



CHAPTER 2: CHARACTER CREATION

MAKING TRAINERS

Before you can begin playing Pokémon Tabletop United, you first need to create your Trainer character who will be your alter ego in the world of Pokémon. Your character will be the focus of the game and the exciting adventures you have, so making the right character for yourself and for the game campaign is very important!

As you first read this chapter, you may come across some terms and rules you don't immediately understand. Don't worry! We'll be explaining everything you need to know, and you'll see green boxes showing a step by step example of character creation.

There are a lot of options when it comes to building your character, but at the beginning of this chapter, we want to focus on the step by step process, so you'll see page references and hyperlinks laid out wherever you would turn to another part of the book to choose options for creating your very own Pokémon Trainer.

Before you begin, you'll want a blank character sheet to fill out. You can find one in the back of this book or as a standalone pdf in the .zip file for this system!

Now you're ready to start writing your character!

STEP 1: CHARACTER CONCEPT

You may be tempted to jump into crunching numbers immediately, especially if you're an experienced role-player. Don't! Or at least take just a skim through to get an idea of what's available before coming back and thinking about who you want your Trainer to be.

It's important at this step to talk to the other players and the GM about what kind of campaign you will be playing and what character types the GM is looking for. You may be faithfully following the anime and manga and all play kids setting out on their first Pokémon adventure, or your GM might have in mind something more specific, such as playing rookies in a detective agency under the command of Looker or even as grunts of Team Rocket. You only need a brief idea for now, and you can expand on it later!

Example: Lisa is sitting down for her first game of Pokémon Tabletop United, so she's creating a character. The GM has told the players they'll all be teenage Trainers leaving their hometown for the first time, and they'll be receiving their first Pokémon as the game starts. She decides on an energetic girl who's the daughter of the Poké Ball crafter in town. She's passionate and eager to put her family's Poké Balls to use, but she's a little naive about the dangers of the world.

STEP 2: CREATE BACKGROUND

A **Background** is a brief phrase describing your character's life experiences and helps determine your Trainer's starting Skill Ranks. Depending on how your Trainer got to where they are today, they will have acquired different Skills and neglected others.

Skills represent conscious interest and training that your character uses to interact with the world, as well as incorporating a Trainer's natural talent. Skills are used for the most basic interactions between yourself and the game world, and they help determine what Classes and Features your Trainer qualifies for. You may want to read up on the Skills in *Pokémon Tabletop United* (page 33) before continuing with writing a Background and the next step in character creation.

This is the step where you start taking your Character Concept and fleshing it out a little. Hone in on what your Trainer would have picked up and learned, either from necessity or by their own interests, as they grew up. And then think about what their weaknesses might have been and what sorts of developed skills they would have neglected in that time. Have fun with this process! Remember, you're determining the baseline from which your Trainer will grow and develop, and you should make sure it is something you're completely happy with.

All Skills except for those modified by your Background begin at the Untrained Rank before Edges and Features are chosen, so your choices here will have a huge impact on your character.

A list of example Backgrounds can be found on the following page, but you may simply choose to make up your own, with the approval of the GM, of course. Simply choose 1 Skill to raise to Adept Rank and 1 Skill to raise to Novice Rank. Then choose 3 Skills to lower one Rank, down to Pathetic. These Pathetic Skills cannot be raised above Pathetic during character creation. Be sure to give an evocative name to your custom Background!

Example: Lisa thinks her character spends a lot of time playing outside and running around, so she wants a Background that will raise her Athletics Skill. Not wanting to get too complicated, she decides to look over the sample Backgrounds. Fitness Training raises Athletics and Acrobatics, which is a perfect fit. Even better, it lowers Guile, Intuition, and Focus, which Lisa thinks is perfect to represent her character's naiveté.

STEP 3: CHOOSE EDGES

Edges are used to represent a character's training and development in the broad fields covered by this game's Skills. The most basic type of Edge is a **Skill Edge** which simply raises the Rank of one their Skills by one. Keep in mind you cannot raise Skills above Novice at your starting level!

However, there are also other Edges which represent more specific training within the area of a single Skill, such as training to be a better Swimmer within the Athletics Skill or learning to better prepare your Pokémon for Contests within the Charm Skill.

Starting Trainers begin with four Edges to distribute as they see fit.

Example: Lisa decides that her Trainer is a natural leader and spends one of her starting Edges on bringing her Command Skill up to Novice. She also figures that with a family working in the Poké Ball business, her Trainer would be at least passingly familiar with the process for making them. Figuring that her Trainer wouldn't be interested in the mechanical processes for building modern Poké Balls, Lisa spends one Edge to raise Survival up to Novice, one to focus in the area of Apricorns by taking Apricorn Balls, and one to take the Swimmer Edge.

STEP 4: CHOOSE FEATURES

Features are what really make a Trainer stand out and provide most of their definition and functionality in the game. There are a number of **General Features** available to all Trainers in *Pokémon Tabletop United*, but most Features are tied to **Trainer Classes**.

Classes are special Features that act as gateways to groupings of related Features that are strongly tied to a particular concept. If you're familiar with other RPGs, even if not tabletop RPGs, you probably know of the common set of the Warrior, the Rogue, and the Wizard as character classes. The same idea applies here, but you'll be finding Classes such as the Ace Trainer, the Coordinator, and the Capture Specialist which are much more tied to the concepts of Pokémon.

Starting Trainers begin with four Features to distribute as they see fit. They also choose one Training Feature to gain, regardless of prerequisites.

SAMPLE BACKGROUNDS

At Least He's Pretty

Looks aren't everything ... but they're better than nothing, right?

Rank Up: Adept Charm, Novice Command or Intuition.

Rank Down: Combat, Intimidate, and Perception.

Book Worm

Why go outside? Everything you need to know is right here on Bulbapedia!

Rank Up: One Education Skill at Adept, one at Novice

Rank Down: Athletics, Acrobatics, and Combat.

Hermit

You don't like people, and they tend to not like you.

Rank Up: Adept Education Skill, Novice Perception

Rank Down: Charm, Guile, and Intuition

Fitness Training

Maybe you're a career soldier; maybe you're just a fitness nut. Either way, check out that body.

Rank Up: Adept Athletics, Novice Acrobatics

Rank Down: Guile, Intuition, Focus

Old Timer

Age comes with wisdom and experience, and bad hips.

Rank Up: Adept Focus, Novice Intuition or Perception,

Rank Down: Acrobatics, Combat, Tech Education

Quick and Small

You're kind of skinny and weak, but smart and quick.

Rank Up: Adept Acrobatics, Novice Guile

Rank Down: Athletics, Intimidate, Command

Rough

You're the kind of guy that's likely to end up with a nickname like 'Knuckles' or 'Spike'.

Rank Up: Adept Combat, Novice Intimidate

Rank Down: Charm, Guile, Perception

Silver Tongued

You always know just what to say, but it's best no one ask you to get sweaty.

Rank Up: Adept Guile, Novice Charm or Intimidate

Rank Down: Athletics, Combat, Survival

Street Rattata

Growing up on the street is rough. Well, for all those other suckers.

Rank Up: Adept Guile, Novice Perception or Stealth

Rank Down: Focus, General Education, Survival

Super Nerd

You're smart and cunning, but your social skills ...

Rank Up: Adept Tech Education, Novice Guile

Rank Down: Charm, Intimidate, Intuition

Wild Child

Maybe you were raised by Mightyenas. Or maybe you just had lousy parents.

Rank Up: Adept Survival, Novice Athletics or Stealth

Rank Down: General, Tech, and Medicine Education

Most players will find it most useful to spend all or a majority of their starting Features on Features in a Class when possible, so as to best define their Trainers at the beginning of the game.

While it is technically possible to take three or four different Classes as a starting Trainer, doing so will stretch you very thin with the Skill prerequisites for those Classes and can dilute your Character Concept. Consider starting with just one or two Classes and developing within them and perhaps a General Feature.

You can take Steps 3 and 4 in any order, alternating between spending Edges and Features as best suits you.

Example: Lisa decides that although her Trainer's parents develop Poké Balls, she herself hasn't spent dedicated time to learning how to capture Pokémon with great skill. It's a good thing too, because she looks at the requirements for Capture Specialist and sees that she would have to redo her starting Edges in order to qualify anyway. Instead, Lisa focuses on the energetic and competitive nature of her Trainer and gives her the Agility Training Feature as her free Training Feature. For her four Features, she starts with the Ace Trainer Class and its Perseverance Feature. She then eyes some of the Features further into the Class but decides that she needs to better reflect her character's active nature and goes with taking the Athlete Class instead. With one Feature remaining, Lisa chooses Training Regime. Both Athlete and Training Regime have [+HP] tags, so she keeps that in mind for later.

STEP 5: ASSIGN COMBAT STATS

Pokémon Tabletop United uses the same 6 **Combat Stats** used in the Pokémon video games. If you're familiar with the video games, then these will need no introduction. If not, read on for an explanation!

The 6 combat stats are **HP**, **Attack**, **Defense**, **Special Attack**, **Special Defense**, and **Speed**.

HP determines your **Hit Points**, which represent your ability to take hits and keep going in battle.

Attack represents how hard you can hit Physically, and it is added to the damage roll of all Physical Damage a Trainer or Pokémon deals.

Defense is used to avoid and resist Physical attacks. Whenever a Trainer or Pokémon takes Physical damage, they subtract their Defense stat from the damage first before subtracting damage from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Defense, they gain +1 **Physical Evasion**, up to a maximum of +6 at 30 Defense.

Special Attack represents how hard you can hit with Special attacks, and it is added to the damage roll of all Special Damage a Trainer or Pokémon deals.

Special Defense is used to avoid and resist Special attacks. Whenever a Trainer or Pokémon takes Special damage, they subtract their Special Defense stat from the damage first before subtracting damage from their Hit Points.

Additionally, for every 5 points a Pokémon or Trainer has in Special Defense, they gain +1 **Special Evasion**, up to a maximum of +6 at 30 Special Defense.

Speed is a measure of how quick a Trainer or Pokémon is and determines turn order in combat. Additionally, for every 5 points a Pokémon or Trainer has in Speed, they gain +1 **Speed Evasion**, up to a maximum of +6 at 30 Speed.

Starting Trainers begin with 10 HP and 5 points each in the rest of their Combat Stats. You may distribute 10 additional points among your Combat Stats, but no more than 5 points into any single stat.

Example: Lisa decides her Trainer is quick in battle and assigns her Combat Stats as so: 13 HP, 7 Attack, 5 Defense, 5 Special Attack, 5 Special Defense, 10 Speed. With the two [+HP] tags from before, her final HP is 15.

Tip: HP is very important, both for Pokémon and for Trainers! Even if you're making a "glass cannon" build, you can't neglect HP too much or you'll be sorry! Seriously. You'll be miserable if you do.



STEP 6: FIND DERIVED STATS

Your Skills, Combat Stats, and more feed into a number of other stats that are used in Combat as well as **Capabilities** that determine how much your character can lift, how fast they can move, and more. For more details on how Capabilities are used in playing the game, see the section on Capabilities on page 222.

Action Points, or **AP**, are a resource Trainers use to power their Features. Trainers have 5 AP plus 1 more for every 5 Trainer Levels. A Level 10 Trainer has 7 AP, for example. AP refreshes at the start of each Scene. See the Playing the Game chapter for more (page 221).

Hit Points determine how much punishment you can take in battle. If a Pokémon or Trainer ever reaches 0 Hit Points, they are unable to take any actions and are unconscious. Hit Points are derived from HP and are calculated differently for Pokémon and for Trainers. See page 198 for Pokémon Hit Points.

Trainer Hit Points = Trainer's Level x 2 + (HP x 3) + 10

Evasion helps Trainers and Pokémon avoid attacks. There are three types of Evasion: **Physical Evasion**, **Special Evasion**, and **Speed Evasion**. To calculate these Evasion values, divide the related Combat Stat by 5 and round down. You may never have more than +6 in a given Evasion from Combat Stats alone.

These derived stats and their uses will be described in further detail in the Combat chapter (page 226).

Power is measure of raw physical strength and ability to lift heavy objects. A Trainer's Power starts at 4 but is changed by several factors.

- » If your Athletics Skills is at Novice Rank or higher, increase Power by +1.
- » If your Combat Skill is at Adept Rank or higher, increase Power by +1

High Jump determines how high a Trainer or Pokémon can jump in meters. A Trainer's High Jump starts at 0, but is raised by several factors.

- » If your Acrobatics is Adept, raise High Jump by +1.
- » If your Acrobatics is Master, raise High Jump by an additional +1.
- » If you have a running start when jumping, raise High Jump by +1.

Note that a High Jump of 0 doesn't mean you can't jump; it just means you have to make a Skill Check to determine how high you can jump and whether you breach 1 meter.

Long Jump is how much horizontal distance a Trainer or Pokémon can jump in meters. This value for Trainers is equal to half of their Acrobatics Rank.

Overland Movement Speed is how quickly a Trainer or Pokémon can move over flat land. For Trainers, this value is equal to three plus half the sum of their Athletics and Acrobatics Ranks. By default, this value is 5.

Overland = 3 + [(Athl + Acro)/2]

Swimming Speed for a Trainer is equal to half of their Overland Speed.

Features and other bonuses that grant general boosts to Movement Speed only grant it to Movement Speeds which you already have; giving a Trainer a +4 bonus to all of their Movement Speeds does not suddenly grant them flight. However, Features and Abilities that grant specific movement boosts do. A Feature that grants +4 Levitate Speed causes that trainer to have a Levitate Speed of 4, if they did not already have a Levitate Speed.

Throwing Range is how far a Trainer can throw Poké Balls and other items. It's equal to 4 plus Athletics Rank.

Size is how big you are. Trainers are Medium by default. Your Trainer's **weight** matters too. A Trainer between 55 and 110 pounds is Weight Class 3. Between 111 and 220 is WC 4. Higher than that is WC 5.

Example: As a level 1 Trainer, Lisa's character has 57 Hit Points 1 Physical Evasion, 1 Special Evasion, and 2 Speed Evasion. Her Capabilities are Power 5, High Jump 0, Long Jump 1, Overland 6, Swim 3, and Throwing Range 8. She is Medium Size and weighs 120 pounds and therefore is Weight Class 4.

STEP 7: BASIC DESCRIPTIONS

Your character is now mostly complete as far as the game mechanics go, but that's only the start. Now's the time when you should take care to flesh out your character's appearance, their personality, and anything else that isn't covered by the game mechanics but is important to defining a person. Choose a name! You'll be using it for the rest of the campaign, so be sure you're happy with whatever you choose.

At this point, you may want to talk to your GM and the other players about developing a more detailed history for your character. This is optional and doesn't need to happen in every campaign. It's perfectly okay to gloss over childhoods and focus on the adventure to come, but in some campaign types, it's important to establish where a character comes from, such as a detective's brush with death at the hands of some thugs as a child or a Team Rocket member's difficult childhood growing up in the slums with a single parent.

It can be fun to talk to the other players and develop a sort of loose interconnectedness or shared history between your Trainers. Maybe you all went to the same Pokémon Trainers' school or were even in the same homeroom. Some GMs may require that you establish these connections between characters before the game starts, while others will want you to develop your relationships organically through playing the game.

Example: Lisa chooses the name Sylvana for her Trainer and then talks to Kate and Brian, the other players in her game, to discuss their characters' histories. Kate is playing Maya, a level-headed Martial Artist, who they decide has been best friends with Sylvana since they were kids. Brian is playing Viktor, a Mentor whose family just moved to town and was welcomed warmly by both Sylvana and Maya's families. The three of them and the GM decide that establishing this level of loose connection is enough, and they don't need to go into too much further detail. He does ask for a little more detail on each of their families and about their classmates though and files that information away for later to use for making rival NPCs and character-driven plotlines for the game.

STEP 8: CHOOSE POKÉMON

Even if you begin the campaign with Trainers receiving their first Pokémon, it's a good practice to have the players pick those Pokémon before the game starts to allow them to stat up the Pokémon and learn how they work. See the chapter on Pokémon (page 196) for how to stat and manage your Pokémon.

While it's up to the GM to decide how many Pokémon and what kinds of Pokémon the players start with, it's recommended for level 1 Trainers to begin with a single level 5 or level 10 Pokémon, chosen from either the Starter Pokémon in the video games or any relatively common species of Pokémon with three evolutionary stages. The chapter on Running the Game (page 437) provides more tips on choosing starting Pokémon.

Example: While the GM in Lisa's game is having all the characters receive their first Pokémon at the start of the game, he's decided not to restrict them to the canonical starters. Despite this, Lisa chooses Cyndaquil for Sylvana's first Pokémon. Kate chooses a Machop for Maya, and Brian has Viktor begin with a Swinub.

STEP 9: MONEY AND ITEMS

Pokémon Trainers need to do a lot of packing for their journeys, from basic supplies like Potions and Poké Balls to more specialized equipment like Fishing Rods and Poffin Mixers.

While it is ultimately up to your GM how much money Trainers start with in their campaigns and what items are available for purchase, we recommend all starting Trainers begin with a Pokédex and ¥5000 to split between spending on supplies and keeping as cash.

Example: Lisa's GM gives each player ¥5000 to buy items for their character, in addition to the standard Pokédex. Lisa decides to spend ¥1500 on buying 6 Basic Balls, ¥600 on 3 Potions, and ¥200 each on an Antidote and a Paralyze Heal. She then realizes she needs a Poké Ball Tool Kit to use her Apricorn Balls Edge, which she buys for ¥500. This leaves her with ¥2000 cash on hand.

And that's it! Enjoy playing Pokémon Tabletop United!

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.

CHARACTER ADVANCEMENT

After Character Creation, whenever you Level Up, your character may advance in certain ways, depending on the Level. Trainers have a Maximum Level of 50. Generally, your character will Level Up upon achieving a **Milestone** such as gaining a Gym Badge or by collecting 10 **Trainer Experience**. GMs, see page 461 for details.

- » Every Level you gain a **Stat Point**. Trainers don't follow Base Relations, so feel free to spend these freely.
- » Every odd Level you gain a **Feature**.
- » Every even Level you gain an **Edge**.

Note: Unless a Feature or Edge EXPLICITLY says that you may take it multiple times, such as a Ranked Feature, then you can only take it once!

In addition to the usual bonuses on every Level up, Trainers qualify for certain Skill Ranks and gain other bonuses at Level milestones. These are listed below.

Level 2 – Adept Skills: Gain All Bonuses Below

- » You now qualify to Rank Up Skills to Adept
- » You gain one Skill Edge for which you qualify. It may not be used to Rank Up a Skill to Adept Rank.

Level 5 – Amateur Trainer: Choose One Bonus Below

- » On every even-numbered Level Up from Level 6 through Level 10, you gain +1 Stat Point that must be spent on Attack or Special Attack. You also gain +2 Stat Points, representing Levels 2 and 4, retroactively.
- » Gain one General Feature for which you qualify.

Level 6 – Expert Skills: Gain All Bonuses Below

- » You now qualify to Rank Up Skills to Expert.
- » You gain one Skill Edge for which you qualify. It may not be used to Rank Up a Skill to Expert Rank.

Level 10 – Capable Trainer: Choose One Bonus Below

- » On every even-numbered Level Up from Level 12 through Level 20, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.

Level 12 – Master Skills: Gain All Bonuses Below

- » You now qualify to Rank Up Skills to Master.
- » You gain one Skill Edge for which you qualify. It may not be used to Rank Up a Skill to Master Rank.

Level 20 – Veteran Trainer: Choose One Bonus Below

- » On every even-numbered Level Up from Level 22 through Level 30, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.

Level 30 – Elite Trainer: Choose One Bonus Below

- » On every even-numbered Level Up from Level 32 through Level 40, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.
- » Gain one General Feature for which you qualify.

Level 40 – Champion: Choose One Bonus Below

- » On every even-numbered Level Up from Level 42 through Level 50, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.
- » Gain one General Feature for which you qualify.



TRAINER PROGRESSION CHART

Here's a handy dandy chart that lists what you get at each Level as well as your bonus choices at Level 5, 10, 20, 30, and 40. Note that the total counts for Features, Edges, and Stats don't take into account those choices; they're just the baseline totals for Trainers before adding in those special bonuses.

Level	Features at Level	Total Features	Edges at Level	Total Edges	Stats at Level	Total Stats
1	4 + 1 Training Feature	5	4	4	10	10
2	0	5	1 + 1 Bonus	6	1	11
3	1	6	0	6	1	12
4	0	6	1	7	1	13
5	1	7	0	7	1	14
Amateur Trainer Bonus: Choose One Below: » On every even-numbered Level Up from Level 6 through Level 10, you gain +1 Stat Point that must be spent on Attack or Special Attack. You also gain +2 Stat Points, representing Levels 2 and 4, retroactively. » Gain one General Feature for which you qualify.						
6	0	7	1 + 1 Bonus	9	1	15
7	1	8	0	9	1	16
8	0	8	1	10	1	17
9	1	9	0	10	1	18
10	0	9	1	11	1	19
Capable Trainer Bonus: Choose One Below: » On every even-numbered Level Up from Level 12 through Level 20, you gain +1 Stat Point that must be spent on Attack or Special Attack. » Gain two Edges for which you qualify.						
11	1	10	0	11	1	20
12	0	10	1 + 1 Bonus	13	1	21
13	1	11	0	13	1	22
14	0	11	1	14	1	23
15	1	12	0	14	1	24
16	0	12	1	15	1	25
17	1	13	0	15	1	26
18	0	13	1	16	1	27
19	1	14	0	16	1	28
20	0	14	1	17	1	29
Veteran Trainer Bonus: Choose One Below » On every even-numbered Level Up from Level 22 through Level 30, you gain +1 Stat Point that must be spent on Attack or Special Attack. » Gain two Edges for which you qualify.						
21	1	15	0	17	1	30
22	0	15	1	18	1	31
23	1	16	0	18	1	32
24	0	16	1	19	1	33
25	1	17	0	19	1	34

26	0	17	1	20	1	35
27	1	18	0	20	1	36
28	0	18	1	21	1	37
29	1	19	0	21	1	38
30	0	19	1	22	1	39

Elite Trainer Bonus: Choose One Below

- » On every even-numbered Level Up from Level 32 through Level 40, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.
- » Gain one General Feature for which you qualify.

31	1	20	0	22	1	40
32	0	20	1	23	1	41
33	1	21	0	23	1	42
34	0	21	1	24	1	43
35	1	22	0	24	1	44
36	0	22	1	25	1	45
37	1	23	0	25	1	46
38	0	23	1	26	1	47
39	1	24	0	26	1	48
40	0	24	1	27	1	49

Champion Bonus: Choose One Below

- » On every even-numbered Level Up from Level 42 through Level 50, you gain +1 Stat Point that must be spent on Attack or Special Attack.
- » Gain two Edges for which you qualify.
- » Gain one General Feature for which you qualify.

41	1	25	0	27	1	50
42	0	25	1	28	1	51
43	1	26	0	28	1	52
44	0	26	1	29	1	53
45	1	27	0	29	1	54
46	0	27	1	30	1	55
47	1	28	0	30	1	56
48	0	28	1	31	1	57
49	1	29	0	31	1	58
50	0	29	1	32	1	59

RETRAINING

Sometimes, Trainers may wish to go back on certain choices. By spending some trainer Experience to Retrain, they can spend time changing themselves. Retraining should be done during resting periods In-Character, and between sessions if possible. You must have the appropriate amount of Trainer Experience to spend; you cannot “go back” a level to do so.

Here are your Retraining options and their associated Experience Costs:

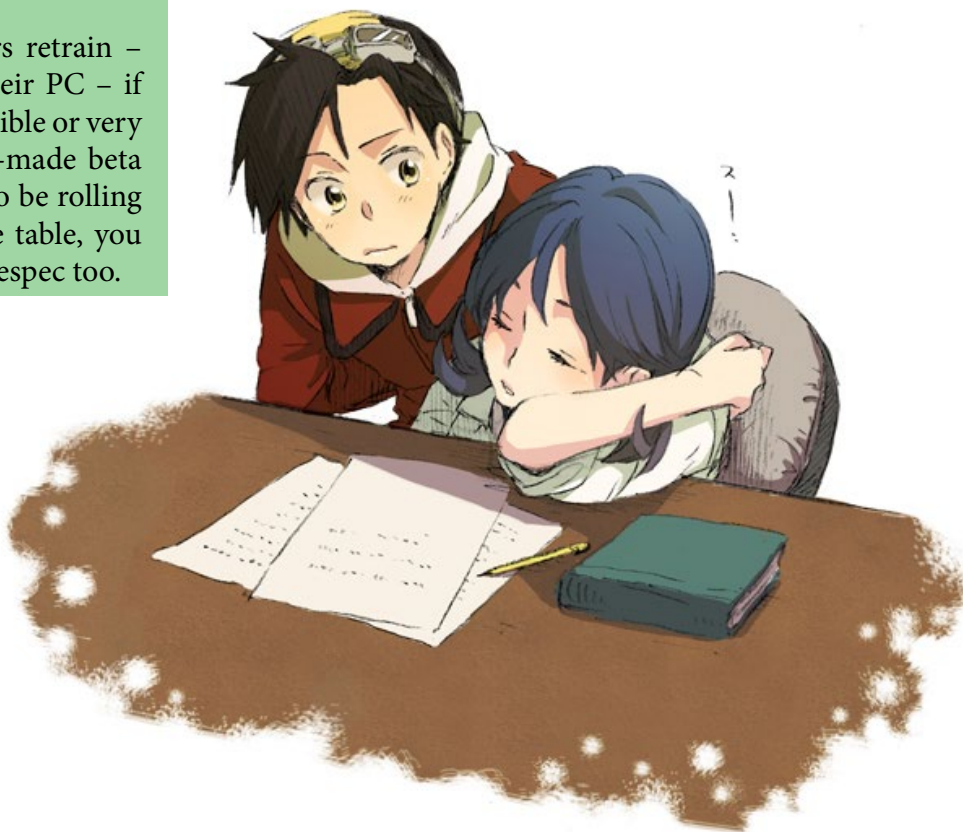
- » You may spend 2 Trainer Experience to Retrain a Feature.
- » You may spend 1 Trainer Experience to Retrain an Edge.
- » You may spend 1 Trainer Experience to move one Stat Point to another Stat.

There are however, several rules to retraining.

- » You cannot Retrain an Edge or Feature that serves as a Prerequisite for another Edge or Feature you have. This includes Edges that raise skill ranks to the appropriate amount.
- » You cannot Retrain Edges or Features that induce permanent effects if you have already used them; if you have used Move Tutor or Type Shift, for example, you cannot retrain those Features.
- » You should, in general, consult your GM before retraining. If your GM feels you have used the Feature too often and too noticeably In-Character, it may not make sense for you to Retrain.

Doxy: Giving players a chance to “Retrain” a few times during a campaign without sacrificing Experience may be a good idea. This could be done simply by GM fiat, or by consulting a specific NPC, or ... well, you get the idea.

It would also be generous to let players retrain – or even re-do significant portions of their PC – if balance changes make their build impossible or very suboptimal. Keep in mind this is a fan-made beta system, and balance changes are going to be rolling through! If you have new players at the table, you should give them more wiggle room to respec too.



TIPS FOR NEW PLAYERS

New to the system and feeling a bit overwhelmed by all the options in front of you? Or maybe you're just worried about making bad choices on your first character? Either way, this page is for you!

The next few pages describe some of the common archetypes in the Pokémon world and how they may be constructed with PTU Classes. Pick an archetype that interests you, or a character you would like to take inspiration from, then follow the advice on which Classes to start with and the options for developing from there. If that's still not enough, here are some tips and advice to get you started with a very basic character.

First of all, start by picking an Introductory Class. These are Ace Trainer, Capture Specialist, Commander, Coordinator, Hobbyist, and Mentor. Ace Trainer, Commander, and Mentor in particular are very neutral to any sort of battling style or Pokémon team preference.

Then, pair that with either a Battling Style Class or a Specialist Team Class. The latter will do more to restrict what kinds of Pokémon you want to capture as the campaign goes on, but it will also make it much easier for you to make decisions about captures and your team. The former will give you a little more wiggle room in choosing Pokémon and will define your character's playstyle.

For example, pairing an Ace Trainer, Mentor, or Commander with a Cheerleader, Enduring Soul, or Duelist makes for an easy starting build.

Don't want to follow such a rigid template but still need help deciding what to do? Well, in general, for a new player, it is best to create a focused build that doesn't try to do too many different things. The roles listed by each Class can help you here. Pick Classes with 1 or 2 roles listed rather than 3 or more, and try to match them up.

Broadly speaking, you can choose between supporting your Pokémon in battle, or being a direct combatant yourself. Trainer Combat Classes match best with each other, but you can make more passive Pokémon Support options like Mentor and Ace Trainer work too.

When you start gaining the bonuses that give you progression choices at Level 5, 10, 20, etc., you'll want to remain focused here as well. Trainer Combat builds want to pick the Stat Points while others generally want the Edges or General Features.

Think ahead a little with your Skill choices too. Have a Class you want to take further down the line? Start investing the bonus Edges you get early on towards the prerequisites for that Class so you don't find yourself unable to take it when the time is right.



BUILDING TRAINER ARCHETYPES

As you think about how you want to build your character, you may turn to the Pokémon anime, manga, or other media for inspiration. The archetypes in Pokémon canon can be easily reproduced in Pokémon Tabletop United by mixing and matching classes. If you're new to the system or simply stumped on how to build a certain archetype, read on for a list of archetypes and some introductory advice on building them!

Even if you know what you're doing, this section can still help you come up with ideas to complete your Trainer's build or put a new twist on your concept.

THE SPIRITED BATTLER

This Trainer achieves victory through sheer tenacity and spirit, believing in their Pokémon 100%. They may not necessarily use the most naturally powerful species or display the best understanding of tactics, but their hard work and training will carry them to great heights.

Notable Examples: Ash

Key Skills: Charm, Command

How to Build: Start with **Ace Trainer** or **Cheerleader**.

Ace Trainer gives you a leg up in battle even when using weaker Pokémon, provided you're able and willing to put the time in each day to train them. Their Features tend to emphasize hard work and training, and they're a good representation of how Spirited Battlers approach Pokémon battling.

Cheerleader provides options such as Go, Fight, Win! which simulate how Trainers such as Ash can pull victory from the jaws of defeat through having faith in their Pokémon.

The General Feature **Orders** and **Training Features** are also good options for Spirited Battlers wanting to expand their active options. The **Duelist** Class also fits well, gaining momentum over time in a fight.

From there, Spirited Battlers can expand into **Enduring Soul** if they want their Pokémon to be tough enough to power through many battles with force of will or into **Mentor** to represent their belief in their Pokémon and their strong bonds unlocking the hidden potential of their Pokémon.

THE CARETAKER

This Trainer is the team mom or dad of their traveling party. They make sure that everyone, human and Pokémon alike, is well fed and taken care of. They may or may not be the best battlers, but you can be sure they're who you want to see after a tough battle.

Notable Examples: Brock, Daisy Oak

Key Skills: Intuition, Medicine Education

How to Build: Start with **Mentor**, **Researcher**, or **Chef**

The **Mentor** is the quintessential caretaker, truly proving that nurture can overcome a Pokémon's nature and drawing out the hidden potential of a Pokémon through diligent care.

Trainers embodying the Caretaker archetype are often skilled Pokémon breeders, and Pokémon Caretaking brand of **Researcher** perfectly fits these characters. Not only can they ensure their eggs produce a particular special Pokémon, but they can make their Pokémon excel in their Special Capabilities.

The **Chef** and the Researcher branches that craft medicine and grow herbs provide the most direct caretaking role, supplying their companions with food and taking care of their medical treatment respectively.

From there, what Classes you choose will largely depend on your focus. Caretakers often run the risk of falling into a rut of having no actions to take in battle or places to spend their AP. Those who want a more active role in battle should consider the **Sage** so they can give their party Blessings in battle. Caretakers who are concerned with leading their companions through the wilderness safely may end up taking the **Survivalist** Class.

THE TACTICIAN

This Trainer aims to win with smarts, not brawn. They're focused on developing the most effective tactics to win, and they may employ a wide range of Pokémon focusing on using Status Afflictions, Hazards, Blessings, and clever combinations of Pokémon and Moves to overcome foes with more sheer offensive strength.

Notable Examples: Red, Conway

Key Skills: Guile, Intuition, Command

How to Build: Start with **Commander** or **Mentor**

The **Commander** is the quintessential class for a Tactician character. They focus on using Orders to enhance particular strategies such as using high critical hit rate Moves or making inaccurate attacks more reliable. They're also able to make the most of hazards, buffs, and other indirect and support Moves. **Mentor** of course is a great fit for this archetype as well with their ability to teach Pokémon Moves earlier than normal and allow them to retain more Moves.

Even without Mastermind, all of the **Orders** in the General Features are good choices for a Tactician and represent their ability to quickly give their Pokémon tactical advice on the fly.

You may also want to focus on **Ace Trainer** early on for the boosts to EXP and the benefits of Trained Stats. Later on, Ace's Signature Technique Feature can give Tacticians a crucial edge in battle and a unique battling style.

Other good choices include the Classes that specialize in a certain subset of Pokémon, such as the **Type** and **Stat Aces** and the **Style Expert**. **Juggler** also makes an interesting Tactician option due to the all of the strategies made available with the ability to quickly cycle through a team of Pokémon. Tacticians who want to shy away from direct assaults and instead outwit their opponents with tricky Status-Class Moves may pick up the **Trickster** Class.

Tacticians should be careful, however, not to overwhelm themselves with outlets for AP and Standard Actions in battle given their often high use of Orders and reliance on Active Pokémon Support Classes. It can be a good idea to pick up a Class more focused on Passive Pokémon Support after nabbing your core Classes, which is why the Stat and Type Aces were recommended.

THE PROFESSOR'S ASSISTANT

This Trainer isn't out to win the Pokémon League and become champion of the region. Their reason for traveling is more about helping a Professor with their research and learning more about Pokémon.

Notable Examples: Crystal, Gary

Key Skills: Education Skills

How to Build: Start with **Capture Specialist** or **Researcher**.

In the early levels, having more Edges available to gain Skill Ranks is important, particularly in Education Skills such as Pokémon Education. **Researcher** is an obvious option that allows a Trainer to quickly gain many Education Skill Ranks at a low level.

If building a Trainer who isn't as focused on academic study and emphasizes helping their Professor with field work, consider a class like **Capture Specialist** or **Hobbyist**. Hobbyist provides valuable additional Skill Ranks for low level Trainers but doesn't bind them to Education Skills like Researcher does while Capture Specialist allows a Trainer to excel at the classical task given to Pokédex holders: catching 'em all.

From there, your choice of where to expand will largely depend on the goals of your research and study.

A Professor's Assistant more geared towards field work and observation may go into **Survivalist** to get better at navigating the wilderness or **Hunter** to aid in their capturing activities. **Chronicler** may also be valuable for their Travel Archives and would fit the high Perception needed for the job.

A more academic Professor's Assistant or someone aiming to become a Professor themselves will likely dig deep into the particular **Field of Study** they're interested in, possibly taking multiple instances of the Researcher Class as they master more fields. The Chemistry branch is a good option for Trainers who may wish to make their own Pokémon as part of their research, for example, while Fossil Pokémon experts would choose Paleontology.

THE SPECIALIST

This Trainer hones in on a particular subset of Pokémon, whether it be an elemental Type, Pokémon that excel at certain Combat Stats, or some other category such as the kind of animal the Pokémon is based on.

Notable Examples: Gym Leaders, Frontier Brains

Key Skills: Various Skills, Command

How to Build: Start with **Enduring Soul**, **Stat Ace** or **Type Ace**

The most common and accessible specializations in Pokémon are Type and Stat. Gym Leaders and Elite Four Members in the handheld games are specialized in a Type, for example. This makes **Stat Ace** and **Type Ace** natural options for a Specialist. **Enduring Soul** can be thought of as a pseudo-HP Ace at times, so it is also a good option for those seeking hardy Pokémon but not wanting to commit to a defensive Stat.

Even if you're creating a character whose specialization is in a certain kind of animal, these two classes can often fit well. For example, a turtle Specialist who wants to raise a Torterra, a Torkoal, a Blastoise, etc could be a Defense Ace. A lizard Specialist wouldn't be remiss with choosing Dragon Ace, even if they intend to include Pokémon such as Krookodile on their team – those team members can simply be Type Shifted.

From there, it's simply a matter of how else you want to support your Pokémon team or whether you instead wish to expand into different roles. Specialists in a certain animal category are often **Researchers**, and you may create, for example, a Rock Ace specializing in Fossil Pokémon or a Grass Ace specializing in growing Berries and general botany.

There are a few other Classes which easily lend themselves to certain specializations. Fighting Aces and Attack Aces might be **Martial Artists**, Psychic Aces might choose any of the Psychic Classes, and Ghost Aces may choose **Hex Maniac**.

Each Combat Stat has a Contest Stat equivalent, so it isn't uncommon to see Stat Aces choose **Style Expert** as a class either.

THE SPORTSMAN

This Trainer values an active lifestyle above all else and treats their Pokémon as exercise buddies in addition to the normal companionship between Trainer and Pokémon. A Sportsman will often choose Pokémon suiting their sport or physical activity of choice, such as skiers picking Ice Types and marathoners picking Pokémon like Dodrio that can keep up in a footrace.

Notable Examples: Korrina, Marlon

Key Skills: Athletics, Acrobatics, Combat

How to Build: Start with **Athlete**, **Tumbler**, or **Martial Artist**

In a world filled with dangerous wild Pokémon, it's never a bad idea to get physically fit. It's for this reason that the athletic options in Pokémon Tabletop United tend to coincide with martial arts and self-defense. Each of the **Athlete**, **Tumbler**, and **Martial Artist** Classes specializes in Trainer Combat. If this doesn't necessarily fit your character concept, such as for a triathlete or swimmer, then the Athlete class is probably your best bet out of the three.

Don't forget to look into appropriate Edges such as Power Boost, Swimmer, Acrobat, etc. when it comes to building your Trainer.

From there, consider what role you want your Trainer to play. Fighters will often find **Dancer** to supplement their primary Trainer Combat Class well, while those who prefer battling with Pokémon will find a natural fit with the **Enduring Soul**, letting their Pokémon match themselves in tenacity. **Juggler** also puts a Trainer's athleticism to good use in Pokémon battles.

Survivalist is also a great option for many Sportsmen, since a love of sports often goes hand in hand with a love of the outdoors. They can gain bonuses to common Skill Checks used for athletic activity in the environment of their choice, such as tundra for skiers and mountains for hikers.

The **Weapon Specialist** Classes from the *Game of Throhs* supplement fit Sportsmen who've chosen to study a weapon for their sport.

THE OUTDOORSMAN

This Trainer prides themselves on their skill in handling the wilds. Often, they are committed to field research to further humanity's knowledge of Pokémon or help out with conservation efforts, but this isn't always the case.

Notable Examples: Solana, Lunick

Key Skills: Survival, Athletics, Perception

How to Build: Start with **Survivalist**, **Hunter**, or **Rider**

The **Survivalist** is the obvious choice for this Archetype. They can master a variety of different terrains and help their Pokémon adapt to them too. Not only that, but they are a battling force to be reckoned with the wilds, able to teach their Pokémon to use the environment to their advantage. In comparison **Hunters** forgo studying the landscape in order to master ways of hunting their quarry in the outdoors.

Exploring the wilds is hard work, and many Trainers choose to become **Riders** to make the task easier. Not only do Pokémon often have an easier time traversing rough terrain, but fighting on them is advantageous too.

From there, the **Athlete** and other physically oriented options are popular for Outdoorsmen. Making it through the wilderness unscathed is not just a matter of knowing basic survival skills. It helps a lot to be physically fit too.

Enduring Soul is probably the most logical and popular Pokémon Support Class for the Outdoorsman, and it can help a Trainer's team shake off Injuries over the course of long treks away from a Pokémon Center. Along similar lines, the Apothecary and Botany branches in **Researcher** are a great boon to any group of Trainers taking long trips through the wilderness, and many Outdoorsmen study at least basic medicine. Researchers also often must conduct their field work in the outdoors and even develop skills for dealing with harsh conditions, such as the Climatology branch.

Many Outdoorsman are in it for the sightseeing, and **Chronicler** and other Perception-reliant Classes make a good choice for this type of Trainer.

Finally, it's always a good idea to learn some self-defense if you might run into an angry Ursaring with nowhere to run in the woods. **Martial Artist** makes a good addition to any Outdoorsman's Classes.

THE PERFORMER

This Trainer dedicates their life to putting on stunning performances and dazzling an audience. They may or may not focus on Pokémon battling, but you can be sure they would make every battle they participate in a spectacle to behold.

Notable Examples: Roxie, Dawn, Yancy, Curtis, Ruby

Key Skills: Charm, Intuition, Focus

How to Build: Start with **Coordinator**, **Dancer**, or **Musician**

First, you'll want to think about what kind of performer your Trainer is. Obviously, a specialist in Pokémon Contests would choose the **Coordinator** Class, and the other two Classes are self-explanatory. However, if you haven't selected your performance art of choice yet, think a little about the roles each Trainer Class excels in.

A Coordinator obviously will focus more on supporting their Pokémon than fighting in battle themselves. **Dancer** and **Musician**, however, share some similarities in focusing on Trainer Combat while also being able to support their Pokémon to a degree. In the Pokémon world, punk rock stars and breakdancers can hold their own in a fight too! Musician gives you more tools out of the box to fight directly alongside your Pokémon while Dancer works better as a supplement to another Trainer Combat class with its Combat Stage raising Moves.

From there, you will again want to think about what kind of role your character will play. **Style Expert** is the natural choice for all performers, not just Coordinators, when it comes to a Pokémon Support role. **Juggler** matches a flashy battling style as well while also providing a bonus to competing in Contests.

A Dancer focusing more on Trainer Combat will likely move into **Martial Artist**, using their graceful techniques to perform hypnotizing katas that turn into furious and devastating attacks in battle.

Fashionista is a choice that should appeal to all performers, giving them the ability to customize their sense of personal style with makeovers and Accessories. With the **Hobbyist**, the performer can become incredibly versatile when it comes to all manner of social Skills.

THE JACK OF ALL TRADES

This Trainer doesn't have any particular specialty and largely takes life as it comes at them. They'll pick up the skills they need for their current situation and then move on, always seeing and learning new things.

Notable Examples: Youngster Joey

Key Skills: All of them!

How to Build: Start with **Hobbyist**

The Jack of All Trades needs a variety of Edges and Skills starting from the very beginning, which the **Hobbyist** class is well positioned to supply. Most likely, if you're building towards this archetype, then you will be spreading Skill Edges out over a variety of Skills rather than concentrating them.

This means that you will likely want to choose Classes which don't require a heavy amount of specialization in one Skill to advance in them, and you may also wish to consult the markings for each Class's roles to choose options that emphasize a variety of roles rather than focusing on just one.

The **Researcher** is great for this approach, as it provides you with extra Skill Edges to spread in Education Skills while giving you a variety of categories with Fields of Study that you can dip into for versatility.

When it comes to Pokémon Support Classes, **Ace Trainer** is the most generic option and the one with the most potential for battling with a versatile and unspecialized style. **Mentor** can also help you work towards this end with its Pokémon customization options.

Finally, **Chronicler** is another Class with low prerequisites that allows you to dip into a variety of different roles.

THE THUG

This Trainer is the rough and tumble type and makes up for a lack of quick thinking with using brute force and muscle to get their way. They are often equally brutal and callous with their opponents and their own Pokémon, or they may simply want to keep up an intimidating appearance.

Notable Examples: Gonzap

Key Skills: Intimidate, Combat

How to Build: Start with **Martial Artist**, **Taskmaster**, or **Roughneck**

Thugs are not about subtlety, and the suggestions for their starting Classes reflect that. Out of the **Martial Artist** options, Cruelty is probably the best for the unrefined and brutal tactics a Thug uses in fights. The **Roughneck** is not the most refined or well-trained fighter, but they are experts at using fear and other psychological tactics to gain an edge in battle. The **Taskmaster** trains and battles with their Pokémon in a particularly brutal fashion, seeking victory at all costs and injuring their Pokémon to motivate them to fight harder.

From there, many Thugs take more traditional Pokémon battling Classes that nonetheless cater to their proclivities such as **Attack** or **Defense Ace**, as well as **Tough Expert**, to round out their skill sets. It's not unheard of or particularly odd for a Thug to take multiple instances of **Martial Artist** either.

Those Thugs who have a more disciplined side to them often choose the **Athlete** or **Ace Trainer** Classes, as their rough and tumble lifestyles often make them good at keeping up with physical training. On the other hand, a Thug could embrace their undisciplined rage with the **Berserker** Class from *Game of Throhs*.

Thugs run the danger of being rather homogeneous in concept and execution, so it can be a good idea to give the Archetype a twist if you end up going with it. A punk rocker **Musician** who focuses on using the Screech and Metal Sound Moves can make a great complement to a Roughneck, for example.

THE THIEF

This Trainer steals, lies, and cheats their way through life, and Pokémon training is no exception. Grunts in criminal Teams make up the majority of those who represent this Archetype, though it's perfectly possible to be a career criminal without being tied to a larger organization.

Notable Examples: Jessie and James, Bounty Hunter J

Key Skills: Perception, Guile, Stealth

How to Build: Start with **Ninja**, **Rogue**, **Hunter** or **Capture Specialist**

The most important part of stealing is not to be caught, and all of the recommended starting Classes can be excellent at this task even early on with their extra Skill Edges or direct bonuses to Stealth Checks.

The **Ninja** adds a number of additional tools that can be helpful to a Thief, such as the ability to use Illusions or create Smoke Bombs for quick escapes. **Capture Specialists** may eventually aspire to own a Snag Machine which would let them put their capturing skills to use stealing other Trainers' Pokémon directly. A **Hunter** is also adept at this task and ensuring foes cannot escape them. The **Rogue** providing tricky Dark-Typed attacks.

From there, a Thief often must decide if they're more focused on getting the job done by themselves or with the help of their Pokémon. **Speed Aces** can raise a team of quick and stealthy Pokémon that make pulling off a complex heist that much easier and quicker. On the other hand, **Martial Artists** can forgo the stealth route altogether and simply punch out anyone who gets in the way of their larcenous lifestyle. **Roughneck** is another great choice for the less subtle Thieves, making use of scare tactics to make their muggings easier to pull off.

Those seeking more of a typical anime Team Rocket approach to thievery with complex machinery and gadgets may wish to take a look at the Engineer branch of **Researcher** in the *Do Porygon Dream of Mareep?* supplement. It specializes in building the type of robots that were often used for crazy thievery shenanigans.

Finally, Classes that specialize in Perception are handy to a Thief as well. For example, a **Chronicler** can more easily scope out a potential mark and be aware of their surroundings during the heist.

THE LAW ENFORCEMENT

This Trainer dedicates their life to chasing down criminal scum. With numerous criminal organizations like Team Rocket, Team Plasma, and so on and so forth wandering about, it's no wonder the Pokémon world is in desperate need of these Trainers!

Notable Examples: Officer Jenny, Looker

Key Skills: Stealth, Perception, Combat, Survival

How to Build: Start with **Rogue**, **Survivalist**, or **Hunter**

It takes a keen understanding of the criminal mind to catch a criminal, making the **Rogue** a great choice for Law Enforcement, despite the name and usual connotations. **Survivalists** and **Hunters** are also great for this Archetype because many crimes are, of course, related to Pokémon and their habitats, such as poaching or performing unethical experiments on wild Pokémon populations.

From there, Law Enforcement agents usually want to focus. They can either pick up direct combat Classes like **Martial Artist** or pick up a Class or two that lets them more effectively use their Pokémon to catch criminals. The **Cheerleader** Class works very well for this kind of supporting role while the **Juggler** Class allows Law Enforcement agents to quickly remove their Pokémon from danger.

When it comes to actually chasing down and catching criminals, few Classes can match the **Rider** in mobility and speed, especially when paired with **Speed Ace**.

Weapons are sometimes the sole purview of Law Enforcement agents in settings where Trainers are expected to use Pokémon for self-defense. As such, the **Weapon Specialist** Classes from the *Game of Throhs* supplement may be a fitting option, even in a campaign without fantasy elements.

In campaigns where players are allowed to choose Supernatural Classes, the **Oracle** and **Telepath** Classes are especially useful for detective characters in rooting out information that's normally inaccessible by mundane means.

THE MAD SCIENTIST

This Trainer is dedicated to Science! with a capital S and an exclamation mark. They desire the pursuit of knowledge and creation of mad inventions above all else, often disregarding ethics in the process. Many high ranking members of criminal Teams tend to be Mad Scientists, but this doesn't mean all Mad Scientists use their passion for knowledge toward evil ends.

Notable Examples: Colress, Xerosic

Key Skills: Medicine Education, Technology Education

How to Build: Start with **Researcher**

The Chemistry branch of **Researcher** does everything a Mad Scientist would want, from making chemical weapons to crafting explosives to creating life itself. It also offers specializations such as Fossil Pokémon and fighting the occult that might be helpful for this archetype.

To truly dip into crazy technological creations and gadgets, however, you'll need to take a look at the sci-fi supplement for PTU, *Do Porygon Dream of Mareep?*, for more Researcher Branch options. The **Upgrader** builds cybernetic augmentations for themselves and their Pokémon and is probably the most representative of this archetype. The **Engineer** specializes in building and controlling Pokébots, robots that play a similar role to Pokémon.

Both of these branches are rather high tech and may not necessarily fit all campaigns, though keep in mind that Pokémon has weird levels of super-tech littered throughout its canon. The **Jailbreaker**, however, is suitable for almost any Pokémon campaign that at least has Poké Ball technology developed, as it upgrades and modifies those crucial capturing tools.

From there, most Mad Scientists focus on Classes for Pokémon battling, as their careers demand self-defense but don't lend themselves to learning martial arts very well. The **Commander** is a great fit, as is a **Type Ace** choice for a specialty of the Mad Scientist, such as Poison or Steel Types. Mad Scientists who really want to be able to defend themselves with their own strength often seek Psychic Classes such as **Telekinetic**, often refluffing the powers as highly advanced technology.

THE SLEUTH

This Trainer is always looking for the latest scoop, whether it's as news reporters following the hippest Trainers around the region or as shady information dealers using espionage and stealth to find useful tidbits to sell about all the influential and powerful Trainers. They could also be talent scouts, searching for potential Gym Leaders or competitors at a Battle Frontier.

Notable Examples: Gabby and Ty

Key Skills: Perception, Charm, Guile

How to Build: Start with **Chronicler**, **Provocateur**, or **Rogue**

Sleuths who work in the media obviously tend towards the **Chronicler** Class to begin with. With their talents, they can instantly familiarize themselves with new environments and capture the details of someone's battle strategy to copy and even replicate and teach to their own Pokémon.

Rogue is a great option for Sleuths who would rather remain unseen to get their juicy tidbits of information, and the **Provocateur** can rely upon their silver tongue. They're also more likely to be able to handle themselves in a fight, though it might just be enough to run away safely rather than beat down a hulky opponent. The **Tumbler** Class also helps here, for the Sleuth who risks getting in frequent scuffles.

For those in a more dangerous Sleuth profession, such as information dealers or spies for a criminal organization, Trainer Combat Classes such as **Ninja** or **Martial Artist** are a great choice.

Sleuths who like to study their opponents and formulate clever strategies to use against them will tend toward the **Commander** or **Trickster** Classes while Sleuths who are trying to create their own celebrity identity through their media pursuits might choose the **Style Expert** to give their battling a more distinctive flair.

THE GENTLEMAN/LADY

This Trainer is a person of refined tastes and behavior and is often an older Trainer, tempered by the wisdom that come with age. Some of them, however, may be boldly passionate, made confident by their years of experience and travel. They often hail from high society and can be nobility or well known in political circles.

Notable Examples: Professor Rowan, Diantha

Key Skills: Intuition, Guile, Charm

How to Build: Start with **Fashionista** or **Mentor**

This Archetype knows that image is important, and you often must wear a different mask to interact with people from different walks of life. As such, the **Fashionista** Class serves them well by giving them the ability to refashion themselves to meet and socialize with all sorts of different social circles.

The **Mentor** Class represents what this Archetype has to teach to others from either their refined education or their years of experience. Gentlemen and Ladies work well with Pokémon, understanding the nuances of caring for and raising them.

From there, the **Researcher** is a great option as well. Those from noble or wealthy families tend to have great educations and are well-read on a variety of topics. Many even go on to become Pokémon Professors.

Hobbyist is also a particularly fitting option, as Gentlemen and Ladies often prefer to dabble in a variety of skills to maintain their well-rounded educations.

Gentlemen and Ladies usually enjoy the finer things in life, and they may train themselves as **Chefs** to ensure they always have the highest possible standards of food for themselves and their Pokémon.

While many Trainers who embody this Archetype may be skilled battlers, it's also very common for them to pursue the more peaceful path of competing in Pokémon Contests. The **Coordinator** and **Style Expert** Classes would help greatly with this, of course.

Gentlemen and Ladies who find themselves caught in the middle of a fight can use the **Provocateur** Class to put their quick wits and social grace to use in disorienting their enemies.

THE OCCULTIST

This Trainer has no innate supernatural talents but nonetheless takes an interest in strange and mysterious phenomena, either learning powers through intensive study or simply employing Pokémon with those powers. This doesn't make them weaker than those born with innate supernatural powers, but it does give them a different set of tools to work with.

Notable Examples: Phoebe

Key Skills: Occult Education

How to Build: Start with **Type Ace**, **Hex Maniac**, or **Sage**

Both the Ghost and Psychic Types have a lot to do with the occult and supernatural, making **Type Ace** specializing in one of these two Types a great choice for a starting Occultist. The **Hex Maniac** and **Sage** represent schools of learned supernatural power. They focus on the duality of the curses and hexes associated with Ghost Types contrasted with the wards and blessings that counteract those.

From there, it's often a good idea for Occultists to consider Classes like **Enduring Soul** that will help them and their Pokémon survive looking into ancient ruins and other places of occult interest that may harbor dangerous Pokémon or other guardians.

The **Rune Master** from the *Game of Throhs* sourcebook is also a great choice for an Occultist if the Unown feature prominently in a campaign.

The dedicated learning it takes to master the occult arts lends itself well to the demands of a **Researcher's** life, and the study of crystal Shards and the items that can be crafted from them may be of particular interest to an Occultist.

Many Occultists will take the **Capture Specialist** Class to ensure that any Pokémon with odd supernatural characteristics or magical influences don't elude them and can be brought back for further study.

Finally, while Occultists may not be born with innate powers, they might seek out more extravagant abilities in the form of connections with Legendary Pokémon. If it's appropriate for the campaign, the options in *The Blessed and the Damned* make a good fit for these Trainers.

THE PSYCHIC

This Trainer is a master of classical Psychic powers and often has a close tie to the Pokémon Type as well.

Notable Examples: Sabrina, Tate and Liza

Key Skills: Focus, Intuition, Guile

How to Build: Start with **Telekinetic**, **Telepath**, or **Warper**

Terrifying stories are often told of Psychics. It's said they can read your mind, move objects with just a thought, teleport in the blink of an eye, and even see the future. While Psychics can do all of these, very few Psychics can do all of them or even just more than one. When building a Psychic, your first choice is which power set to focus on, because each of them will consume a precious Class slot.

Telepaths find the most use outside of combat situations and are great for Travel and Investigation with their ability to ferret out secrets and discover the hidden and unknown. **Telekinetics** are the most capable of directly applying their powers to fighting, though **Warpers** also have a set of competent combat techniques that can enhance any combat Trainer's arsenal.

From there, many Psychics also choose to become **Psychic Aces** due to their connection with the Type. **Rune Master** from the *Game of Throhs* supplement is another popular choice due to the Psychic Typing of the strange letter Pokémon.

Psychics who want to enhance their Pokémon training in a less specialized way often choose the **Enduring Soul** Class because of the shared use of the Focus Skill with many Psychic Classes.

Many Psychics focus on intellectual pursuits as well, due to the universal use of Mind Category Skills within their Classes, which makes **Researcher** a worthy option to consider. Some Psychics may wish to develop skills in tracking others of their kind, and the Occultism Research branch of the Researcher Class allows just that.

THE MYSTIC

This Trainer is an enigma, commanding powers that most people don't understand and may not have even heard of. They often develop a closer bond to wild Pokémon than most due to their ability to peer directly into their hearts and understand them on an intuitive level.

Notable Examples: N, Riley

Key Skills: Intuition, Perception

How to Build: Start with **Channeler**, **Oracle**, or **Aura Guardian**

Channelers and **Aura Guardians** have similar abilities to perceive the emotions and intents of others, though they manifest in different ways. A Channeler can delve deeper into the emotions of a Pokémon, but the connection they forge is by necessity more intimate and intentional and thus harder to establish with hostile foes. An Aura Guardian gets a more shallow glance at someone's heart, but they can do so instantly.

The two Classes also differ in their role in battle, with the Channeler specializing in supporting their Pokémon using the connection they build between them and Aura Guardians specializing in fighting with Aura energy and combat techniques. You may also build a Mystic by starting with the Elementalists Classes from *Game of Throhs*.

From there, many Mystics choose to focus further on the respective roles of their starting Class. Aura Guardians may choose **Musician** or the **Arcanist** from *Game of Throhs* to add more Special attacks to their arsenal. Channelers often choose other support Classes such as **Enduring Soul** or even **Chef** to make use of their high Intuition.

Mystics also tend to have connections to Legendary Pokémon, and in campaigns where such Pokémon have divine or near divine status, the character options from *The Blessed and the Damned* can provide interesting ways to represent powers gained from a relationship with these rare mythical Pokémon.

Much of the time, however, a Mystic chooses not to define themselves just by their supernatural powers, and they may develop in many different directions, selecting the rest of their Classes as if they were embodying a different Trainer Archetype from this section.