

POKÉMON DISPOSITION

Not all encounters with Wild Pokémon have to end in battle. Trainers may choose to help them out, befriend them, or seek their aid without capturing them. Pokémon can be tricky and difficult to predict, but as with most things in life, being friendly and open generally helps when trying to avoid hostile interactions.

Wild Pokémon have 6 different **Dispositions** towards Trainers or a group of Trainers, ranging from Very Friendly to Very Hostile.

Very Friendly or **Friendly** Pokémon will try to interact with trainers. **Neutral** Pokémon will likely just continue about their business, either ignoring or casually observing the Trainers. **Fearful** Pokémon will be very wary of nearby trainers, or may try to run away or hide. **Hostile** or **Very Hostile** Pokémon will likely stand their ground stubbornly against any incursions, try to run the trainers off, or outright attack them.

The vast majority of Wild Pokémon will begin at Neutral, Fearful, or Hostile towards random Trainers in their territory. Helping Wild Pokémon with problems or bribing them with food may improve their disposition, to the GM's discretion. If Pokémon are made Friendly or Very Friendly, they may even ask to be caught without a fight, but not always. Attacking Pokémon or attacking

their friends or family will likely ruin a Pokémon's disposition towards you. Some acts may be enough to go from Neutral straight to Very Hostile with little chance of redemption – hurting or killing a Pokémon's baby, for example.

As a Standard Action, Trainers may make a **Charm Check** to try to improve a Wild Pokémon's Disposition one step; Very Hostile to Hostile, Hostile to Neutral, Fearful to Neutral, Neutral to Friendly, and Friendly to Very Friendly. The DC of the Charm Check depends on the initial disposition of the Pokémon. If you fail, you cannot try again to improve your disposition through a Charm check, but other actions such as providing food or helping the Pokémon out may raise disposition automatically or at least let you try again, to your GM's discretion.

Initial Disposition	Charm DC
Very Friendly	---
Friendly	DC 15
Neutral	DC 12
Fearful	DC 8
Hostile	DC 15
Very Hostile	DC 30

