CAPTURING POKÉMON

Typically, Capturing Pokémon is a two-step process requiring some **Poké Balls.**

Poké Balls can be thrown as a **Standard Action**, as an **AC6 Status Attack Roll**, with a range equal to 4 plus your Athletics Rank.

Poké Balls that fail to hit their target land on the terrain behind the target Pokémon harmlessly, and will usually land without breaking.

If you roll a Natural 20 on this Accuracy Check, subtract -10 from the Capture Roll.

Once the Poké Ball hits, you must roll the **Capture Roll**. Roll 1d100, and subtract the Trainer's Level, and any modifiers from equipment or Features.

If you roll under or equal to the Pokémon's Capture Rate, the Pokémon is Captured! A natural roll of 100 always captures the target without fail.

CALCULATING CAPTURE RATES

A Pokémon's **Capture Rate** depends on its **Level**, **Hit Points**, **Status Afflictions**, **Evolutionary Stage**, and **Rarity**.

First, begin with 100. Then subtract the Pokémon's Level x2.

Next, look at the Pokémon's current Hit Points. If the Pokémon is above 75% Hit Points, subtract 30 from the Pokémon's Capture Rate. If the Pokémon is at 75% Hit Points or lower, subtract 15 from the Pokémon's Capture Rate. If the Pokémon is at 50% or lower, the Capture Rate is unmodified. If the Pokémon is at 25% Hit Points or lower, add a total of +15 to the Pokémon's Capture Rate. And if the Pokémon is at exactly 1 Hit Point, add a total of +30 to the Pokémon's Capture Rate. Pokémon reduced to 0 Hit Points or less cannot be captured. Poké Balls will simply fail to attempt to energize them.

Next, look at the Pokémon's Evolutionary Stage. If the Pokémon has two evolutions remaining, add +10 to the Pokémon's Capture Rate. If the Pokémon has one evolution remaining, don't change the Capture Rate. If the Pokémon has no evolutions remaining, subtract 10 from the Pokémon's Capture Rate.

Next, consider the Pokémon's Rarity. Shiny Pokémon subtract 10 from the Pokémon's Capture Rate. Legendary Pokémon subtract 30 from the Pokémon's Capture Rate.

And last, consider any Status Afflictions and Injuries. Persistent Conditions add +10 to the Pokémon's Capture Rate; Injuries and Volatile Conditions add +5. Additionally, Stuck adds +10 to Capture Rate, and Slow adds +5.

Got all that? Let's see a few examples so you can be sure.

A **level 10 Pikachu** that is at 70% Hit Points and Confused would have a Capture Rate of 70.
Math: Level (+80), Health (-15), One Evolution (+0), Confused (+5)

A **Shiny level 30 Caterpie** that is at 40% Hit Points and has one injury would have a Capture Rate of 45.
Math: Level (+40), Health (+0), Two Evolutions (+10), Shiny (-10), Injury (+5).

A **level 80 Hydreigon** that is at exactly 1 Hit Point, and is Burned, Poisoned, and has one Injury would have a Capture Rate of -15.
Math: Level (-60), Health (+30), No Evolutions (-10), Burned (+10), Poisoned (+10), Injury (+5).

Doxy: GMs should of course feel free to make adjustments to a Pokémon's Capture Rate. If a Pokémon WANTS to be caught, the Capture shouldn't fail, for example. Or if a Pokémon is simply way too powerful compared to average level of Pokémon held by PCs, the roll may fail even when it otherwise might not. If a species is particularly rare or common in your setting, you may create your own Rarity modifier.