

CHARACTER CREATION QUICK-START STEPS

Step 1: Create Character Concept. Ask your GM what kind of campaign they are running and if they have any expectations about the sorts of characters that will be played. Come up with a short phrase describing your character concept.

Step 2: Create Skill Background. Rank three different Skills down to Pathetic Rank. Rank up one Skill to Adept Rank and one other Skill to Novice Rank. Give a short name to your background.

Step 3: Choose Edges. You gain four Edges to distribute. Remember, even though you have one Adept Skill after creating your Background, you cannot use Edges to raise other Skills up to Adept until you are at least Level 2. You also may not use Edges to Rank Up any of the Skills you lowered to Pathetic Rank.

Step 4: Choose Features. You gain four Features to distribute and additionally pick one Training Feature for free. You do not need to meet prerequisites for the Training Feature you chose.

You may do Steps 3 and 4 in any order, alternating between them to qualify for Edges and Features.

Step 5: Assign Combat Stats. Level 1 Trainers begin with 10 HP and 5 in each of their other Stats. You then assign 10 points as you wish among the Stats, putting no more than 5 points in any single Stat. Don't forget that some Features have Stat Tags to apply!

Step 6: Find Derived Stats.

Trainers begin with 5 **Action Points** and gain 1 more AP for every 5 Trainer Levels they have.

Trainers have **Hit Points** equal to (Trainer Level x2) + (HP x3) + 10.

Power starts at 4. If Athletics is at least Novice, raise Power by +1. If Combat is at least Adept, raise Power by +1.

High Jump starts at 0. If Acrobatics is at least Adept, raise High Jump by +1. If Acrobatics is Master, raise High Jump by an additional +1.

Long Jump is equal to Acrobatics/2.

Overland is equal to $3 + [(Athl + Acro)/2]$.

Swim is equal to Overland/2.

Throwing Range is 4 + Athletics Rank.

Size is Medium.

Weight Class is 3 if you are between 55 and 110 pounds, 4 if you are between 111 and 220 pounds, and 5 if higher than that.

Step 7: Create Basic Descriptions. Come up with what your character looks like and a background for them. The GM will tell you how much detail you need to put into this step. Be sure to have fun working and discussing with the other players as you take this step!

Step 8: Choose your Starter Pokémon. The GM will tell you their guidelines for choosing a Starter Pokémon. Read on to Chapter 5: Pokémon for details on how to stat and keep track of Pokémon.

Step 9: Buy starting items. Most campaigns starting at Level 1 should start Trainers with ₣ 5000 to split between starting equipment and reserve cash. It's recommended that most starting Trainers pick up Poké Balls and restorative items at the very least.