

Effect: None

Mega Punch

Type: Normal

Availability: At Will

Attack Modifier: 0

Damage: 3d10x2

Kind: Physical

Range: Melee

Effect: None

Metronome

Type: Normal

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Self, ?

Effect: Roll 1d20 with each Pokémon type assigned a number. After a type has been determined from the d20, roll 1d100 (or 1d20 if appropriate) to randomly select a move of the type. Metronome becomes that move for this usage. If it is a melee move the user can move up to half its movement speed before making that attack.

Milk Drink

Type: Normal

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: Melee or Self

Effect: The target regains 50% of its max HP.

Mimic

Type: Normal

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: 6

Effect: Mimic becomes the move last used by the target. The user can use this move with its normal availability, damage, modifier, and range. Mimic becomes Mimic again at the end of battle or upon being recalled.

Mind Reader

Type: Normal

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: 6, Buff

Effect: The user's next attack against the target before the end of the user's next turn will not miss.

Minimize

Type: Normal

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Self, Buff

Effect: The user gains +4 Evasion. The user becomes 1/3 its regular height and width, granting +3 Stealth and possibly affecting cover, where it can squeeze, or other effects.

Morning Sun

Type: Normal

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user regains 50% max HP. In Sunny weather it regains 75% max HP. In rain, hail, or sandstorm it regains 25% max HP.

Natural Gift

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Damage: See Effect

Kind: Special

Range: 6, Berry

Effect: The damage and type of Natural Gift depends on the held berry of the user. Without a berry the user cannot use this move. The berry is destroyed (not consumed) upon use of Natural Gift. See appendix A for damage and effects.

Nature Power

Type: Normal

Availability: 1/Battle

Attack Modifier: See Effect

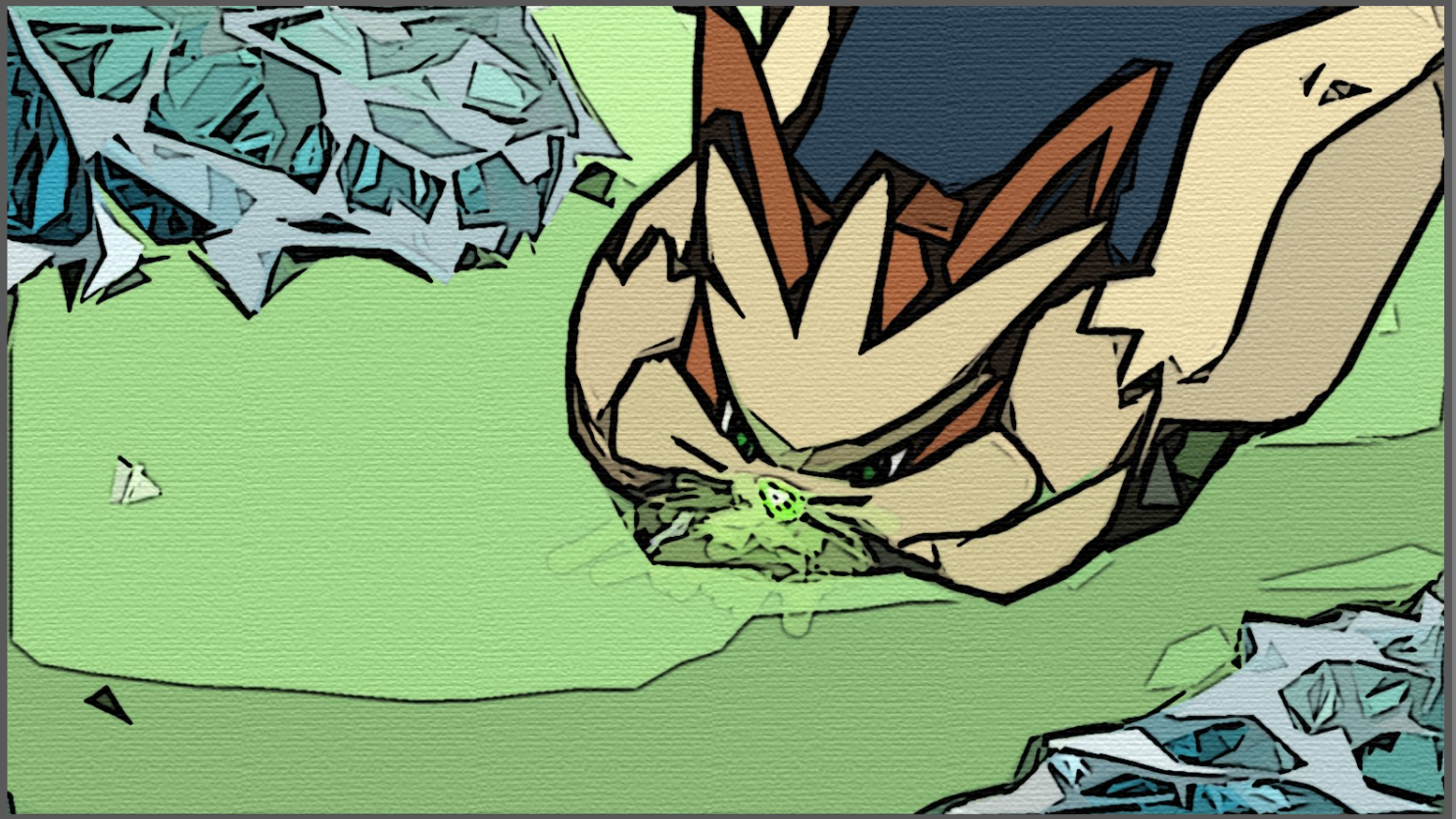
Kind: Status

Damage: See Effect

Range: See Effect

Effect: This attack becomes a different move depending on the environment surrounding the user.

Terrain	Move
Building, city, plains	Tri Attack
Cave	Power Gem
Sand, dirt, rock	Earth Power
Clear Water	Hydro Pump
Swamp, Marsh	Mud Bomb
Ice	Ice Beam
Volcano, Fire	Lave Plume
Forests, foliage, jungle	Energy Ball
Ruins, burial ground	Shadow Ball
Flying, sky	Air Slash
Snow	Frost Breath



Noble Roar

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Burst 2, Discerning
Effect: The target reduces its ATK and Sp.ATK by 1. Noble Roar cannot miss.

Attack Modifier: N/A

Kind: Status

Range: 5

Effect: The current HP of the user and the target are added together then split in half. Both the user and the target have their HP set to this value (but not above their max). This attack cannot miss.

Odor Sleuth

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 6
Range: Self, Buff
Effect: The user ignores changes to evasion from moves. The user can hit targets with Fighting-type and Normal-type moves, even if they are a Ghost-type. After using Odor Sleuth, the user gains +5 on Survival checks to track by scent.
Special: Grants Tracker

Pay Day

Type: Normal
Availability: 1/Battle
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Line 4
Effect: The user creates actual, valuable coins with this move that are shot through the area. The value of the coins is equal to the level of the user x20. Out of battle this attack can be used once per day.

Pain Split

Type: Normal
Availability: 2/Day

Perish Song

Type: Normal
Availability: Daily
Attack Modifier: N/A
Kind: Status
Range: Burst 10

Effect: All targets in the area will be reduced to 0 HP in 4 turns. If the battle ends the effect ends. If a target leaves the battle (safely out of the area) or is recalled to its Poke ball the timer is removed from that target.

Play Nice

Type: Normal
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 6
Effect: The target reduces its ATK by 1 CS. This attack cannot miss.

Pound

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee
Effect: None

Present

Type: Normal
Availability: 2/Battle
Attack Modifier: +1

Damage: See Effect

Kind: Physical

Range: 4

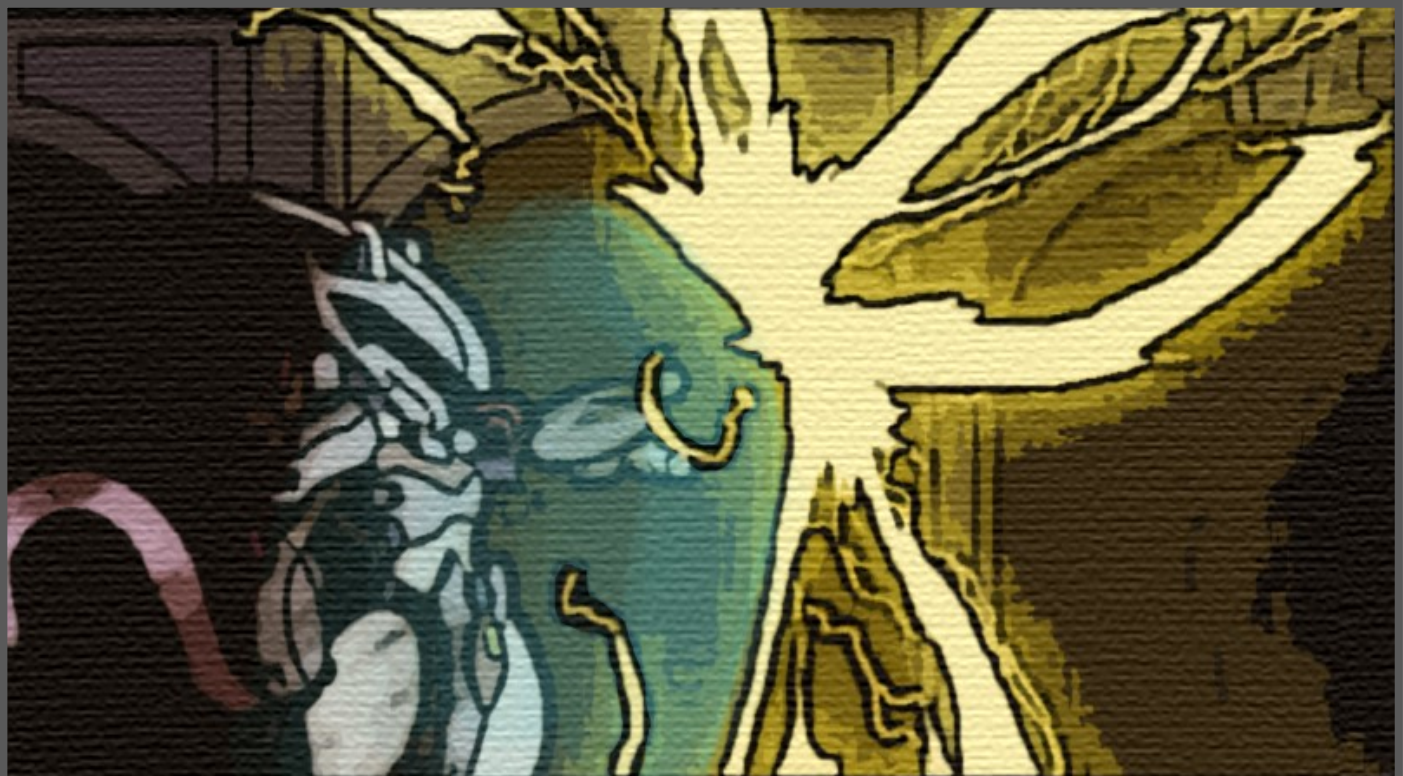
Effect: Roll d20. On a roll of 1-8 present's damage tier is 4. On a roll of 9-14 the damage tier is 8. On a roll of 15-16 the damage tier is 12. On a roll of 17-20 the target is healed 25% of its max HP.

Protect

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self, Interrupt
Effect: If the user is hit by an attack the user may use Protect. The user is instead not hit by the move.

Psych Up

Type: Normal
Availability: Battle
Attack Modifier: N/A
Kind: Status, Buff
Range: 6
Effect: The user's replicates all changes to the target's CS, accuracy, evasion, and critical threat range and applies them to itself (replacing any it had before).



Quick Attack

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee, Priority
Effect: None

Rage

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 1d12
Kind: Physical
Range: Melee,
Effect: If the user is hit before the start of its next turn it gains +1 ATK CS.

Rapid Spin

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 1d12
Kind: Physical
Range: Melee
Effect: The user clears all hazards within burst 5. It also removes the effects of leech seed, trapping moves, or bind, clamp, and wrap

in the same area.

Razor Wind

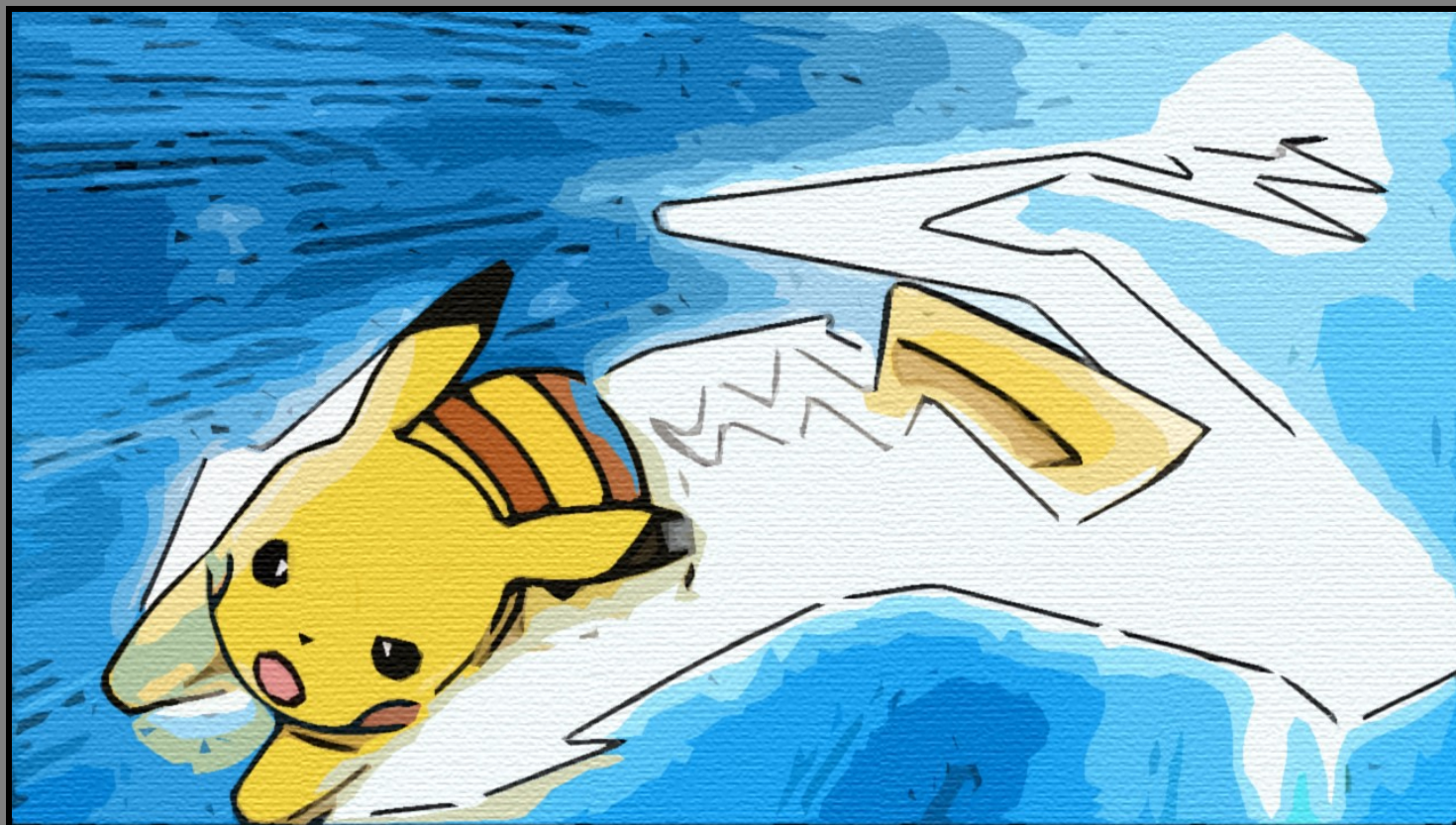
Type: Normal
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: Line 6
Effect: The user spends the rest of its turn creating a powerful whirlwind. On its next turn the user can spend an action to make an attack using Razor Wind's attack modifier, damage, and range. This attack is a critical on an 18+.

Recover

Type: Normal
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user regains 50% of its max HP.

Recycle

Type: Normal
Availability: 1/Battle



Attack Modifier: N/A

Kind: Status

Range: Self

Effect: If the user consumed an item this battle the item is recovered.

Reflect Type

Type: Normal

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Melee

Effect: The user's type(s) becomes the type(s) of the target. This attack cannot miss.

Refresh

Type: Normal

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user is cured of burn, poison, and paralysis.

Relic Song

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Special

Range: Burst 3, Discerning

Effect: The target falls asleep on 19+.

Retaliate

Type: Normal

Availability: 2/Day

Attack Modifier: +2

Damage: 4d12

Kind: Physical

Range: Melee

Effect: If an ally of the user fainted this round or last, increase the damage tier by 7 (to 14).

Return

Type: Normal

Availability: 2/Battle

Attack Modifier: +2

Damage: See Effect

Kind: Physical

Range: Melee

Effect: Return has a damage tier of 10 (4d10x2) if the user's loyalty is 5. For every loyalty below 5 the user has towards its trainer, reduce the damage tier by 2.

Roar

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Kind: Status

Range: Burst 1

Effect: The target spends its next move action to move as far away from the user as possible. The target can use its other actions as normal.

Rock Climb

Type: Normal

Availability: 2/Battle

Attack Modifier: -1

Damage: 3d10x2

Kind: Physical

Range: Melee, Rush

Effect: The target is confused on 17+.

Special: The user gains +2 climb speed on stone or rock surfaces.

Round

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Damage: 4d8

Kind: Special

Range: Burst 1

Effect: If another creature has used Round this round of battle, increase the damage tier to 12.

Safeguard

Type: Normal

Availability: Battle

Attack Modifier: N/A

Kind: Status

Range: Burst 5

Effect: Allies in the area cannot be afflicted with burn, paralyze, poison, sleep, or confusion for 5 rounds.

Scary Face

Type: Normal
Availability: 1/Battle
Attack Modifier: +2
Kind: Status
Range: Cone 2
Effect: The target reduces its SPD by 1 CS.

Scratch

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee
Effect: None

Screech

Type: Normal
Availability: 2/Battle
Attack Modifier: 0
Kind: Status
Range: Burst 1
Effect: The target reduces its DEF by 2 CS.

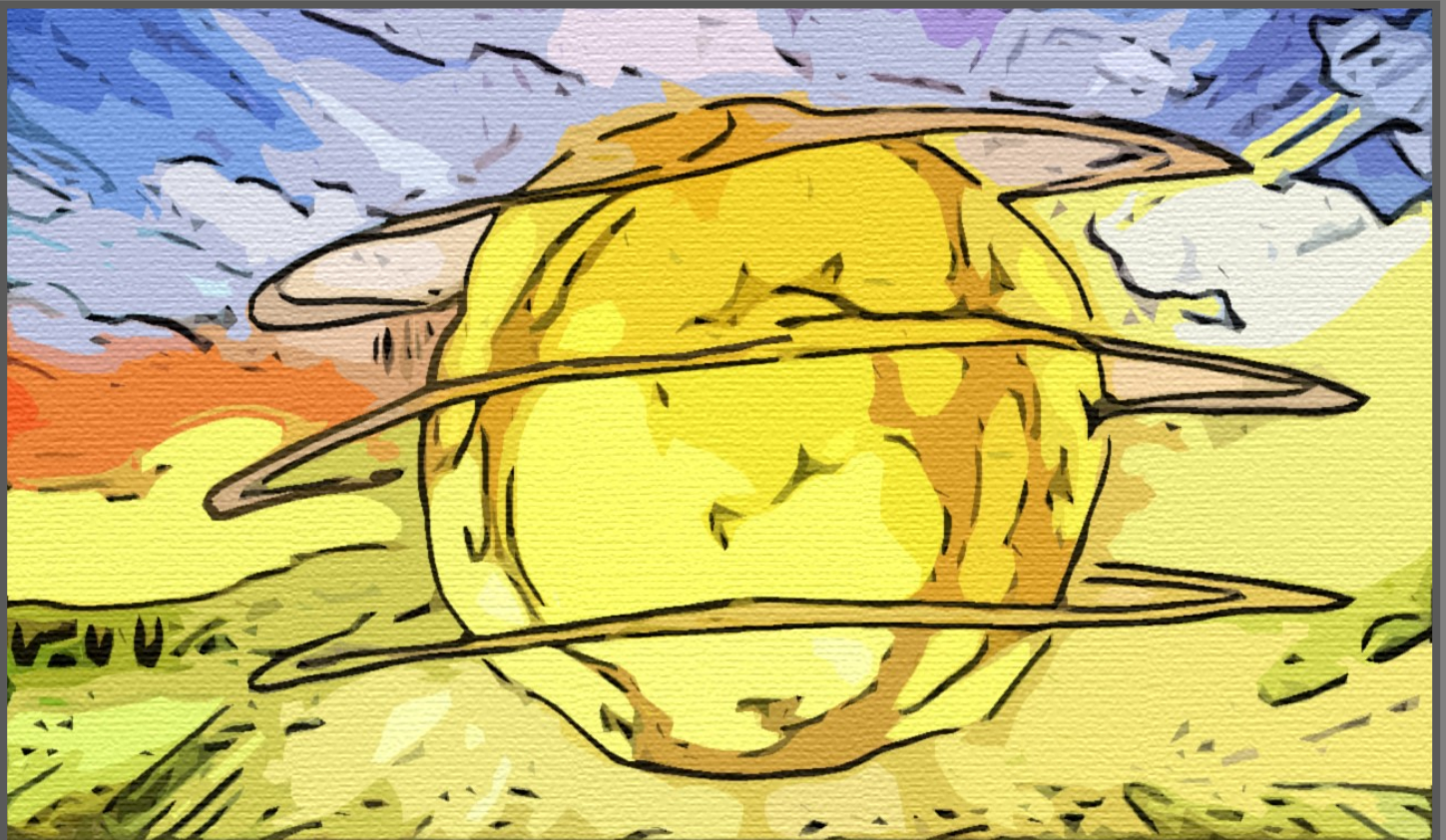
Secret Power

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special
Range: 4
Effect: The target receives a status condition determined by the terrain on 17+.

Terrain	Status
Building, city, plains	Paralysis
Cave	Flinch
Sand, dirt, rock	-2 attack mod
Clear Water	-1 ATK CS
Swamp, Marsh	-1 SPD CS
Ice, Snow	Frozen
Volcano, Fire	Burn
Forests, foliage, jungle	Sleep
Ruins, burial ground	Flinch
Flying, sky	-1 SPD CS

Self-Destruct

Type: Normal
Availability: Daily
Attack Modifier: +2
Damage: 5d8x4
Kind: Physical
Range: Burst 2
Effect: The user's HP are reduced to 0.





Sharpen

Type: Normal
Availability: At-Will
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user increases its ATK by +1 CS.

Shell Smash

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user reduces its DEF and Sp.DEF by 1 CS. It raises its ATK, Sp.ATK, and SPD by +2 CS.

Simple Beam

Type: Normal
Availability: Battle
Attack Modifier: +2
Kind: Status
Range: 6
Effect: The target's ability becomes Simple. If it has two abilities, the user picks one to become Simple (it cannot change Truant).

Sing

Type: Normal
Availability: 1/Battle
Attack Modifier: -6
Kind: Status
Range: Burst 3
Effect: The target falls asleep.

Sketch

Type: Normal
Availability: Daily
Attack Modifier: N/A
Kind: Status
Range: 6
Effect: The user permanently replaces Sketch on its movelist with the move last used by the target. Sketch cannot miss.

Skull Bash

Type: Normal
Availability: Battle x2
Attack Modifier: +2
Damage: 3d12x3
Kind: Physical
Range: Melee, Knockback
Effect: The user spends the rest of its turn preparing in a defensive position and gains +1 DEF CS. On its next turn the user can spend an action to make an attack using Skull Bash's attack modifier, damage, and range. This attack gives +1 to the user's knockback roll.

Slack Off

Type: Normal
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user regains 50% of its max HP.

Slam

Type: Normal
Availability: At-Will
Attack Modifier: -2
Damage: 3d10x2
Kind: Physical
Range: Melee
Effect: None



TKptVN, Deviant Art

Slash

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee
Effect: The user scores a critical hit on 18+.

Sleep Talk

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: If the user is asleep it can select a move at random from its move list and use that move.

Smelling Salts

Type: Normal
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee
Effect: If the target is paralyzed double the damage tier of Smelling Salts (to 5d10x2). The target is no longer paralyzed.

Smokescreen

Type: Normal
Availability: 2/Battle
Attack Modifier: N/A

Kind: Status
Range: Cone 4
Effect: The target receives -2 on attack rolls until the battle ends. The area becomes filled with dark mist that obscures sight into or out of the cloud.

Snore

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d12
Kind: Special
Range: Cone 3
Effect: Snore can only be used if the user is sleeping. The target flinches on 15+.

Soft-Boiled

Type: Normal
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Melee or Self
Effect: The target regains 50% of its max HP.

Sonic Boom

Type: Normal
Availability: 2/Battle
Attack Modifier: -2
Kind: Special
Damage: Special
Range: 6
Effect: The target takes 20 damage.

Spike Cannon

Type: Normal
Availability: 2/Battle
Attack Modifier: 0
Damage: 2d6
Kind: Physical
Range: 6, Multistrike
Effect: None

Spit Up

Type: Normal
Availability: 1/Battle
Attack Modifier: +2
Damage: See Effect
Kind: Special
Range: 5
Effect: The user loses all Stockpiles (see the

Stockpile move). The damage tier of Spit Up is 10 if one Stockpile is consumed, and it gets +6 damage tier per stockpile past 1 consumed.

Splash

Type: Normal
Availability: At-Will
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user flips. And then it flops.

Stockpile

Type: Normal
Availability: 3/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user stores up energy as a Stockpile. The user increases their DEF and Sp.DEF by 1 for each stockpile it has gained.

Stomp

Type: Normal
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee
Effect: The target flinches on 15+.

Strength

Type: Normal
Availability: 1/Battle
Attack Modifier: 0
Damage: 3d10x2
Kind: Physical
Range: Melee, Knockback
Effect: The user receives +3 on its knockback check.
Special: Grants +1 STR

Substitute

Type: Normal
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Self, Buff
Effect: The user loses 25% of its max HP and creates a Substitute with that amount of HP. The substitute looks identical to the user and appears in a square next to it. The substitute mimics the user's movements and actions, becoming indistinguishable from the user. Any time the user is hit by an attack it can instead have the substitute take the damage. Once the substitute is reduced to 0 HP it is destroyed.

Super Fang

Type: Normal
Availability: 1/Battle
Attack Modifier: 0
Kind: Physical
Range: Melee
Effect: The target loses 50% of their current HP.

Supersonic

Type: Normal
Availability: 2/Battle
Attack Modifier: -2
Kind: Status
Range: Cone 3
Effect: The target is confused.

Swagger

Type: Normal
Availability: 2/Battle
Attack Modifier: 0
Kind: Status
Range: 6



Effect: The target increases its ATK by 2 CS. The target is confused.

Swallow

Type: Normal
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Self

Effect: The user loses all Stockpiles (see the Stockpile move). The user restores 25% mac HP if one Stockpile is consumed, 50% if two are consumed, and 100% if 3 are consumed.

Sweet Scent

Type: Normal
Availability: 1/Battle
Attack Modifier: +2
Kind: Status
Range: Burst 2, Discerning
Effect: The target reduces its Evasion by 4.
Special: Grants the Enticing Odor innate feature

Swift

Type: Normal
Availability: 1/Battle
Attack Modifier: N/A
Damage: 4d8
Kind: Special
Range: 8
Effect: Swift cannot miss. Swift hits 2 targets in range.

Swords Dance

Type: Normal
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user increases its ATK by 2 CS.

Tackle

Type: Normal
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee
Effect: None

Tail Slap

Type: Normal
Availability: 2/Battle
Attack Modifier: 0
Damage: 2d6
Kind: Physical
Range: Melee, Multistrike
Effect: None

Tail Whip

Type: Normal
Availability: At-Will
Attack Modifier: +2
Kind: Status
Range: Burst 1, Discerning
Effect: The target reduces its DEF by 1 CS.

Take Down

Type: Normal
Availability: 2/Battle
Attack Modifier: -1
Damage: 3d12x2
Kind: Physical
Range: Melee, Rush
Effect: The user takes recoil damage equal 1/4 of the damage it dealt.

Techno Blast

Type: Normal
Availability: 1/Battle
Attack Modifier: +2
Damage: 5d10x2
Kind: Special
Range: 6, Line 3
Effect: Techno Blast has a type based on the Drive inserted in the user. Techno Blast hits a Line 3 anywhere in range.

Teeter Dance

Type: Normal
Availability: 1/Battle
Attack Modifier: +2
Kind: Status
Range: Burst 1
Effect: The target is confused.

Thrash

Type: Normal
Availability: 1/Battle
Attack Modifier: +2

Damage: 5d10x2

Kind: Physical

Range: Melee, Burst 1

Effect: The user must make an attack using this move's modifier, damage, and range again next turn after moving to ensure it affects as many enemy targets as possible. After the second use roll d20, on 10+ the user must make this attack once more next turn. If the user misses all valid targets after any of these attacks, or cannot make an attack (due to a status) Thrash ends. When Thrash ends the user is confused.

Tickle

Type: Normal

Availability: 2/Battle

Attack Modifier: +2

Kind: Status

Range: Melee

Effect: The target lowers its ATK and DEF by 1 CS.

Transform

Type: Normal

Availability: At-Will

Attack Modifier: N/A

Kind: Status

Range: 10

Effect: The user picks a target within 10 meters and assumes the form of the target. It gains all of the user's STATS, Moves, gains its Abilities, and copies its weight and height and Innate Features. Transform lasts until the user is switched out, KO'd or until the end of the battle. If a battle or encounter is ending, the user can attempt to maintain the transformation for another 5 minutes with an Endurance check DC 15 +5 per previous attempt. The user may choose to end the transformation on its turn as a free action, regaining its previous Move List. The user's current and Max HP do not change from using Transform. Transform cannot miss. If using Transform to mimic a human, the user gains +10 on the Deception check to the disguise but cannot talk.

Tri Attack

Type: Normal

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Special

Range: 6

Effect: Roll d20. On a roll of 20 the target is paralyzed. On a roll of 19 the target is frozen. On a roll of 18 the target is burned. On a roll of 17 roll again.

Trump Card

Type: Normal

Availability: 2/Day

Attack Modifier: +2

Damage: 6d6x4

Kind: Special

Range: 6

Effect: For every other move the user currently has available, reduce the damage tier of Trump Card by 4. (5d12x2 with 1 other move available, 4d10x2 with 2 others available, 4d8 with 3 other moves available, 1d10 with 4 others available)

Up roar

Type: Normal

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d12x2



DragonCludz, Deviant Art

Kind: Special

Range: Burst 1

Effect: The user must make an attack using this move's modifier, damage, and range again next turn. After the second use roll d20, on 10+ the user must make this attack once more next turn. If the user misses all valid targets after any of these attacks, Uproar ends. Creatures in a burst 5 around the user wake up with each use of this attack.

Vice Grip

Type: Normal

Availability: At-Will

Attack Modifier: +2

Damage: 4d8

Kind: Physical

Range: Melee

Effect: The user gains +3 on grapplechecks to maintain a grab. If the target is currently grabbed increase the damage tier of Vice Grip by 2 (3d10x2).

Weather Ball

Type: Normal

Availability: 1/Battle

Attack Modifier: +2

Damage: 2d12

Kind: Special

Range: 8

Effect: Increase Weather Ball's damage tier by 5 (4d10x2) in any exceptional weather and change its type. Fire-type in Sunny weather. Water-type in Rain. Ice-type in Hail. Rock-type in a Sandstorm. Normal-type (but 4d10x2) in Fog.

Whirlwind

Type: Normal

Availability: 2/Battle

Attack Modifier: +2

Kind: Status

Range: Line 8, Knockback

Effect: The line is 2 wide. The user gains +4 power when determining knockback distance. If a target is knockedback into its trainer it is forced into its Poké ball and its trainer must select a new Pokémon to deploy. Whirlwind removes any Smokescreen or Fog effects on the field.

Wish

Type: Normal

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: 4

Effect: The user chooses a square. At the end of the user's next turn (or when its turn would take place) any target in the square regains 50% of the user's Max HP.

Work Up

Type: Normal

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: Increase the user's ATK and Sp.ATK by 1 CS.

Wrap

Type: Normal

Availability: Passive

Kind: Physical

Attack Modifier: +1

Kind: Physical

Effect: The user grapples the target. The user gains +3 on all checks made to maintain a grapple. Whenever the user ends their turn and is grappling a target, that target loses 1/10th of their Max Hit Points. All effects stack with Bind and Clamp. See Grab (pg. 77) for more details on grappling.

Wring Out

Type: Normal

Availability: 2/Day

Attack Modifier: +2

Damage: 5d10x2

Kind: Special

Range: Melee

Effect: Reduce the damage tier of Wring Out by the percentage missing from the target's max HP.

Yawn

Type: Normal

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: 4

Effect: The target falls asleep at the end of the user's next turn. This attack cannot miss.

Poison Moves

Acid

Type: Poison
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Special
Range: Cone 3
Effect: The target reduces its DEF by 1 CS on 19+. Acid continues to deal its damage every turn for 1d3 turns to objects in the area.

Acid Armor

Type: Poison
Availability: 2/day
Attack Modifier: N/A
Kind: Status
Range: Self, Buff
Effect: The user increases its DEF by 2 CS. The user is now in a semi-liquid form, capable of blending into water or other liquid and becoming invisible while in a body of liquid. It can also move through spaces or cracks like a liquid at 4x the movement speed cost.

Acid Spray

Type: Poison
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d8
Kind: Special
Range: 4
Effect: The target reduces its Sp.DEF by 2 CS.

Belch

Type: Poison
Availability: 1/Battle
Attack Modifier: 0
Damage: 5d10x2
Kind: Special
Range: Line 3
Effect: Belch cannot be used unless the user has consumed a berry during the battle.

Clear Smog

Type: Poison
Availability: 2/Battle

Attack Modifier: N/A

Damage: 2d12

Kind: Special

Range: 6

Effect: The target resets all changes to its combat stages.

Coil

Type: Poison
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user increases its ATK and DEF by 1 CS. The user gains +2 on attack rolls until the end of battle.

Cross Poison

Type: Poison
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Physical
Range: Melee, Line 4
Effect: The user scores a critical hit on 18+. Roll d20. On a roll of 19+ the target is poisoned.

Gastro Acid

Type: Poison
Availability: 1/Battle
Attack Modifier: +2
Kind: Status
Range: 4
Effect: The target has one of its abilities disabled until the end of battle.

Gunk Shot

Type: Poison
Availability: 2/Day
Attack Modifier: -1
Damage: 5d10x2
Kind: Physical
Range: 6
Effect: The target is poisoned on 15+.

Poison Fang

Type: Poison
Availability: 1/Battle
Attack Modifier: +2



Damage: 2d12
Kind: Physical
Range: Melee
Effect: The target is badly poisoned on 11+.

Poison Gas

Type: Poison
Availability: 1/Battle
Attack Modifier: -2
Kind: Status
Range: Cone 3
Effect: The target is poisoned.

Poison Jab

Type: Poison
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Physical
Range: Melee
Effect: The target is poisoned on 15+.

Poison Powder

Type: Poison
Availability: 2/Battle
Attack Modifier: -2
Kind: Status
Range: 4
Effect: The target is poisoned. Grass-type Pokémon are immune to Poison Powder.

Poison Sting

Type: Poison
Availability: At-Will
Attack Modifier: +2
Damage: 1d12
Kind: Physical
Range: 6
Effect: The target is poisoned on 17+.

Poison Tail

Type: Poison
Availability: At-Will
Attack Modifier: +2
Damage: 2d12
Kind: Physical
Range: Melee
Effect: The user scores a critical hit on 18+. Roll d20. On a roll of 19+ the target is poisoned.

Sludge

Type: Poison
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special
Range: 6
Effect: The target is poisoned on 15+.

Sludge Bomb

Type: Poison
Availability: 1/Battle
Attack Modifier: +2
Damage: 3d12x2
Kind: Special
Range: 6, Burst 1
Effect: The target is poisoned on 15+.

Sludge Wave

Type: Poison
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d10x2
Kind: Special
Range: Line 6
Effect: The target is poisoned on 19+.

Smog

Type: Poison
Availability: At-Will
Attack Modifier: -3
Damage: 2d6
Kind: Special
Range: Line 2
Effect: The target is poisoned on 13+.

Toxic

Type: Poison
Availability: 2/Battle
Attack Modifier: 0
Kind: Status
Range: 4
Effect: The target is badly poisoned. If the user is a Poison-type Pokémon the range increases to 8 and gets a +2 attack modifier.

Toxic Spikes

Type: Poison
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 6, Burst 1, Hazard
Effect: Toxic Spikes cover the ground in the burst. Any enemy moving into or out of a square covered in spikes becomes Poisoned. If they move into or out of a square with two sets of toxic spikes layered on it they become Badly Poisoned.

Toxic Thread

Type: Poison
Availability: 2/Battle
Attack Modifier: N/A

Kind: Status
Range: 6
Effect: The target reduces its SPD by 1 CS. The target is poisoned.

Venom Drench

Type: Poison
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: Cone 4
Effect: The target lowers its ATK, Sp.ATK, and SPD by 1 CS if it is poisoned.

Venoshock

Type: Poison
Availability: 1/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special
Range: 6
Effect: If the target is poisoned increase Venoshock's damage tier to 12 (5d10x2).

Psychic Moves

Agility

Type: Psychic
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user increases its SPD by 2 CS. Increase movement speeds by 2 each.

Ally Switch

Type: Psychic
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 10, Interrupt
Effect: The user switches places with the ally within range. If the ally was being targeted by an attack the user becomes the new target for that attack.

Amnesia

Type: Psychic
Availability: 2/Battle



Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user increases their Sp.DEF by 2 CS.

Barrier

Type: Psychic

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Hazard

Effect: The user can choose one of two options. 1) The user can wrap themselves in a barrier, increasing their DEF by 2 CS. 2) The user can place 3 barriers in adjacent squares. These barriers have DEF and SP.DEF equal to the user's Sp.ATK and HP equal to the user's Sp.DEF. The barriers act like a large, transparent, impassable wall that fills the square they are in, allowing creatures to take cover behind them as a normal wall of equal size. If an attack misses a target due to the Evasion granted by this cover, the wall takes the hit instead and is destroyed when reduced to 0 HP.

Calm Mind

Type: Psychic

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user increases their Sp.ATK and Sp.DEF by 1 CS.

Confusion

Type: Psychic

Availability: At-Will

Attack Modifier: +2

Damage: 2d12

Kind: Special

Range: 6

Effect: The target is confused on 19+.

Cosmic Power

Type: Psychic

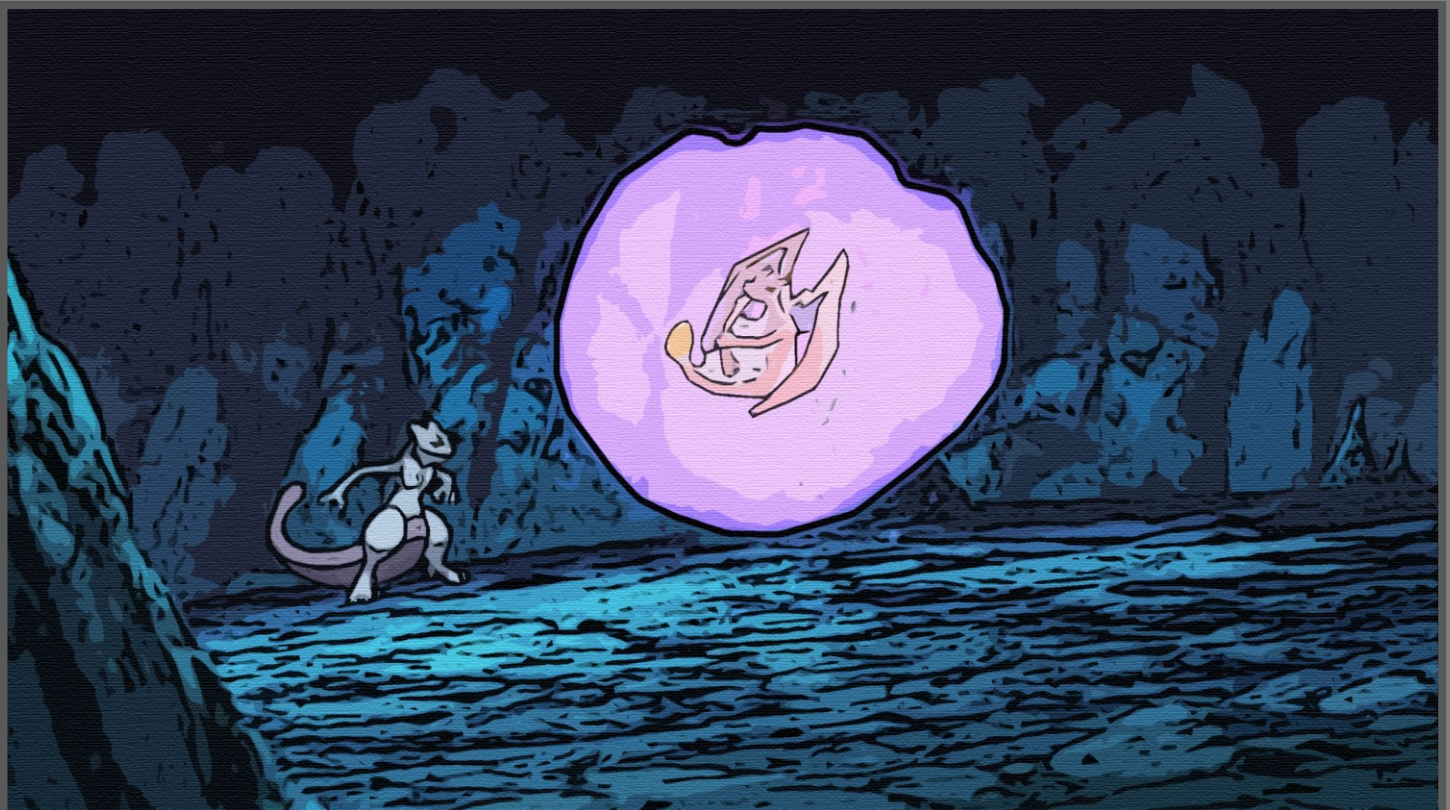
Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The target increases its DEF and Sp.DEF by 1 CS.



Dream Eater

Type: Psychic
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d10x2
Kind: Special
Range: Melee
Effect: Dream Eater can only be used against a sleeping target. The user regains HP equal to 50% of the damage dealt.

Extrasensory

Type: Psychic
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: 5
Effect: The target flinches on 19+.

Future Sight

Type: Psychic
Availability: 1/Battle
Attack Modifier: N/A
Damage: 5d10x2
Kind: Special
Range: 10
Effect: The user chooses a target within range. At the beginning of the user's turn after next, the target takes the damage from Future Sight (it cannot miss unless the target is recalled or already KO'd).

Gravity

Type: Psychic
Availability: 2/Day
Attack Modifier: N/A

Kind: Status
Range: Burst 10
Effect: All attacks against creatures in the burst gain +4 on attack rolls. All levitating or flying Pokémon in the burst fall to the ground. Moves that move the user or the target in this area do not cause this movement.

Guard Split

Type: Psychic
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 4
Effect: The user and the target add their Defense and Sp.Defense stats (ignoring CS changes) and divide that number by 4. The result is their new Defense and Sp.Defense scores.

Guard Swap

Type: Psychic
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 4
Effect: The user switches all changes to DEF and Sp.DEF CS with the target.

Heal Block

Type: Psychic
Availability: 2/Battle
Attack Modifier: +2
Kind: Status
Range: Burst 2
Effect: Enemies in the burst cannot regain HP (Mind save ends).

Heal Pulse

Type: Psychic
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: 4
Effect: The target regains 50% max HP.





Healing Wish

Type: Psychic
Availability: Daily
Attack Modifier: N/A
Kind: Status
Range: 6

Effect: The user faints and enters its poke ball. Its trainer can send out a new Pokémon as a free action. The newly deployed Pokémon regains 50% max HP and has all status conditions removed.

Heart Stamp

Type: Psychic
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 5
Effect: The target flinches on 15+.

Heart Swap

Type: Psychic
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: 6
Effect: The user and the target switch all CS modifications.

Hypnosis

Type: Psychic
Availability: 1/Battle

Attack Modifier: -2
Kind: Status
Range: 5
Effect: The target falls asleep.
Imprison

Type: Psychic
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Burst 10
Effect: Enemies in the area cannot use attacks known by the user.

Kinesis

Type: Psychic
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 6
Effect: The target gets -4 on attack rolls until the end of the battle.

Light Screen

Type: Psychic
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Melee
Effect: The user chooses 4 adjacent squares to be filled with a light screen. Any enemy special attack passing through a light screen deals half damage (after other damage calculations). After a screen reduces damage three times, it fades.

Lunar Dance

Type: Psychic
Availability: Daily
Attack Modifier: N/A
Kind: Status
Range: 8
Effect: The user is reduced to 0 HP. If wild, the user disappears in a beam of moonlight after chooses one target to regain 100% HP and be cured of all status conditions. If owned by a trainer, the Pokémon returns to its poké ball and another is sent out as a free action. The newly deployed Pokémon regains 100% of its HP and is cured of all status conditions.

Luster Purge

Type: Psychic
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special
Range: Line 6
Effect: The target reduces its Sp.Def on 11+.

Magic Coat

Type: Psychic
Availability: 1/Day
Attack Modifier: N/A
Kind: Status
Range: Interrupt
Effect: The user reflects any status moves back on their user.

Magic Room

Type: Psychic
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Burst 10
Effect: All targets in the burst cannot use items or gain the benefits of held items.

Meditate

Type: Psychic
Availability: At-Will
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user increases its ATK by 1 CS.

Miracle Eye

Type: Psychic
Availability: 2/Battle
Attack Modifier: N/A
Kind: Status
Range: 6
Effect: Attacks against the target ignore positive changes to its Evasion. The target can be hit by Psychic-type moves even if it would otherwise be immune to them.

Mirror Coat

Type: Psychic
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Any, Interrupt
Effect: The user can activate this move after being hit by a special move. The user deals twice as much damage as it just received to the attacker.

Mist Ball

Type: Psychic
Availability: 2/Battle
Attack Modifier: +2
Damage: 4d12
Kind: Special
Range: 8, Burst 1
Effect: The target reduces its Sp.Atk on 11+.

Power Split

Type: Psychic
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 4
Effect: The user and the target add their Attack and Sp.Attack stats (ignoring CS changes) and divide that number by 4. The result is their new Attack and Sp.Attack scores.

Power Swap

Type: Psychic
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: 4



Effect: The user switches all changes to ATK and Sp.ATK CS with the target.

direction of the knockback. The target reduces its Sp.DEF by 1 CS on 19+.

Special: Grants Telekinetic

Power Trick

Type: Psychic

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Self, Buff

Effect: The user switches its Attack and Defense (ignoring CS changes).

Psycho Boost

Type: Psychic

Availability: 1/Battle

Attack Modifier: 0

Damage: 5d12x2

Kind: Special

Range: 8, Burst 3,

Effect: The user reduces its Sp.ATK by 2 CS.

Psybeam

Type: Psychic

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d12

Kind: Special

Range: Line 4

Effect: the target is confused on 19+.

Psycho Cut

Type: Psychic

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d12

Kind: Physical

Range: Melee

Effect: The user scores a critical hit on 18+.

Psychic

Type: Psychic

Availability: 1/Battle

Attack Modifier: +2

Damage: 3d12x2

Kind: Special

Range: 5, knockback

Effect: The user applies INT to the knockback instead of STR. The user gains +1 on its knockback roll and the user can decide the

Psycho Shift

Type: Psychic

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: 5

Effect: The user removes all status conditions from itself and inflicts them on the target.



Psyshock

Type: Psychic

Availability: 1/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Special

Range: 4

Effect: The target uses its Defense stat instead of its Sp.Defense stat when calculating damage from Psyshock.

Psystrike

Type: Psychic

Availability: 1/Battle

Attack Modifier: +2

Damage: 4d10x2

Kind: Special

Range: 4

Effect: The target uses its Defense stat instead of its Sp.Defense stat when calculating damage from Psystrike.

Psywave

Type: Psychic

Availability: 1/Battle

Attack Modifier: -1

Kind: Special

Range: Line 3

Effect: The target takes damage equal to the user's level x 5 x R. Roll d20, on a roll of 1-4 R is .5, on a roll of 5-8 R is .75, on a roll of 9-12 R is 1, on a roll of 13-17 R is 1.25, on a roll of 18-20 R is 1.5.

Reflect

Type: Psychic

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Melee

Effect: The user chooses 4 adjacent squares to be filled with a reflecting barrier. Any enemy physical attack passing through a reflecting barrier deals half damage (after other damage calculations). After reducing damage three times, the barrier fades.

Rest

Type: Psychic

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user falls asleep. The user regains 100% max HP.

Role Play

Type: Psychic

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: 4

Effect: The user replaces one of its abilities with one of the abilities of the target.

Skill Swap

Type: Psychic

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: 3

Effect: The user exchanges one of its abilities with one of the abilities of the target. If the target is recalled the user regains its original ability.

Stored Power

Type: Psychic

Availability: 2/Battle

Attack Modifier: +2

Damage: 1d12

Kind: Special

Range: 8

Effect: Increase the damage tier of Stored Power by 2 for every positive change to the user's CS.

Synchronoise

Type: Psychic

Availability: 1/Battle

Attack Modifier: +2

Damage: 5d10x2

Kind: Special

Range: Burst 3

Effect: Only targets that share a type with the user will take damage.

Telekinesis

Type: Psychic

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: 4

Effect: The user grabs the target (see special below).

Special: Grants Telekinetic. Any creature that knows Telekinesis can grapple targets up to 4 squares away and uses its INT instead of STR for grapple checks.

Teleport

Type: Psychic

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Self, Interrupt

Effect: The user Teleports up to X squares, where X is its INT+2. Teleport can be used as an Interrupt at any time. Moves that targeted Teleport's user miss, but might hit objects in the surrounding squares. When used out of battle, Teleport has a range of X km, where X is the user's INT. When teleporting you can only teleport to areas you can see or that you are familiar with.

Trick

Type: Psychic

Availability: 1/Battle

Attack Modifier: +2

Kind: Status

Range: Melee

Effect: The user switches held items with the target.

Trick Room

Type: Psychic

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: Burst 10

Effect: Beginning at the end of the current round all creatures in the area reverse their initiative order. The lowest initiative goes first, and the faster initiative goes last.

Wonder Room

Type: Psychic

Availability: 2/Day

Attack Modifier: N/A

Kind: Status



Range: Burst 10

Effect: All targets in the area switch their Defense and Sp.Defense STATs (ignoring CS changes).

Zen Headbutt

Type: Psychic

Availability: 2/Battle

Attack Modifier: 0

Damage: 3d10x2

Kind: Physical

Range: Melee

Effect: The target flinches on 17+.

Rock Moves

Ancient Power

Type: Rock

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d8

Kind: Special

Range: 6

Effect: The user increases its ATK, DEF, Sp.ATK, Sp.DEF, and SPD by 1 CS on 19+.

Head Smash

Type: Rock

Availability: 2/Day

Attack Modifier: -1

Damage: 5d8x3

Kind: Physical

Range: Melee, knockback

Effect: The user gains +3 on its knockback roll. The user takes recoil damage equal 1/2 of the damage it dealt (before knockback).

Power Gem

Type: Rock
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: Line 4
Effect: None

Rock Blast

Type: Rock
Availability: 2/Battle
Attack Modifier: -1
Damage: 2d6
Kind: Physical
Range: 6, Multistrike
Effect: None
Special: Grants Earthmaker

Rock Polish

Type: Rock
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user increases its SPD by 2 CS.

Rock Slide

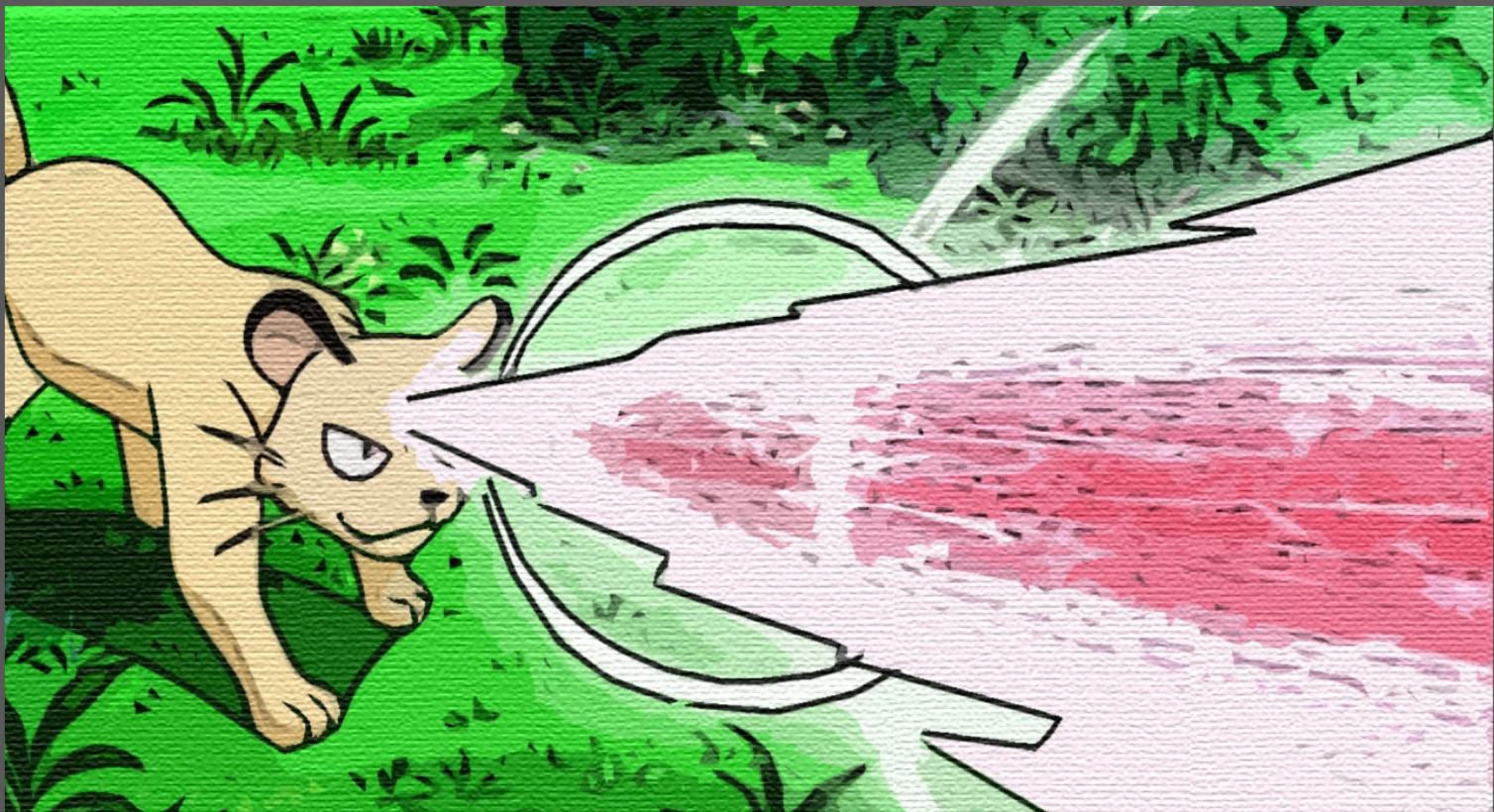
Type: Rock
Availability: 1/Battle
Attack Modifier: 0
Damage: 3d10x2
Kind: Physical
Range: 6, Burst 3
Effect: The target flinches on 15+. The burst area is now difficult terrain.

Rock Throw

Type: Rock
Availability: At-Will
Attack Modifier: 0
Damage: 2d12
Kind: Physical
Range: 6
Effect: None

Rock Tomb

Type: Rock
Availability: 2/Battle
Attack Modifier: -1
Damage: 4d8
Kind: Physical
Range: 3
Effect: the target reduces its SPD by 1 CS



and becomes immobilized (Body save ends).

Special: Grants Earthmaker

Rock Wrecker

Type: Rock

Availability: 2/Day

Attack Modifier: 0

Damage: 5d8x3

Kind: Physical

Range: 4, Burst 1

Effect: This attack causes the user to lose its next set of actions.

Special: Grants Earthmaker

Rollout

Type: Rock

Availability: 2/Battle

Attack Modifier: 0

Damage: 2d6

Kind: Physical

Range: Melee

Effect: The user can initiate Rollout at any point during movement. Any occupant of a square the user moves through during the remainder of this movement is targeted by the attack. Any time it hits a target the target may make an oppose STR check (the user gains +3 on this check) to end the user's movement and end Rollout. If Rollout has not been ended the user must continue to use Rollout on each of its turns until they are stopped or on the fourth turn of using Rollout. Each successive use of Rollout increases Rollout's Damage tier by 4 steps to a maximum of Tier 12.

Sandstorm

Type: Rock

Availability: 2/Day

Attack Modifier: N/A

Kind: Status

Range: Weather

Effect: The user changes the weather to a Sandstorm.

Smack Down

Type: Rock

Availability: 2/Battle

Attack Modifier: +2

Damage: 2d12

Kind: Physical

Range: 8

Effect: The target is hit into the ground and cannot use fly speeds or levitate until it is recalled or it spends an action regaining its footing. Pokémon can be hit by Ground-type moves if they have not recovered from Smack Down.

Stealth Rock

Type: Rock

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: 8, Burst 3, Hazard

Effect: Stealth Rocks cover the ground in the burst. Any enemy moving into or out of a square covered in rocks takes 5% of its max HP in damage. Multiple uses of Stealth Rock can stack in a single area.



Siplick, Deviant Art

Stone Edge

Type: Rock

Availability: 1/Battle

Attack Modifier: -1

Damage: 4d10x2

Kind: Physical

Range: 8, Groundsource

Effect: The user scores a critical hit on 17+.

Wide Guard

Type: Rock

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Interrupt

Effect: If the user intercepts an attack for an ally Wide Guard may be used as an interrupt to allow the user to intercept the attack for an additional ally. The additional ally must be adjacent to the first. The user and protected allies suffer no effects of the attack.

Steel Moves

Autotomize

Type: Steel

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user raises its SPD by 2 CS. The user reduces its weight by 50%.

Bullet Punch

Type: Steel

Availability: At-Will

Attack Modifier: +2

Damage: 2d8

Kind: Physical

Range: Melee, Priority

Effect: None



Doom Desire

Type: Steel

Availability: 1/Battle

Attack Modifier: N/A

Damage: 5d12x2

Kind: Special

Range: 10

Effect: The user chooses a target within range. At the beginning of the user's turn after next, the target takes the damage from Doom Desire (it cannot miss unless the target is recalled or already KO'd).

Flash Cannon

Type: Steel

Availability: 1/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Special

Range: Line 6

Effect: The target reduces its Sp.DEF by 1 on 19+.

Gear Grind

Type: Steel

Availability: 2/Battle

Attack Modifier: +1

Damage: 2d12

Kind: Physical

Range: Melee, Double Strike

Effect: None

Gyro Ball

Type: Steel

Availability: 1/Battle

Attack Modifier: +2

Damage: See Effect

Kind: Physical

Range: Melee

Effect: Gyro Ball's damage tier = 3 x (TargetSPD / UserSPD), rounded down.

Heavy Slam

Type: Steel

Availability: 2/Battle

Attack Modifier: +2

Damage: 2d8

Kind: Physical

Range: Melee

Effect: The user compares its weight with the target's weight. If the target weighs 50%-30% as much as the user, increase Heavy Slam's damage tier by 3. If the target weighs 15%-29% as much as the user, increase the damage tier by 6. If the target weighs 1-14% as much as the user, increase the damage tier by 9.

Iron Defense

Type: Steel

Availability: 2/Battle

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user raises its DEF by 2 CS.

Iron Head

Type: Steel

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Physical

Range: Melee

Effect: The target flinches on 15+.

Iron Tail

Type: Steel

Availability: 2/Battle

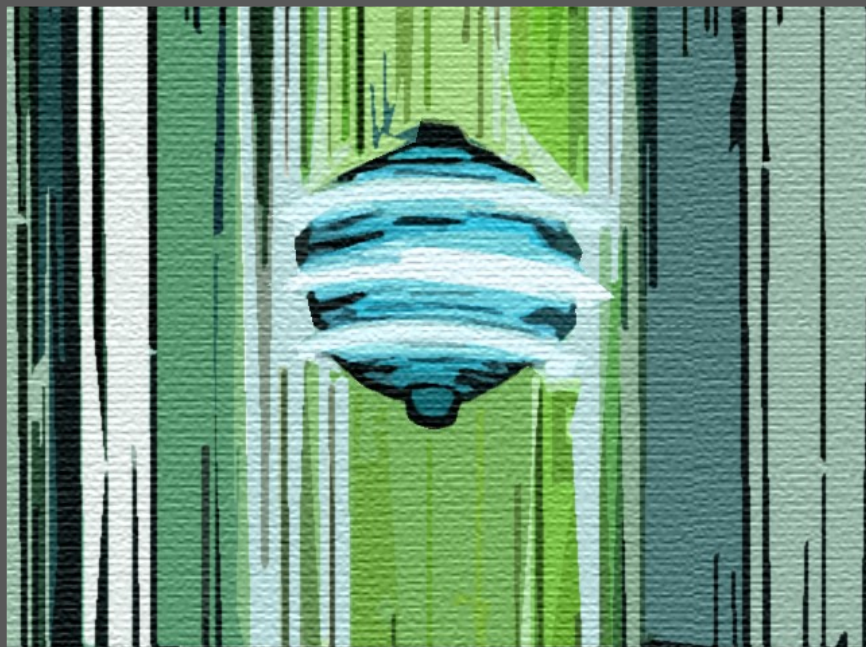
Attack Modifier: -2

Damage: 4d10x2

Kind: Physical

Range: Melee

Effect: The target reduces its DEF by 2 CS on 15+.



King's Shield

Type: Steel

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Self, Interrupt

Effect: If the user is hit by an attack the user may use King's Shield. The user is instead not hit by the move. If the attack was melee the attacker reduces its ATK by 2 CS.

Magnet Bomb

Type: Steel

Availability: 2/Battle

Attack Modifier: N/A

Damage: 4d8

Kind: Physical

Range: 6

Effect: This attack cannot miss.

Special: Grants Magnetic

Metal Burst

Type: Steel

Availability: 2/Day

Attack Modifier: N/A

Damage: See Effect

Kind: Physical

Range: 4

Effect: The target takes damage equal to 1.5x the damage the user took from its last damaging attack.

Metal Claw

Type: Steel

Availability: At-Will

Attack Modifier: +1

Damage: 2d12

Kind: Physical

Range: Melee,

Effect: The user raises its ATK by 1 CS on 19+.

Metal Sound

Type: Steel

Availability: 2/Battle

Attack Modifier: 0

Kind: Status

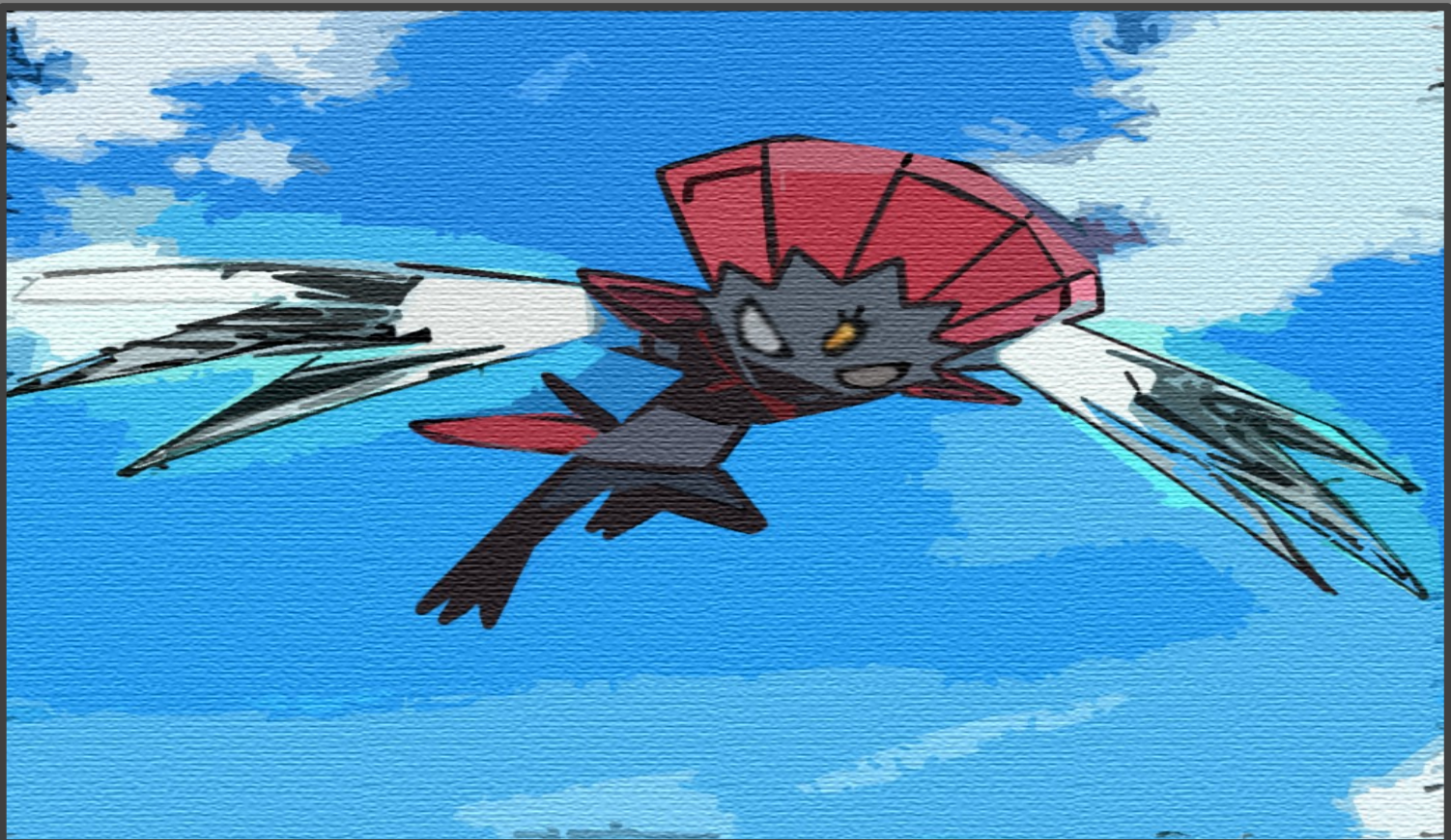
Range: Cone 3

Effect: The target reduces its Sp.DEF by 2 CS.

Meteor Mash

Type: Steel

Availability: 1/Battle



Attack Modifier: 0
Damage: 3d12x2
Kind: Physical
Range: Melee, Rush
Effect: The user raises its ATK by 1 CS on 17+.

Mirror Shot

Type: Steel
Availability: 2/Battle
Attack Modifier: -1
Damage: 4d12
Kind: Special
Range: Cone 4
Effect: The target receives -2 on attack rolls on 15+.

Shift Gear

Type: Steel
Availability: 2/Day
Attack Modifier: N/A
Kind: Status
Range: Self
Effect: The user raises its SPD by 2 CS and its

ATK by 1 CS.

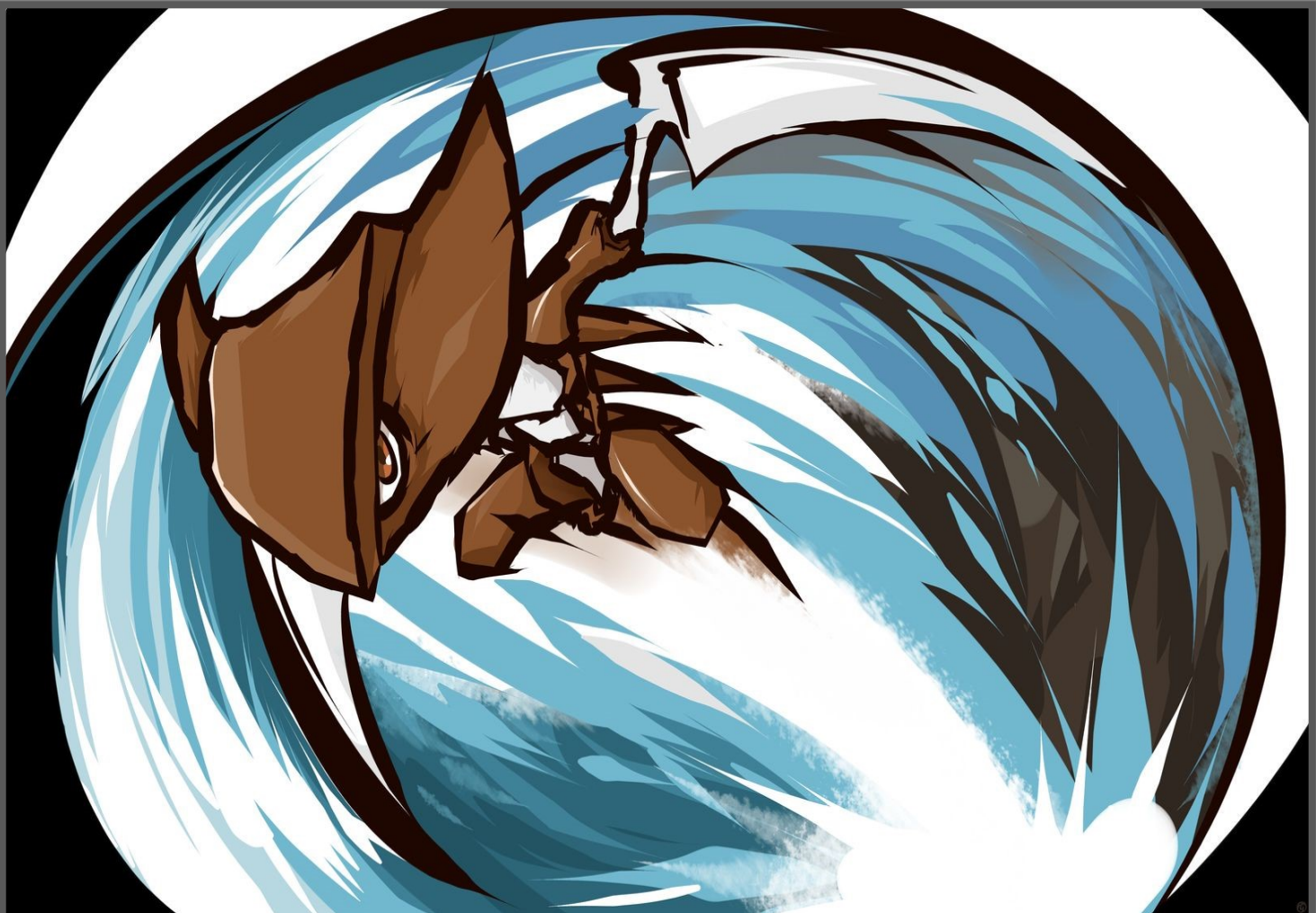
Steel Wing

Type: Steel
Availability: 2/Battle
Attack Modifier: +1
Damage: 4d12
Kind: Physical
Range: Melee, Rush, Line 3
Effect: When this move is used it targets all squares in a line 3. The user moves to the square at the end of that line. The user raises its DEF by 1 CS on 19+.

Water Moves

Aqua Jet

Type: Water
Availability: 2/Battle
Attack Modifier: +2
Damage: 2d8
Kind: Physical
Range: Melee, Priority
Effect: None





Aqua Ring

Type: Water

Availability: 1/Battle

Attack Modifier: N/A

Kind: Status

Range: Self, Buff

Effect: The user regains 10% of its max HP at the end of its turn. This lasts until the end of battle or it is recalled.

Aqua Tail

Type: Water

Availability: 1/Battle

Attack Modifier: 0

Damage: 3d12x2

Kind: Physical

Range: Melee

Effect: None

Brine

Type: Water

Availability: 1/Battle

Attack Modifier: +2

Damage: 4d12

Kind: Special

Range: 6

Effect: If the target's HP is below 50% of its max increase Brine's Damage Tier to 12 (4d10x2).

Bubble

Type: Water

Availability: At-Will

Attack Modifier: +2

Damage: 2d8

Kind: Special

Range: 4

Effect: The target reduces its SPD by 1 CS on 19+.

Bubble Beam

Type: Water

Availability: 2/Battle

Attack Modifier: +2

Damage: 4d12

Kind: Special

Range: Line 4

Effect: The target reduces its SPD on 19+.

Clamp

Type: Water

Availability: Passive

Kind: Physical

Attack Modifier: +1

Effect: The user grapples the target. The user gains +3 on all checks made to maintain a grapple. Whenever the user ends their turn and is grappling a target, that target loses 10% of their max HP. All effects stack with Bind and Wrap. See Grab (pg. 77) for more details on grappling.

Crabhammer

Type: Water

Availability: 2/Battle

Attack Modifier: 0

Damage: 4d10x2

Kind: Physical

Range: Melee

Effect: The user scores a critical hit on 18+.

Dive

Type: Water

Availability: 2/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Physical

Range: Burst 1

Effect: This move can only be used in water. The user doubles its swim speed for this turn and next but cannot make attacks this round. On its next turn the user can make an attack using Dive's attack modifier, range, and damage.

Hydro Cannon

Type: Water

Availability: 2/Day

Attack Modifier: 0

Damage: 5d8x3

Kind: Special
Range: Line 8
Effect: This attack causes the user to lose its next set of actions.

Hydro Pump

Type: Water
Availability: 1/Battle
Attack Modifier: 0
Damage: 4d12x2
Kind: Special
Range: Line 6, Knockback
Effect: None

Muddy Water

Type: Water
Availability: 1/Battle
Attack Modifier: -1
Damage: 3d12x2

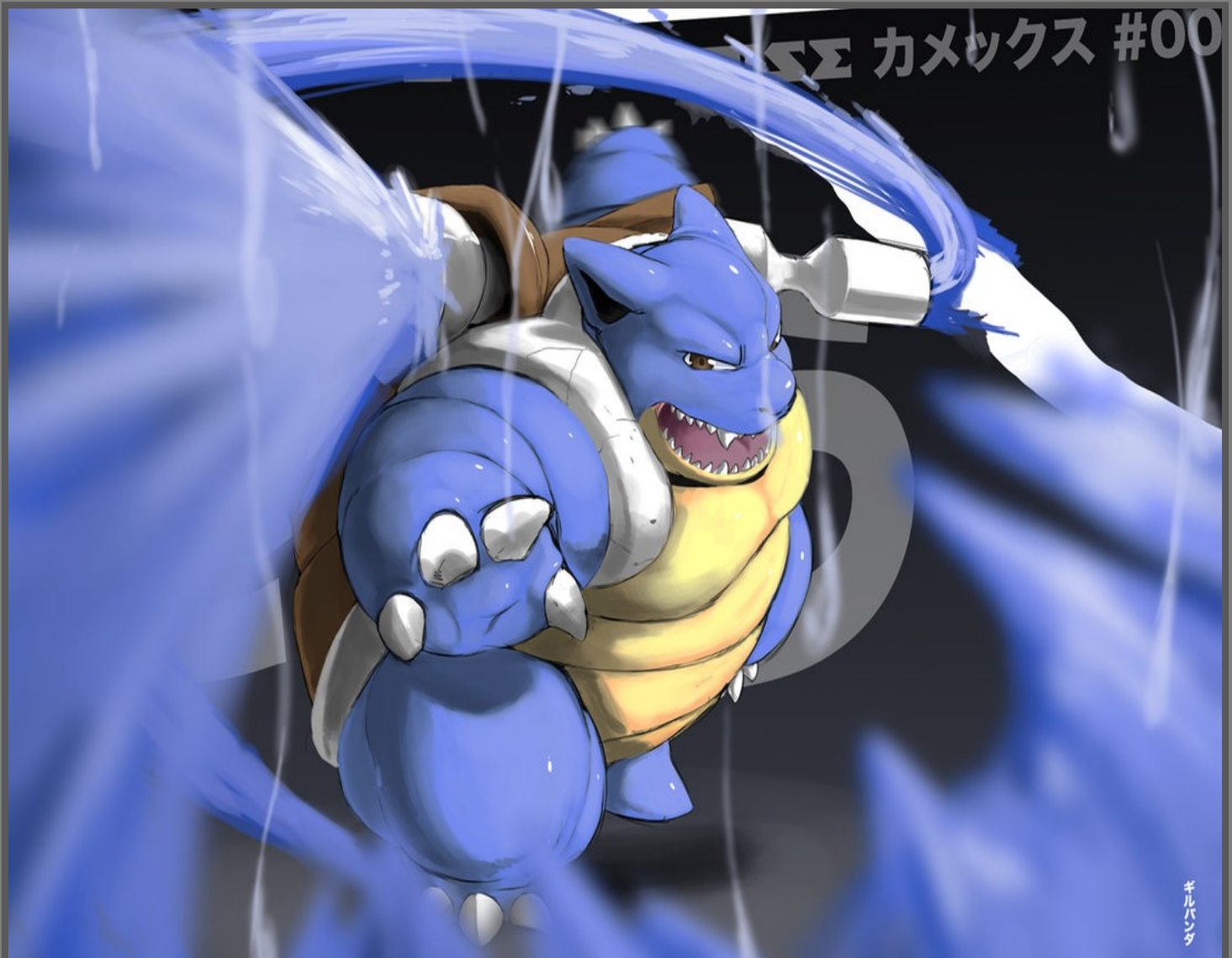
Kind: Special
Range: Line 3
Effect: The line is two squares wide. The target receives -2 on attack rolls on 15+.

Octazooka

Type: Water
Availability: 2/Battle
Attack Modifier: +1
Damage: 4d12
Kind: Special
Range: 7
Effect: The target receives -2 on attack rolls on 11+.

Rain Dance

Type: Water
Availability: 2/Day
Attack Modifier: N/A



gillpanda, Deviant Art



Kind: Status
Range: Weather
Effect: The user changes the weather to Rain.

Razor Shell

Type: Water
Availability: 2/Battle
Attack Modifier: +1
Damage: 4d12
Kind: Physical
Range: Melee
Effect: The target reduces its DEF by 1 CS on 11+.

Scald

Type: Water
Availability: 2/Battle
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: 4
Effect: The target gets burned on 15+.

Soak

Type: Water
Availability: 2/Day
Attack Modifier: +2
Kind: Status
Range: 5
Effect: The target changes its types to Water-type.

Surf

Type: Water
Availability: 1/Day
Attack Modifier: +2
Damage: 3d12x2
Kind: Special
Range: Line 4, Knockback
Effect: The line is 3 squares wide. The user can decide to ride the wave and move to any square at the end if the line 4.
Special: The user increases its Swim speed by 2. Grants Wellspring.

Water Gun

Type: Water
Availability: At-Will
Attack Modifier: +2
Damage: 2d8
Kind: Special
Range: 5

Effect: None
Special: Grants Wellspring

Water Pledge

Type: Water
Availability: Battle x2
Attack Modifier: +2
Damage: 3d10x2
Kind: Special
Range: 6

Effect: This move can be used either as an attack or a pledge. When used as an attack it functions as above but if a Fire Pledge has been made this turn by an ally within 10 squares Water Pledge instead deals 5d8x3 damage and creates a rainbow over the target. All allies of the user within 10 squares of the rainbow have their effect ranges double and the rainbow fades after four rounds. If this move is used as a Pledge it deals no damage and can boost the effects of a Grass Pledge

Water Pulse

Type: Water
Availability: At-Will
Attack Modifier: +2
Damage: 4d8
Kind: Special
Range: 8
Effect: The target is confused on 17+.

Water Shuriken

Type: Water
Availability: 2/Battle
Attack Modifier: 0
Damage: 1d12
Kind: Physical
Range: 6, Multistrike, Priority
Effect: None

Water Sport

Type: Water
Availability: 1/Battle
Attack Modifier: N/A
Kind: Status
Range: Burst 3, Buff
Effect: The target takes 50% less damage, after all other calculations, from Fire-type moves. This buff lasts 5 rounds.
Special: Grants Fountain

Water Spout

Type: Water
Availability: 1/Day
Attack Modifier: 0
Damage: 5d8x3
Kind: Special
Range: Burst 1
Effect: Reduce the damage tier of Water Spout by the percent the user is below its max HP (rounded down).



All0412, Deviant Art

Waterfall

Type: Water

Availability: 1/Battle

Attack Modifier: +2

Damage: 3d10x2

Kind: Physical

Range: Melee, Rush, Line 3

Effect: When this move is used it targets all squares in a line 3. The user moves to the square at the end of that line. The target flinches on 17+.

Whirlpool

Type: Water

Availability: 2/Battle

Attack Modifier: 0

Damage: 2d8

Kind: Special

Range: 3

Effect: The target becomes engulfed, taking 1/8 max HP at the end of each turn. While engulfed the Pokémon cannot be recalled to its poké ball and has its movement speeds reduced by half. After taking the damage each turn the target can make a reflex save to end these effects.

Withdraw

Type: Water

Availability: At-Will

Attack Modifier: N/A

Kind: Status

Range: Self

Effect: The user raises its DEF by 1 CS. Once per Day the user can use Withdraw as an interrupt that functions like protect.

Glossary of Terms

Ability

An ability provides a passive effect in or out of battle. Each Pokémon starts with one ability and more can be gained by spending training points. Each Pokémon has specific abilities they can start (basic abilities) and gain through training (advanced or high abilities). The Pokédex has the abilities available to each species of Pokémon.

Achievements

Achievements mark a trainer's progress through their Pokémon journey. Capturing new Pokémon, defeating other trainers, or anything that presents a challenge and is overcome is an achievement. Achievements vary in magnitude, from Minor to Incredible, with varying experience point awards for how amazing or difficult the accomplishment is.

Attributes

Attributes describe the basic physical and mental abilities trainers. Attributes describe a trainer's natural strengths and weaknesses. Attributes have a base score, usually ranging from -1 to 5, which then affect the trainer's skills and STATS. Pokémon only have two attributes, Strength and Intelligence.

Base STAT Tiers (BST)

A Base STAT tier is the value each Pokémon or Trainer uses to calculate their combat effectiveness. There are 6 STATS which include HP, ATK, DEF, Sp.ATK, SP.DEF, and SPD. For all STATS other than HP, multiply the BST by the combat level of the individual and add 10 to determine the STAT value. For HP, multiply the BST and combat level, then add 30 instead.

Combat Level

Combat level describes a creature's combat effectiveness. Pokémon levels are considered combat levels. Trainers have both Trainer Levels and Combat levels. Combat levels are multiplied with base STAT tiers to calculate combat statistics. Trainers start with a combat level of 1 and it does not increase unless certain traits are taken. The combat levels of wild Pokémon vary widely.

CSs

CSs are incremental adjustments to a

Pokémon or Trainer's Stats ranging from -6 to +6. Each Stage applies a different multiplier to the affected stat. Accuracy and Evasion have changes like CSs but are flat bonuses and penalties ranging from -6 to +6 rather than being associated with multipliers. Often abbreviated as CS in many Moves and Abilities.

Effect Range

Refers to the likelihood of activation of effects that occur dependent on the attack roll. For example, Ember has an Effect Range of 18-20. If an Effect increases this Effect Range by +2, it would then be 16-20.

Evasion

Evasion starts at 5 and increases by 1 for every 10 speed a Trainer or Pokémon has. More evasion makes it more difficult to be hit with an attack. Whenever something is targeted by an attack the attacker must roll a value equal to or greater than the target's evasion to land a hit. Thus, if a trainer has +3 evasion from his speed the attacker must roll 8 (5+3) or higher to hit.

Experience Points (XP)

Experience points are awarded as trainers complete achievements and as Pokémon win battles. Once a certain amount of experience points are accumulated a trainer will gain a trainer level and a Pokémon will gain a combat level.

Free Action (FA)

A Free Action is something that takes little or no time, or that can be done with little interference to more complex actions. Examples of free actions include speaking a few sentences, making a perception check, or pushing a button within reach.

Initiative

Initiative is used to determine the turn order in combat. Whenever combat starts, every participant rolls d20 and adds their initiative bonus. The highest initiative roll + bonus goes first, second highest goes second, and so on. The initiative bonus of a trainer acting alone is their DEX or WIS modifier times 2. The initiative bonus of a Pokémon acting alone is their total SPD STAT divided by 10. The initiative bonus for a trainer and a Pokémon working together is the trainer's DEX or WIS modifier + the active Pokémon's SPD STAT divided by 10.

Inspiration

Inspiration is gained through being a participant in amazing or exceptional events. Inspiration can be used to gain extra actions, bonuses on skills, luck points, or temporary HP.

Move Action (MA)

A Move Action is part of a player's turn in combat. Every turn a trainer receives one move action. A move action is something that can be done while doing something else (i.e a trainer action). Using a move action allows a creature to move their speed on a battle ground. Possible trainer actions include moving, returning a Pokémon, standing up, and anything else that requires less time than a trainer action or can be completed while performing a trainer action.

Move Sets

Move sets are the current Pokémon Moves that a Pokémon can perform. In the video games, Pokémon can only know 4 moves at a time. In the PokéRPG each Pokémon can know 6 moves, but the PM can modify this to suit their campaign. Whenever a Pokémon tries to learn a new move above the limit, they may choose an old move to "forget" and learn the new move.

Opposed Skill Check

An Opposed Skill Check is a Type of Skill Check in which two participants roll; first the participant that started the check, or the "Initiator", and then the participant being acted upon – or the "Defender". Most often, the Defender's roll serves as the DC for the Initiator's Skill Check. An example of an Opposed Skill Check is someone sneaking and someone trying to hear them.

Pokémon Moves

A Pokémon move is a Sp.ATK that Pokémon can perform. Moves have varied strength, range, and effect and are gained when a Pokémon attains levels, as detailed in their Pokédex entry. Trainers can learn certain Pokémon moves through traits.

Save Bonus

A save bonus is how much you add to the d20 roll when a particular effect calls for a saving roll.

Battle or Encounter

A unit of narrative time that is used as a way to reset move availability or certain traits and features. Beyond ending a full-fledged battle, whenever there's a time pass for

traveling, the PCs enter or leave a major location such as a town, or the characters catch a breather after a big event, it's a new encounter

Innate Feature

An Innate Feature is a natural aspect of a Pokémon that is extraordinary. A Charmander's ever burning tail is a good example of an innate feature. The Pokédex lists innate features each Pokémon has, and the Moves and Abilities chapter has descriptions of each innate feature.

Starter

A starter is the first Pokémon you receive on your Pokémon journey. Each player starts with one Pokémon of their choice, preferably with one or two evolutions, and it is their Starter Pokémon. A starter begins with a loyalty of 4. A starter should have power comparable to the classic starter Pokémon of the games, meaning their first form should have a BST total of around 32, with a final evolution with a BST total of around 52. If a Starter has lower BST totals they can be adjusted to that level, if they have higher the player should probably choose a different starting Pokémon.

STATs

STATs are the numbers used to battle. Both trainers and Pokémon have STATs. STATs are used to calculate damage, defenses, turn order, and many other parts of combat. There are 6 STATs, HP, ATK, DEF, Sp.ATK, Sp.DEF, and SPD.

Skills

Skills are how a character interacts with the world. When a player needs to listen at a door, run down a fleeing villain, remember details from history class or most anything else they make a skill check to see if their character is successful. A character's attributes play an important role in how good they are at certain skills. Every trainer starts trained in 4 skills of their choice and can learn more skills by picking the Skill Training trait. Many skills can be used untrained, albeit with a lower chance of success than if they were trained.

Trait

A trait is a unique ability of your character. Traits can only be gained when certain prerequisites are met and when you gain a trait through leveling or at character creation. Traits are one of the main game mechanics that defines a trainer and

separates him or her from everyone else in the party.

Trainer Action (TA)

A Trainer Action is the main part of a player's turn in combat. Each character has two trainer actions every turn. A trainer action takes approximately three seconds to complete. Possible trainer actions include attacking, sending out a Pokémon, directing a Pokémon, using an item, or other actions that require focused thought and effort.

Trainer Level

Trainer levels indicate how much a trainer has accomplished and learned throughout their journey. Trainer levels are gained through experience, as determined by the magnitude of accomplishments the trainer completes. For every trainer level gained, a player can select an additional trait and gains various other benefits.

Training Points

Training points are a form of currency used to "buy" new traits and features for a Pokémon. Training points are gained as a Pokémon levels up, is trained by the Training skill, is enhanced by the Science skill, or is bred and born through the Breeding skill.

