

# POKÉMON AS MOUNTS

## USING MOUNTS IN BATTLE

Riding certain Pokémon might seem intuitive; Ponyta are obviously built for it! Others, not so much. We have included a **Mountable Capability** to mark some Pokémon that may be mountable. However, Mountable is a **suggestion and not a hard and fast rule**. Ultimately, whether a Pokémon can serve as a mount or not is up to your GM, so here are some things to consider for GMs who wish to consider other options.

1. **Size.** If a Pokémon is too small, it wouldn't make sense for a trainer to be riding it, when their legs are dragging on the ground. This could be confusing for certain species of Pokémon, but a quick look at the Pokémon's Level should serve as a hint as to whether or not the Pokémon is too small for you. For example, a Ponyta around Level 20 or 25, can serve as a mount. Ponyta may not be very tall, but it can support an average sized human considering its shape and its legs that are built to lift itself with little burden and quickly move around. However, a newly born Ponyta should not be able to lift a person. It would be very tiny. Another example would be an Onix. Onix could easily serve as an entire party's Mount. However, a newly born Onix would not be able to serve as even one person's Mount as it would probably be no longer than a meter. Also consider that the size listed in the Pokédex is the average size for a species. Particularly old specimens or special ones your GM creates may be much larger and more easily used as transportation.
2. **Power.** If a Pokémon is large, but is as light as a feather or weak as a twig, it probably cannot carry your weight and keep itself up as well. This would be most obvious for a Sky Mount. If the Pokémon's Power is one or two, there should be no circumstance in which the Pokémon would be able to carry your weight on their body.
3. **Equipment.** Some Pokémon might not ever be able to be a Mount, by itself. However, with a couple of Pokémon, such as a Nidorino and a Nidorina, some rope to use as reins, a sled and some training, you could have a single mount between the two Pokémon. A school of Magikarp could hold a mattress up and make a raft. Several creative combinations of tools and Pokémon could create modes of transportation.

- » Mounting a Pokémon is a **Standard Action** with an **Acrobatics or Athletics Check with a DC of 10**.
- » If your Acrobatics or Athletics is at least Expert, then you may Mount your Pokémon as part of your Shift as a Free Action, so long as you can move at least 2 meters before getting onto your Pokémon.
- » Pokémon take any penalties from carrying **Heavy** or **Staggering weight** as normal.
- » When mounted on a Pokémon, you may Shift during your Trainer turn using your **Mount's Movement Capabilities** instead of your own. During Pokémon turns, your Mount may use any unused movement to Shift, and may take a Standard Action as normal if you use your Pokémon turn on it.
- » If either you or your Pokémon who is being used as a Mount are hit by a damaging attack that deals damage equal or greater to 1/4th of the target's Max Hit Points, or are hit by a move with a Push Effect, you must make an Acrobatics or Athletics Check with a DC of 10 to remain mounted.
- » If a rider's mount hurts itself in Confusion, the rider must make an Acrobatics or Athletics Check with a DC of 10 to remain mounted.
- » You may use your Mount to Shift on your turn while using your Pokémon turn to order another Pokémon in battle.
- » It is very easy for you and your Pokémon to Intercept attacks for each other while you are Mounted due to the lack of distance. See page 242 for details on the Intercept Maneuvers.

