

FISHING

Fishing is always a relaxing way to spend the afternoon. With a good fishing rod and some bait or a lure, it's an easy way to catch some Water-Type Pokémon.

What you can fish up depends on your **Fishing Rod**. There are three types of rods: **Old Rods**, **Good Rods**, and **Super Rods**.

Old Rods are capable only of fishing up small, unevolved Pokémon at level 10 or under. **Good Rods** may catch unevolved Pokémon of a Level to your GM's discretion. **Super Rods** may catch Pokémon of any size and evolutionary stage, to your GM's discretion.

To fish, you must attach **Bait** or a **Fishing Lure** to the end of your rope, then cast your line. Roll 1d20 every

5 minutes. If you roll 15 or over, a Wild Pokémon is on the line! If you roll 3 times without success, the bait is used up – lures may continue to be used though.

Then you must make an **Athletics Check with a DC of 8**. If you succeed, you manage to reel the Pokémon in. From there, you may try to catch the Pokémon in a **Hand Net**, or a **Poké Ball**. The Pokémon may attempt to attack you or your allies, so it's usually smart to keep a Pokémon handy when fishing.

If you fail your Athletics Check, roll 1d20. On a result of 10 or lower, the Pokémon got away with your Lure. Bait is always lost upon a failed Athletics Check.

GM TIPS: Here's a handy list of unevolved Pokémon that are commonly found in Fresh or Salt Water via fishing. Feel free to add or remove Pokémon, based on your current location. Whether you choose the Pokémon that are fished or roll randomly is up to you!

Fresh Water: Poliwhag, Shellder, Goldeen, Magikarp, Carvanha, Barboach, Corphish, Finneon, Tympole, Basculin

Salt Water: Tentacool, Shellder, Krabby, Horsea, Staryu, Magikarp, Remoraid, Carvanha, Feebas, Luvdisc, Shellos, Finneon, Frillish, Skrelp, Clauncher

