



CHAPTER 9: GEAR AND ITEMS

TRAINER ESSENTIALS

A number of items are absolutely essential to a Trainer's journey through the world of Pokémon. Usually, a Trainer given a Pokémon for the first time by a sponsoring Professor or the Pokémon League organization will be given a small package of gear to begin with. Other times, Trainers scrape up the money themselves to buy the basics before they begin their adventure.

POKÉ BALLS

Poké Balls are specialized pieces of technology that capture Pokémon by transforming them into an energy form and storing them in a shrinkable metal ball. They come in many varieties, designed for different situations. Some are better suited for capturing particular Types of Pokémon while others have special effects upon capture.

Throwing Poké Balls is an AC6 Status Attack, with a range equal to the Trainer's Throwing Range: 4 plus their Athletics Rank. Resolve the attack like you would any other. If it misses, the Poké Ball lands harmlessly in the terrain beyond the target. If it hits, and the Pokémon is able to be Captured, you then make a Capture Roll by rolling 1d100 and subtracting the Trainer's Level. The Type of Ball will also modify the Capture Roll. Poké Balls can recall Pokémon into them from 8 meters away.

Poké Balls cannot ever capture a Pokémon that's been reduced to 0 Hit Points or less. The energizing process is too dangerous for seriously injured Pokémon and is thus halted by a failsafe built into all Poké Balls and Poké Ball parts sold on the market for self-assembly. And of course, Poké Balls fail to activate against owned Pokémon already registered to a Trainer and Ball!

POKÉDEX

This hand-held computer with an advanced camera and image recognition software is given out to new trainers at the start of their journey. As a Standard Action, a Trainer can use their Pokédex to identify a Pokémon within 10 meters using the Pokédex's scanner. Doing so reveals the average height and weight of the species, height and weight of the individual being targeted, Moves that the Species learns through Level Up, and some brief facts about the species' typical behavior.






These machines may also function as mobile phones, radios, and hand-held internet browsers, much like typical smartphones. Other apps may be installed to grant them further uses. They cost ₣ 12,000 or more, but in most circumstances they should be made available for free to starting characters.

POKÉ BALL CHART

Basic Balls are sold for ₦250, Great Balls for ₦400 and Ultra Balls for ₦800. All Special balls are usually sold for ₦800 as well, though they may not always be available in every shop.

Why are Poké Balls so cheap for pieces of advanced technology, especially compared to other items available in the Pokémon Tabletop United handbook? Well, it's largely because the game is so dependent on their easy accessibility. If you need an in-setting reason, Poké Ball production is likely subsidized by the government due to their ubiquity.

Ball #	Spr	Ball Name	Modifier	Special
01		Basic Ball	+0	Basic Poké Ball; often called just a "Poké Ball".
02		Great Ball	-10	A better Poké Ball with no special effects.
03		Ultra Ball	-15	The best generic Poké Ball.
04		Master Ball	-100	Incredibly Rare. Worth at least ₦300,000. Sold nowhere.
05		Safari Ball	+0	Used during Safari hunts.
06		Level Ball	+0	-20 Modifier if the target is under half the level your active Pokémon is.
07		Lure Ball	+0	-20 Modifier if the target was baited into the encounter with food.
08		Moon Ball	+0	-20 Modifier if the target evolves with an Evolution Stone.
09		Friend Ball	-5	A caught Pokémon will start with +1 Loyalty.
10		Love Ball	+0	-30 Modifier if the user has an active Pokémon that is of the same evolutionary line as the target, and the opposite gender. Does not work with genderless Pokémon.
11		Heavy Ball	+0	-5 Modifier for each Weight Class the target is above 1.
12		Fast Ball	+0	-20 Modifier if the target has a Movement Capability above 7.
13		Sport Ball	+0	Used during Safari hunts.
14		Premier Ball	+0	Given as promotional balls during sales.
15		Repeat Ball	+0	-20 Modifier if you already own a Pokémon of the target's species.
16		Timer Ball	+5	-5 to the Modifier after every round since the beginning of the encounter, until the Modifier is -20.
17		Nest Ball	+0	-20 Modifier if the target is under level 10.
18		Net Ball	+0	-20 Modifier, if the target is Water or Bug type.
19		Dive Ball	+0	-20 Modifier, if the target was found underwater or underground.
20		Luxury Ball	-5	A caught Pokémon is easily pleased and starts with a raised happiness.

21		Heal Ball	-5	A caught Pokémon will heal to Max HP immediately upon capture.
22		Quick Ball	-20	+5 to Modifier after 1 round of the encounter, +10 to Modifier after round 2, +20 to modifier after round 3.
23		Dusk Ball	+0	-20 Modifier if it is dark, or if there is very little light out, when used.
24		Cherish Ball	-5	A decorative Poké Ball often given out during special events.
25		Park Ball	-15	Used during Safari hunts.

GM Tip: A good way to give towns in your campaign a little flavor is to make different kinds of Special Poké Balls be available in each. This can be based on what sort of Apricorns grow nearby, or simply due to the location of the town; a town next to a large cave system may produce Dusk Balls, while a town by the beach may produce Lure or Dive Balls.

You may even want to invent your own custom Poké Balls for your campaign. Think about what kinds of customizations would be useful to the locals or visitors. A snowy mountain town may have invented a variation of the Net Ball that catches Rock and Ice Type Pokémon more easily, for example.



TRAVEL GEAR

Bait: Bait is a tasty, strong-smelling morsel of food designed to attract Pokémon. It may be used in two ways; to lure Pokémon, or to distract Pokémon. Bait can be bought for ₣250.

To lure Pokémon, set the bait on a route. Every 15 minutes thereafter, roll 1d20 until you roll 15 or higher. If you roll 3 times without success, the bait loses its potency and fails. If you succeed however, a random Pokémon, based on your GM's discretion will appear. The Pokémon attracted with bait should usually be of a Level comparable to the party's Pokémon. Bait is often used for Fishing in this way.

To distract Pokémon, throw it at a Wild Pokémon as a Standard Action. The target must then make a Focus Roll with a DC of 12. If they fail, the Pokémon gives up its next Standard Action to eat the food.

Collection Jar: A simple sealable glass jar. Useful when collecting Items from Pokémon, such as Honey from Pokémon with the Honey Gather Ability, or MooMoo Milk from Pokémon with the Milk Collection Ability. Available almost everywhere, and cost ₣100.

First Aid Kit: Required to use the First Aid Expertise Feature. By Draining 1 AP, any Trainer can make a Medicine Education Check on a target as an Extended Action. The target gains Hit Points equal to the result, and is cured of Burn, Poison, and Paralysis. Costs ₣500.

Fishing Lure: Instead of Bait, some trainers may opt to use a Fishing Lure when attempting to Fish. Fishing Lures work just like Bait, but can be used multiple times. If the line snaps or the fish gets away, they may take your lure with them, however. Fishing Lures cost ₣1500.

Saddle: Saddles help Trainers ride Pokémon. They are created with a specific Pokémon species in mind, and only Pokémon with that body type can wear the saddle. A common Saddle type fits Ponyta, Rapidash, Blitzle, and Zebstrika, for example. Saddles grant a +3 bonus to all Skill Checks made to mount Pokémon, or to remain on the Saddle when hit by an attack. Costs ₣2000.

Rope: Rope has many different uses, and is thus popular gear for explorers, campers, and hikers. Rope can only be damaged by Fire-Type attacks, or attacks made with sharp objects – knives, swords, sharp teeth, and Moves like Scratch, Slash, Leaf Blade, Razor Leaf, etc. The Move Cut ignores all Damage Reduction against Rope. Rope can be bought in any length of 25 Feet up to 300. The listed prices below reflect 25 feet of rope; simply multiply the price appropriately for more.

- » **Basic Rope:** Basic Fiber Rope. Has a tensile strength of 35 kg or 77 lbs. It has 5 Hit Points. Costs ₣100
- » **Utility Rope:** Braided Utility Rope. Has a tensile strength of 80 kg or 176 lbs. It has 20 Hit Points and 10 Damage Reduction. Costs ₣200
- » **Sturdy Rope:** Sturdy Rope with a tensile strength of 225 kg or roughly 500lbs. 30 Hit Points and 20 Damage Reduction. Costs ₣400

Sleeping Bag: A standard sleeping bag. Costs ₣1000 for a single, or ₣1800 for a double.

Tents: Standard outdoor tents. Provide protection from the elements of nature. Costs ₣400 per meter cubed. (A small one person tent would be about 1m x 1.5m x 1.5m, or 2.25 cubic meters– meaning 900 in price.)

Lighter: For creating flames in a hurry. A regular convenience store lighter costs ₣150; a waterproof lighter costs ₣1000.

Flashlight: For, you know, seeing. In the dark. Yes. Costs ₣200 for a regular Flashlight; + ₣400 to make it Waterproof.

Water Filter: Can ensure that river or pond water is clean to drink after being filtered. Costs ₣500.

Repels: Repels can be sprayed on one's self in order to ward off wilds with a subtle smell that greatly annoys Pokémon. It's best to not make your own Pokémon endure the smell while using Repels yourself. Most wild Pokémon won't bother you when you spray Repel on yourself, and will make themselves scarce before you even approach.

Spraying a wild Pokémon directly with Repel will cause that Pokémon, if the Repel can affect Pokémon of that level, to immediately shift away from the user as far as the Pokémon is able as an Interrupt, forfeiting their next Shift Action. Spraying a Pokémon with a Repel is an AC6 Status Attack.

Strength	Effect	Price
Repel	Lasts 1 hour; causes Pokémon of level 15 or lower to flee.	₹ 200
Super Repel	Lasts 2 hours; causes Pokémon of level 25 or lower to flee.	₹ 300
Max Repel	Lasts 5 hours; causes Pokémon of level 35 or lower to flee.	₹ 400



MEDICINES

Potions and other **Basic Restorative Items** are a useful way for Trainers to keep their Pokémon in fighting shape without needing to return to a Pokémon center every single time they run into an angry wild Pokémon. Potions are sold in small, one time use spray bottles that when sprayed on a Pokémon, sterilize and heal wounds.

Potions and other Basic Restoratives can be used on Pokémon and Humans alike to repair damaged tissue and seal wounds. If the entire bottle of Potion isn't used, it cannot take effect on the Pokémon.

Be careful with “**Repulsive**” medicines! They decrease a Pokémon's loyalty with repeated use.

Most of these items are available for sale at PokéMarts. They are essential equipment that adventuring Trainers need to have access to while they are out on the road, far from any Pokémon Centers.

X-Items on the other hand are a bit rarer, often sold only in specialty shops or large shopping centers. Unlike Basic Restorative items, they only function on Pokémon – not on Trainers – and are used for augmenting Combat Stages in battle rather than healing wounds. Their effect lasts until the end of an encounter.

USING ITEMS

Applying **Restorative Items**, or **X Items** is a **Standard Action**, which causes the target to forfeit their next Standard Action and Shift Action, unless the user has the “Medic Training” Edge. The target of these items may refuse to stay still and be healed; in that case, the item is not used, and the target does not forfeit their actions.

If you use a Restorative Item on yourself it is a Full-Round action, but you do not forfeit any further actions.

Some Items may operate under different rules, if stated in their description.

BASIC RESTORATIVES

Item	Effect	Cost
Potion	Heals 20 Hit Points	₹ 200
Super Potion	Heals 35 Hit Points	₹ 380
Hyper Potion	Heals 70 Hit Points	₹ 800
Antidote	Cures Poison	₹ 200
Paralyze Heal	Cures Paralysis	₹ 200
Burn Heal	Cures Burns	₹ 200
Ice Heal	Cures Freezing	₹ 200
Full Heal	Cures all Persistent Status Afflictions	₹ 450
Full Restore	Heals a Pokémon for 80 Hit Points and cures any Status Afflictions	₹ 1450
Revive	Revives fainted Pokémon and sets to 20 Hit Points	₹ 300
Energy Powder	Heals 25 Hit Points - Repulsive	₹ 150
Energy Root	Heals 70 Hit Points - Repulsive	₹ 500
Heal Powder	Cure all Persistent Status Afflictions – Repulsive	₹ 350
Revival Herb	Revives Pokémon and sets to 50% Hit Points - Repulsive	₹ 350

X - ITEMS

Item	Effect	Cost
X Attack	Increases the Pokémon's Attack by two Combat Stages	₹ 350
X Defend	Increases the Pokémon's Defense by two Combat Stages	₹ 350
X Special	Increases the Pokémon's Special Attack by two Combat Stages	₹ 350
X Sp. Def	Increases the Pokémon's Special Defense by two Combat Stages	₹ 350
X Speed	Increases the Pokémon's Speed by two Combat Stages	₹ 350
Dire Hit	Increases Critical Hit Range of all moves by +2.	₹ 600
X Accuracy	Increases Accuracy by +2	₹ 600
Guard Spec	Prevents reduction of Combat Stages or Accuracy on the Pokémon for 5 Turns	₹ 700

BANDAGES AND POULTICES

Bandages are important medical supplies for traveling Trainers that aren't quite the same as other Restorative Items.

Item	Effect	Cost
Bandages	See attached Section	¥ 300
Poultices	See attached Section - Repulsive	¥ 225

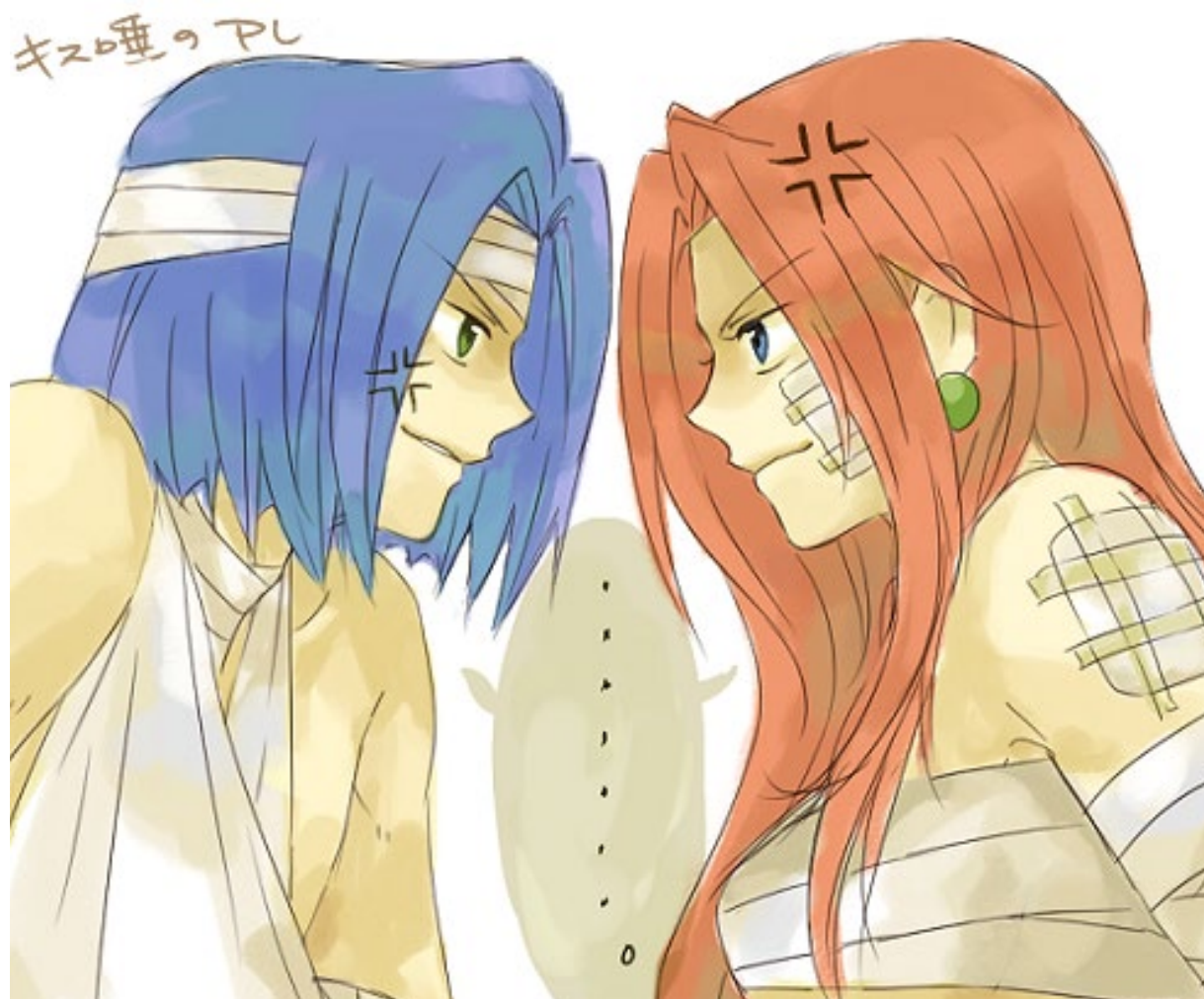
Bandages are applied as Extended Actions on Pokémon or Trainers. Bandages last for 6 hours; while applied, they double the Natural Healing Rate of Pokémon or Trainers, meaning a Pokémon or Trainer will heal 1/8th of their Hit Points per half hour. **Bandages also immediately heal one Injury if they remain in place for their full duration.**

If a Pokémon is damaged or loses Hit Points in any way, the Bandages immediately stop working.

Bandages can be found in even minor convenience stores for ¥ 300. Poultices have the same effect as Bandages, but are itchy and irritating to the skin – they may lower the loyalty of Pokémon if used too often, much like Repulsive medicine.

Note: Multiple Bandages may be used throughout the day to heal injuries, but only 3 Injuries can be removed per day through any combination of Items, Features, or Natural Healing.

Bandages are incredibly helpful for extended treks in the wilderness where you might accrue multiple injuries over days without seeing a Pokémon Center.



FOOD ITEMS

Food Items are just what they sound like. By far the largest category of Food Items is **Berries**, but many other kinds of food exist too. Candy Bars and Refreshments are commonly sold in PokéMarts. Leftovers or Black Sludge must be found in more specialized shops.

Item	Effects	Cost
Candy Bar	Snack. Grants a Digestion Buff that heals 5 Hit Points.	₹ 75
Honey	Snack. Grants a Digestion Buff that heals 5 Hit Points. May be used as Bait	₹ 100
Leftovers	Snack. When their Digestion Buff is traded in, the user recovers 1/16th of their max Hit Points at the beginning of each turn for the rest of the encounter.	₹ 350
Black Sludge	Poison-Type Pokémon may consume the Black Sludge as a Snack Item; when the Digestion Buff is traded in, they recover 1/8th of their Max Hit Points at the beginning of each turn for the rest of the encounter.	₹ 500

SNACKS

Snacks may be consumed at any time by a Pokémon or Trainer as an Extended Action to grant a **Digestion Buff**. A Pokémon or Trainer may only have one Digestion Buff stored at a time unless they have the Gluttony Ability, and they made trade in this Buff during battle to use the effect of the Snack. **Berries are considered snacks.**

Some Snacks require a certain condition to be met before a Digestion Buff can be traded in. For example, Digestion Buffs from Berries cannot be traded in unless the user is at 50% Hit Points or lower or unless the user is suffering from a Status Affliction the Berry's Digestion Buff can cure. Some Berries specify alternate conditions instead, such as being dealt a certain kind of damage or being hit by a Type of attack.

Candy Bars and Leftovers are the two other most common forms of snacks. Chefs however, are capable of creating diverse varieties of Snacks by using ingredients.



REFRESHMENT ITEMS

Pokémon and Trainers alike love to relax and have some food. Refreshments are Items that grant their effects when they are consumed as an Extended Action outside of combat.

While they can't heal in a pinch like Potions do, they are a cheaper alternative for healing while outside of battle. **A Pokémon or Trainer can only consume one refreshment per half hour, unless they have the Gluttony Ability.**

Item	Effects	Cost
Enriched Water	Heals 20 Hit Points.	¥ 75
Shuckle's Berry Juice	Heals 30 Hit Points.	---
Super Soda Pop	Heals 30 Hit Points.	¥ 125
Sparkling Lemonade	Heals 50 Hit Points.	¥ 250
MooMoo Milk	Heals 80 Hit Points.	¥ 500

MISCELLANEOUS FOOD

Food under this category is basically only food fluff-wise; they are consumable items that require an Extended Action to consume, have varying effects, and do not affect how many Snacks or Refreshments you can eat or drink.

Baby Food: A nutritious food that causes young Pokémon to grow quickly. When consumed, increases Experience Gain of Pokémon at level 15 or lower by 20% for the rest of the day.



APRICORNS, BERRIES, AND HERBS

Berries and **Herbs** are a particular kind of snack food item which grow naturally throughout the world. Some berries, like Oran Berries, are very common, while others are very rare. Herbs in general tend to be rare in the wild. Common Berries are easily found in Pokémon supply stores, grocery stores, and similar. Rare berries and herbs may only be found at specialty shops.

Apricorns, **Berries**, and **Herbs** may be grown by a Trainer with the appropriate Features or Edges, assuming they have access to enough space to plant their Plants.

Once planted, it takes two days for a Plant to **Mature**. After becoming Mature, a plant's caretaker should roll the plant's Yield Roll every day. They gain a number of Berries (or Herbs, Apricorns, etc.) equal to the result of the Yield Roll; if the result is zero or a negative number, no Berries are received that day.

Yield Rolls may be modified by **Soil Quality** however. The Yield Rolls above assume a +0 Soil Quality. Portable Growers, or exceptionally fertile natural spots have a Soil Quality of +1 instead, which means all Plants growing there increase Yield Rolls by +1. And many places have considerably **WORSE** soil quality (good luck growing berries in sand; hint it's not going to work).

Mulch may be used to temporarily increase soil Quality; it may be applied to a Plant to increase the Soil Quality of a plant by +1 for the following day. This cannot make a Soil Quality go above +2. Mulch costs ₱200 per unit.



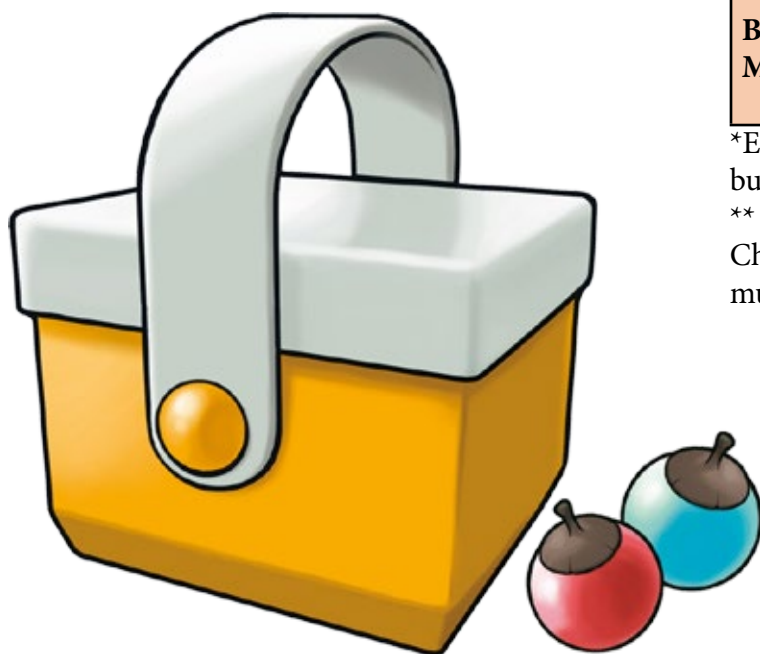
Tier	Berry List	Cost
1	Cheri Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Oran Berry, Persim Berry, Razz Berry (and similar).	₱150
2	Lum Berry, Citrus Berry, Figy Berry (And similar), Liechi Berry (and similar), Pamtre Berry (and similar), Enigma Berry, Lansat Berry, Micle Berry, Cornn Berry, Magost Berry, Rabuta Berry, Nomel Berry, Spelon Berry, Jaboca Berry, Rowap Berry, Starf Berry	₱250
3	Leppa Berry, Pomeg Berry (and similar), Occa Berry (and similar), Custap Berry, Kee Berry, Maranga Berry	₱500

Plant Type	Yield Roll
Tier 1 Berries	1d3-1
Apricorns	1d2-2
Mental Herbs, White Herbs, Power Herbs, Tiny Mushrooms & Tier 2 Berries	1d3-2
Revival Herbs, Energy Roots, Big Mushrooms, Balm Mushrooms& Tier 3 Berries	1d4-3

APRICORNS

Apricorns are fruit that can be turned into Apricorn Poké Balls. Finding a smith to make them isn't always easy. It's usually simpler to buy the Poké Balls in stores.

Apricorn Type	Poké Ball
Red Apricorns	Level Ball
Yellow Apricorns	Moon Ball
Blue Apricorns	Lure Ball
Green Apricorns	Friend Ball
Pink Apricorns	Love Ball
White Apricorns	Fast Ball
Black Apricorns	Heavy Ball



HERBS





















Herbs have varied effects, ranging from acting as repulsive restorative items to giving Pokémon unique advantages in the middle of battle. Energy Roots and Revival Herbs are used as restorative items in battle. Mental, Power, and White Herbs are Snack Items. Mushrooms are Held Items and consumed as a Shift Action in combat.



















Herb Type	Effect	Price
Energy Root*	Heals 70 Hit Points - Repulsive	₹ 500
Revival Herb	Revives Pokémon and sets to 50% Hit Points - Repulsive	₹ 350
Mental Herb	Cures all Volatile Status Effects.	₹ 300
Power Herb	Eliminates the Set-Up turn of Moves with the Set-Up Keyword.	₹ 300
White Herb	Any negative Combat Stages are set to 0.	₹ 300
Tiny Mushroom**	The user loses 5 HP, and gains +1 Combat Stage in a random Stat.	---
Big Mushroom**	The user becomes Poisoned; if they do, they gain +1 Combat Stage in two random Stats.	---
Balm Mushroom**	The user is cured of Burn, Paralysis, or Poison. If they are, they lose 1 Combat Stage in a random Stat.	---



















*Energy Roots can be grown and harvested like Herbs, but are not Snack Items.










** Mushrooms may be identified with a DC 20 Survival Check. If identified, you may roll to see which stats that mushroom affects ahead of time.

BERRY CHART

Tier	Spr	Name	Effect
1		Cheri Berry	Cures Paralysis, Cool Poffin Ingredient
1		Chesto Berry	Cures Sleep, Beauty Poffin Ingredient
1		Pecha Berry	Cures Poison, Cute Poffin Ingredient
1		Rawst Berry	Cures Burn, Smart Poffin Ingredient
1		Aspear Berry	Cures Freeze, Tough Poffin Ingredient
1		Oran Berry	Restores 5 Hit Points
1		Persim Berry	Cures Confusion
1		Razz Berry	Cool Poffin Ingredient
1		Bluk Berry	Beauty Poffin Ingredient
1		Nanab Berry	Cute Poffin Ingredient
1		Wepear Berry	Smart Poffin Ingredient
1		Pinap Berry	Tough Poffin Ingredient
2		Lum Berry	Cures any single status ailment
2		Sitrus Berry	Restores 15 Hit Points
2		Figy Berry	Spicy Treat*, Cool Poffin Ingredient
2		Wiki Berry	Dry Treat*, Beauty Poffin Ingredient
2		Mago Berry	Sweet Treat*, Cute Poffin Ingredient
2		Aguav Berry	Bitter Treat*, Smart Poffin Ingredient
2		Iapapa Berry	Sour Treat*, Tough Poffin Ingredient
2		Liechi Berry	+1 Attack CS.
2		Ganlon Berry	+1 Defense CS
2		Salac Berry	+1 Speed CS

2		Petaya Berry	+1 Special Attack CS
2		Apicot Berry	+1 Special Defense CS
2		Lansat Berry	Increases Critical Range by +1 for the remainder of the encounter.
2		Starf Berry	+2 CS to a random Stat. May be used only at 25% HP or lower.
2		Enigma Berry	User gains Temporary HP equal to 1/6th of their Max HP when hit by a Super Effective Move.
2		Micle Berry	Increases Accuracy by +1.
2		Jaboca Berry	Foe dealing Physical Damage to the user loses 1/8 of their Maximum HP.
2		Rowap Berry	Foe dealing Special Damage to the user loses 1/8 of their Maximum HP.
2		Cornn Berry	Cures Disabled Condition.
2		Magost Berry	Cures Enraged condition.
2		Rabuta Berry	Cures Suppressed condition.
2		Nomel Berry	Cures Infatuated condition.
2		Spelon Berry	Cool or Beauty Poffin Ingredient
2		Pamtre Berry	Cute or Beauty Poffin Ingredient
2		Watmel Berry	Cute or Smart Poffin Ingredient
2		Durin Berry	Smart or Tough Poffin Ingredient
2		Belue Berry	Cool or Tough Poffin Ingredient
3		Leppa Berry	Restores a Scene Move.

3		Pomeg Berry	HP Suppressant*
3		Kelpsy Berry	Attack Suppressant*
3		Qualot Berry	Defense Suppressant*
3		Hondew Berry	Special Attack Suppressant*
3		Grepa Berry	Special Defense Suppressant*
3		Tamato Berry	Speed Suppressant*
3		Occa Berry	Weakens foe's super effective Fire-type move*
3		Passho Berry	Weakens foe's super effective Water-type move*
3		Wacan Berry	Weakens foe's super effective Electric-type move*
3		Rindo Berry	Weakens foe's super effective Grass-type move*
3		Yache Berry	Weakens foe's super effective Ice-type move*
3		Chople Berry	Weakens foe's super effective Fighting-type move*
3		Kebia Berry	Weakens foe's super effective Poison-type move*
3		Shuca Berry	Weakens foe's super effective Ground-type move*
3		Coba Berry	Weakens foe's super effective Flying-type move*
3		Payapa Berry	Weakens foe's super effective Psychic-type move*
3		Tanga Berry	Weakens foe's super effective Bug-type move*
3		Charti Berry	Weakens foe's super effective Rock-type move*

3		Kasib Berry	Weakens foe's super effective Ghost-type move*
3		Haban Berry	Weakens foe's super effective Dragon-type move*
3		Colbur Berry	Weakens foe's super effective Dark-type move*
3		Babiri Berry	Weakens foe's super effective Steel-type move*
3		Chilan Berry	Weakens foe's Normal-type move*
3		Roseli Berry	Weakens foe's supereffective Fairy-type move*
3		Custap Berry	Grants the Priority keyword to any Move. May only be used at 25% HP or lower.
3		Kee Berry	+1 Defense CS. Activates as a Free Action when hit by a Physical Move.
3		Maranga Berry	+1 Special Defense CS. Activates as a Free Action when hit by a Special Move.

* **Treat Berries** heal 1/8th of the Pokémon's Max HP. If the user likes the Treat's flavor, it heals 1/6th instead. If the user dislikes the treat's flavor, the user is Confused.

* **Suppressant Berries** lower the indicated Base Stat by 1 when consumed by a Pokémon. This effect only works if the Pokémon's trainer wishes it to.

* Berries that **Weaken a Type of Move** allow the user to trade in their Digestion Buff to grant one step of resistance when hit by a Move of the indicated type.

CRAFTING KITS

These items are either required to use certain crafting Edges and Features or greatly aid in their use by finding raw material items.

Chemistry Set: Used to create Repels, Potions, and other objects. Costs ₣1000.

Cooking Set: Used by Chefs to create Snacks and Refreshments. Costs ₣1000.

Dowsing Rod: Dowsing Rods have been attuned to the energy resonance given off by Shards. They may be used while in any route, cave, or outside area and can be bought for ₣2000. They may be activated by spending 10 minutes searching an area, and may be activated a number of times per day equal to half of the trainer's Occult Education Rank.

After the 10 minutes, roll 1d6 per Occult Education Rank. If the area being searched is a beach, cave, desert, or any other sandy or rocky area, roll +1d6. If you have Skill Stunt (Dowsing), you roll an additional 1d6.

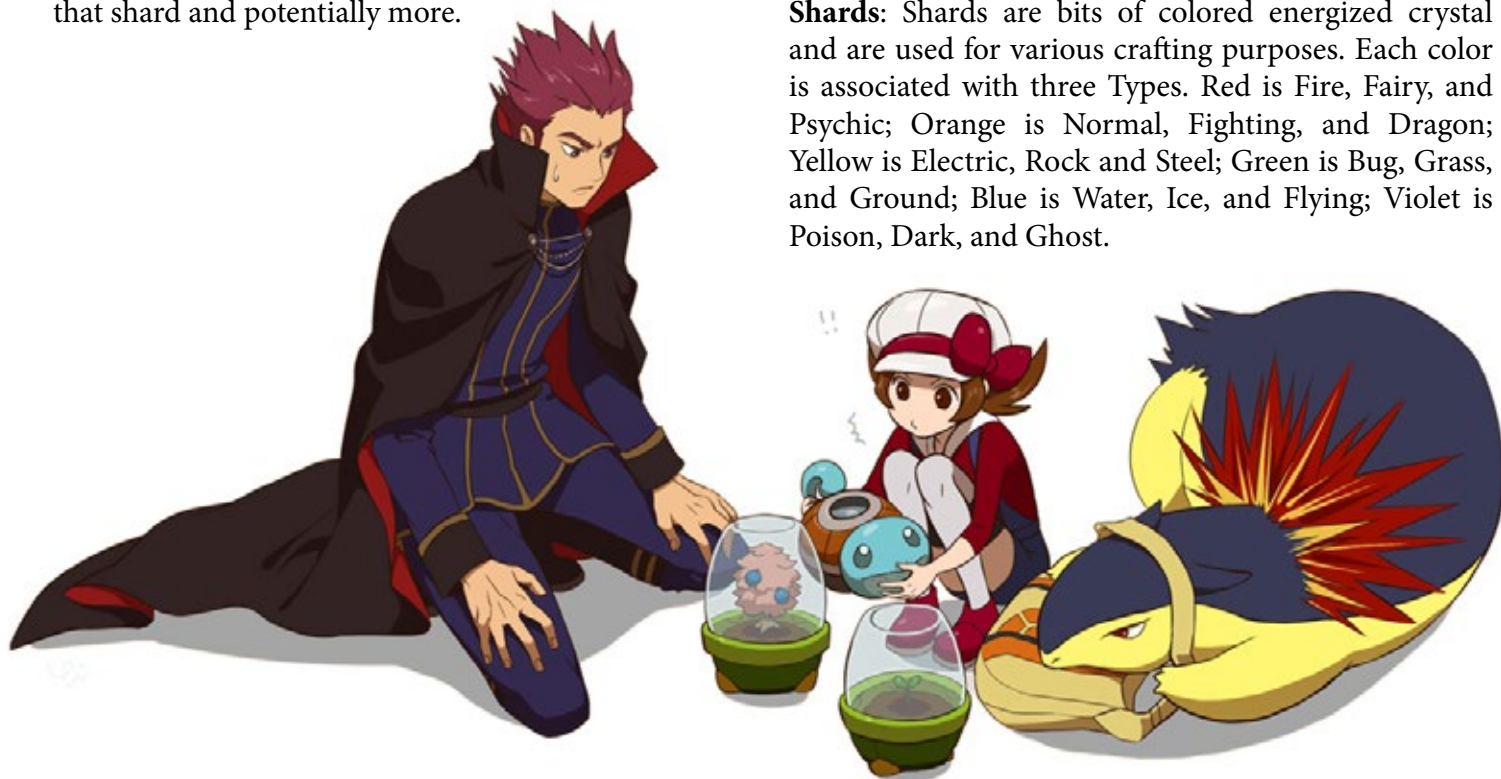
For each die that results in 4 or higher, you find 1 Shard of a random color: Red, Orange, Yellow, Green, Blue, or Violet. You may reroll any die that result in 6, gaining that shard and potentially more.

Poffin Mixer: A Poffin Mixer can be used by any Trainer to create Poffins. You simply insert cooking ingredients worth ₣500, and at least one of the listed berries. You create two Poffins that raises the Contest Stat most represented by the berries used by +1 Contest Die. Some Berries can raise multiple Contest Stats; you choose which to raise when using these Berries to make Poffins. Cheri, Figy, Razz, Spelon and Belue Berries raise Cool; Chesto, Wiki, Bluk, Spelon and Pamtre Berries raise Beauty; Pecha, Mago, Nanab, Pamtre, and Watmel Berries raise Cute; Rawst, Aguav, Wepear, Watmel, and Durin Berries raise Smart; Aspear, Iapapa, Pinap, Durin, and Belue Berries raise Tough. Poffins can be purchased for ₣500 in bakeries and Contest halls, and Poffin Mixers cost ₣500 as well.

Poké Ball Tool Box: These tool boxes let those with the know-how craft and repair Poké Balls. They cost ₣500 and can be found in most Poké Marts.

Portable Grower / Berry Planter: Portable Growers can be used to grow berries and herbs. Portable Growers protect the plants within them from external weather, and never need to be fertilized. Each Grower holds one plant. Portable Growers cost ₣2000.

Shards: Shards are bits of colored energized crystal and are used for various crafting purposes. Each color is associated with three Types. Red is Fire, Fairy, and Psychic; Orange is Normal, Fighting, and Dragon; Yellow is Electric, Rock and Steel; Green is Bug, Grass, and Ground; Blue is Water, Ice, and Flying; Violet is Poison, Dark, and Ghost.



SCRAP AND CRAFTING ITEMS

Scrap is a mechanic that allows Trainers with Crafting Edges and Features to make better use of them without causing other items to be too easily accessible due to the amount of money they have on hand. Put simply Scrap is money that can only be used to pay for a certain category of Crafting Edge or Feature.

For example, a Chef taking home leftover ingredients from a restaurant at the end of a day might have Scrap to pay for ₣500 of Chef Features. A gadgeteer rooting through a junkyard might be able to salvage parts equal to ₣1000 worth of Poké Ball crafting. This lets a GM to regularly reward players who rely on Crafting with the resources they need to function without tempting players with extra cash to buy TMs or other luxury items.

Trainers can also disassemble any item they are capable of crafting to gain Scrap equal to half the cost they would pay to create the item. For example, a Fashionista can cut up Fancy Clothes for cloth Scraps worth ₣1250 for using their other Features.

Scrap is always tied to a particular item category. Here are some suggestions for those categories.

- » **Food:** Snack Items, Refreshment Items, Bait Items, Baby Food
- » **Medicines:** All Basic Restoratives, X-Items, Dire Hit, Guard Spec, Vitamins
- » **Repellents:** All Repel Items, all Pester Balls
- » **Poké Balls:** All Poké Balls
- » **Fashion Items:** Items the Fashionista creates



EQUIPMENT

Trainers can don equipment to help protect them on their journeys or grant them special effects. They may only equip one piece of Equipment per Equipment slot though; the slots are Head, Main Hand, Off-Hand, Body, Feet, and Accessory.

“Held Items” and “Equipment” share many similarities. “Equipment” is usable only by Trainers. Most Held Items are usable by Trainers as well; most Held Items are accessory-slot items when used by Trainers, but some may differ according to their description. See the next section for details on Held Items.

Equipping an Item or switching one for another takes a Standard Action. Handing another Trainer an item or equipment piece is similarly a Standard Action, but this does not equip the item for them, only grants them the ability to equip it themselves. Equipping a Held Item onto a Pokémon is a Standard Action that causes the Pokémon to forfeit their next turn.



WEAPONS

Weapons are perhaps the most common type of Equipment. Weapons are Main Hand Equipment pieces that modify Struggle Attacks. Weapons may also allow Trainers to use Moves as long as they have a high enough Combat Skill Rank. Weapons come in three quality categories, **Crude**, **Simple**, and **Fine**. **Crude Weapons** do not grant Moves but instead only modify Struggle Attacks. **Simple Weapons** grant a single Move that can be used if the wielder has Adept Combat or higher, and **Fine Weapons** grant two Moves, one at Adept Combat or higher and another at Master Combat or higher.

Roughly speaking, Crude Weapons are usually more everyday items that have been adapted to use as weapons, Simple Weapons are “proper” weapons but unexceptional, and Fine Weapons are weapons of a quality you may expect on law enforcement or anyone else wielding a weapon in a professional capacity.

There are four kinds of Weapons; **Large Melee Weapons**, **Small Melee Weapons**, **Short-Range Weapons**, and **Long-Range Weapons**. If a Weapon is One-Handed, it simply takes up the Main Hand slot – if it’s two handed, it takes up the Off-Hand Slot as well. When wielding a One-Handed Weapon in the Off-Hand slot, Trainers do not gain a Master Move from that Weapon and take a -2 penalty to Accuracy Rolls for all Weapon Attacks made with that Weapon.

Large Melee Weapons raise the AC of the Attack by +1, and raise the Damage Base by +2. Large Melee Weapons are two-handed.

Small Melee Weapons raise the Damage Base by +1. These weapons are obviously one-handed!

Foot Weapons: Hey, if someone wants to make Steel-Toed Boots or similar as Weapons and equip them in the Foot Slot ... let them go for it. These are Small Melee Weapons, but also raise the AC of the attack by +1.

Short Range Weapons have a Range of 4 meters. Short-Range weapons are one-handed.

Long Range Weapons raise the AC of the Attack by +1, have a range of 12 meters, and raise the Damage Base by +1. Long Range Weapons can’t target Pokémon or Trainers that are closer than 4 meters from the user. Long Range Weapons are two-handed.

Improvised Weapons: If your Trainers make attacks with unconventional objects, let them benefit from having a weapon, but impose a penalty based on the item. Perhaps the item can only attack once and then breaks. Perhaps an item is badly balanced, like a thrown stone, and takes a -1 penalty to AC. Or perhaps it’s just not very good at dishing out pain; lower the Damage Base by -1 or more. Hitting with a Pillow might be a DB1 attack no matter how strong you are, for example.

Weapons may also have additional characteristics based on what they are, such as a spear granting the Reach Capability for attacks made with the weapon or sword breakers giving a bonus to Disarm Maneuvers.

All modifications that a Weapon makes to Struggle Attacks also apply to the Moves they grant and to Moves granted by Features with the [Weapon] tag. However, these Moves can never benefit from STAB. For example, a Large Melee Weapon with an AC 2 DB 4 Move would cause the wielder to use it as if it had AC 3 and DB 6. A Long or Short Range weapon granting a Move would use the Move as if it had a range equal to the Weapon’s.

GM Tips: The cost of weapons should be very dependent on the region. However, Crude Weapons are universally cheap and can be bought for ₣ 500 or less, assuming one doesn’t simply go into the kitchen and grab a knife there or take a crowbar from the tool box.

Simple Weapons and Fine Weapons are unmistakably designed to be used as weapons and nothing more, so their prices are more subject to the legality and treatment of weapons in your setting. If weapons are commonplace and legal, Simple Weapons may be as cheap as ₣ 2000 and Fine Weapons ₣ 4000. If all weapons are very illegal, Simple Weapons may cost ₣ 5000 and Fine Weapons ₣ 10,000 or more. On average, they should cost about ₣ 3000 for Simple Weapons and ₣ 6000 for Fine Weapons.

Another thing to think about is what sort of weapons are allowed. Maybe the police is going to show up very quickly at the sight of teenagers traveling with swords, bows, and spears – definitely Simple or Fine Weapons. But what about baseball bats, slingshots, and hockey sticks as Crude Weapons? Establishing the framework of what constitutes a common ‘weapon’ in your campaign is important, and can help set the tone of the campaign.

WEAPON MOVES

How do you determine what Moves a Simple or Fine Weapon grants? Weapons actually have a whole list of Moves all to themselves, which are designed for you to mix and match to best fit a given weapon's fluff. Simply look through the list and pick Moves that make sense. For example, Pierce! would go well on a spear, but Bash! would not.

Weapon Moves are read in the same format as regular Moves, though there is a bit of extra notation for them.

- » **“WR”** is short for “Weapon Range” refers to the Weapon's innate range. That is, Melee for Large and Small Melee Weapons, 4 meters for Short Range Weapons, and 12 meters for Long Range Weapons with a restriction that they can't target anyone closer than 4 meters.
- » **Limitations** refer to the kinds of weapons that can be granted the Move. For example, Backswing can only be found on Large Melee Weapons.
- » **Weapon Suggestions** are simply our suggestions for what kinds of weapons the Move makes sense for, in case it was confusing or you need a bit of guidance.

Some Features also allow you to use Moves you learn as a Trainer “as a Weapon Attack”. What this means is you apply the Damage, AC, etc. modifiers from your Weapon to the Move, and your Move gains the Weapon's Range instead if it is 1-Target. Line and Ranged Blast Moves retain their area-of-effect keyword but use the Weapon's Range. Burst, Cone, and Close Blast Moves remain their normal range.

ADEPT WEAPON MOVES

Move: Backswing
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: Melee, 2 Targets
Effect: None
Limitation: Large Melee Weapons Only
Weapon Suggestions: All Two-Handed Weapons

Move: Bash!
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: WR, 1 Target
Effect: Bash! lowers the target's Initiative to 0 for 1 full round on 15+.
Limitation: None
Weapon Suggestions: Axes, Blunt Weapons, Throwing Hammers

Move: Bullseye
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: WR, 1 Target
Effect: Bullseye is a Critical Hit on 16+.
Limitation: Ranged Weapons Only
Weapon Suggestions: All Ranged

Move: Cheap Shot
Type: Normal
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: WR, 1 Target
Effect: Cheap Shot cannot miss.
Limitation: Small Melee and Short Ranged Weapons Only
Weapon Suggestions: Daggers, Short Swords, Hatchets, Throwing Weapons

Move: Double Swipe
Type: Normal
Frequency: EOT
AC: 2
Damage Base 4: 1d8+6 / 11
Class: Physical
Range: WR, 2 Targets; or WR, 1 Target, Double Strike
Effect: None
Limitations: None
Weapon Suggestions: Swords, Dual-Wielded Weapons, Throwing Knives

Move: Pierce!
Type: Normal
Frequency: EOT
AC: 2
Damage Base 7: 2d6+10 / 17
Class: Physical
Range: WR, 1 Target
Effect: Pierce deals an additional +10 damage against targets with Damage Reduction.
Limitations: None
Weapon Suggestions: Daggers, Swords, Bows, Spears

Move: Salvo
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: WR, Blast 2
Effect: None
Limitation: Ranged Weapons Only
Weapon Suggestions: All Ranged

Move: Take Aim
Type: Normal
Frequency: EOT
AC: None
Class: Status
Range: Self
Effect: Raise the user's Accuracy by +1. If the user performs an Weapon Move on their next turn that deals damage, add its Damage Dice Roll an extra time to the damage.
Limitations: None
Weapon Suggestions: Daggers, Bows, Firearms

Move: Wear Down
Type: Normal
Frequency: EOT
AC: 2
Damage Base 5: 1d8+8 / 13
Class: Physical
Range: WR, 1 Target
Effect: Wear Down lowers the target's Defense by 1 Combat Stage on Even-Numbered Rolls.
Limitation: None
Weapon Suggestions: Blunt Weapons

Move: Wounding Strike
Type: Normal
Frequency: EOT
AC: 2
Damage Base 6: 2d6+8 / 15
Class: Physical
Range: WR, 1 Target
Effect: The target loses a Tick of Hit Points.
Limitation: None
Weapon Suggestions: Axes, Swords, Bows, Spears

MASTER WEAPON MOVES

Move: Bleed!

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: WR, 1 Target

Effect: The target loses a Tick of Hit Points at the start of their next three turns.

Limitation: None

Weapon Suggestions: Axes, Swords, Bows, Spears

Move: Deadly Strike

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 6: 2d6+8 / 15

Class: Physical

Range: WR, 1 Target

Effect: If Deadly Strike Hits, it is a Critical Hit.

Limitation: Not usable by Large Melee Weapons.

Weapon Suggestions: Daggers, Bows, Short Spears

Move: Furious Strikes

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 3: 1d6+5 / 9

Class: Physical

Range: WR, 1 Target, Five Strike

Effect: For each hit rolled on your Five Strike roll, the target of the attack has their Evasion reduced by 1 for one full round.

Limitation: Melee or Short Ranged Weapons Only

Weapon Suggestions: Claws, Nun-Chucks, Staves, Dual-Wielded weapons

Move: Gouge

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: WR, 1 Target, Double Strike

Effect: If both hits of Gouge successfully hit the target, the target gains an Injury.

Limitation: Small Melee and Short Ranged Weapons Only

Weapon Suggestions: Claws, Daggers, Throwing Knives

Move: Maul

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 5: 1d8+8 / 13

Class: Physical

Range: 1 Target, Melee

Effect: The target is Flinched.

Limitation: Melee Weapons Only

Weapon Suggestions: Blunt Weapons, Axes

Move: Riposte

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 12: 3d12+10 / 30

Class: Physical

Range: WR, 1 Target, Reaction, Trigger

Trigger: Your Target misses you with a melee Attack.

Effect: None

Limitations: Melee or Short-Ranged Weapons Only

Weapon Suggestions: Rapiers, Swords, Daggers

Move: Slice

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 10: 3d8+10 / 24

Class: Physical

Range: Melee, Pass

Effect: None.

Limitation: Melee Weapons Only

Weapon Suggestions: Axes, Swords

Move: Sweeping Strike

Type: Normal

Frequency: Scene x2

AC: 3

Damage Base 9: 2d10+10 / 21

Class: Physical

Range: WR, 1 Target

Effect: You may attempt a Trip Maneuver against the target as a free action.

Limitation: Short-Range Weapons or Weapons with the Reach Quality Only

Weapon Suggestions: Whips, Chains, Staves

Move: Titanic Slam

Type: Normal

Frequency: Scene x2

AC: 3

Damage Base 11: 3d10+10 / 27

Class: Physical

Range: 1 Target, Melee

Effect: On Even-Numbered Rolls, the target is Slowed for one full round.

Limitation: Melee Weapons Only

Weapon Suggestions: Blunt Weapons

Move: Triple Threat

Type: Normal

Frequency: Scene x2

AC: 2

Damage Base 7: 3d8+10 / 17

Class: Physical

Range: WR, 3 Targets

Effect: None

Limitation: Large Melee Weapons and Long-Range Weapons Only

Weapon Suggestions: Two-Handed Swords, Two-Handed Axes, Bows

EXAMPLE WEAPONS

CRUDE WEAPONS

Kitchen Knife

Small Melee Weapon

Baseball Bat

Large Melee Weapon

Weighted Rope

Short Range Weapon

Slingshot

Long Range Weapon

SIMPLE WEAPONS

Survival Knife

Small Melee Weapon

Adept Move: Cheap Shot**Quarterstaff**

Large Melee Weapon, grants Reach for Weapon Attacks

Adept Move: Backswing**Throwing Hammers**

Short Range Weapon

Adept Move: Bash!**Hunting Bow**

Long Range Weapon

Adept Move: Pierce!

FINE WEAPONS

Honed Claws

Small Melee Weapon

Adept Move: Wounding Strike**Master Move:** Gouge**Meteor Masher**

Large Melee Weapon

Adept Move: Backswing**Master Move:** Titanic Slam**Super Lucky Throwing Stars**

Short Range Weapon

Adept Move: Bullseye**Master Move:** Deadly Strike**Twin-Needled Bow**

Long Range Weapon

Adept Move: Double Swipe**Master Move:** Triple Threat

BODY EQUIPMENT

Equipment	Effect	Cost
Light Armor	Grants 5 Damage Reduction	₹ 8000
Heavy Armor	Heavy Armor grants +10 Damage Reduction. Heavy Armor causes the wearer's Speed's Default Combat Stage to be -1.	₹ 12,000
Fancy Clothes	Each set of Fancy Clothes is assigned a Contest Stat – either Beauty, Cool, Cute, Smart, or Tough. Trainers wearing these clothes may roll 2d6 during the Introduction Stage of a Contest to try to generate Contest Stat Dice for the assigned Stat.	₹ 5000
Stealth Clothes	Whether it's a dark cloak and hood, a ninja suit, or spy gear, these clothes help you blend in. This body-slot equipment raises your modifier to Stealth Checks made to remain unseen by +4, to a maximum total modifier of +4.	₹ 2000

HEAD EQUIPMENT

Equipment	Effect	Cost
Dark Vision Goggles	These Goggles simply grant the Darkvision Capability while worn.	₹ 1,000
Gas Mask	Gas Masks are invaluable equipment when trying to breathe in toxic environments or heavy smoke. They not only let you breathe through environmental toxins or smoke, but you become immune to the Moves Rage Powder, Poison Gas, Poisonpowder, Sleep Powder, Smog, Smokescreen, Spore, Stun Spore, and Sweet Scent.	₹ 1,500
Helmet	The user gains 15 Damage Reduction against Critical Hits. The user resists the Moves Headbutt and Zen Headbutt and can't be flinched by these Moves.	₹ 2250
Re-Breather	This small partial face mask allows Trainers and Pokémon to breathe underwater as if they had the Gilled Capability for up to an hour. The Re-Breather is refilled automatically in 5 minutes while in open air.	₹ 4000
Sunglasses	+1 to Charm, Guile, and Intimidate Checks, to a maximum total modifier of +3.	₹ 2000

FEET EQUIPMENT

Equipment	Effect	Cost
Snow Boots	Snow Boots grant you the Naturewalk (Tundra) capability, but lower your Overland Speed by -1 while on ice or deep snow.	₹ 1500
Running Shoes	Running Shoes grant a +2 bonus to Athletics Checks, to a maximum total modifier of +3, and increase your Overland Speed by +1.	₹ 2000
Flippers	Flippers grant a +2 bonus to your Swim speed when fully submerged, and decrease your Overland speed by the same amount.	₹ 2000
Jungle Boots	Jungle Boots grant you the Naturewalk (Forest) capability	₹ 1500

HAND EQUIPMENT

Equipment	Effect
Fishing Rod	Fishing Rods are used to Fish. They are two-handed items. They come in three varieties; Old Rods, Good Rods, and Super Rods. Old Rods cost ₦1000, Good Rods cost ₦5,000, and Super Rods cost ₦15,000.
Glue Cannon	Glue Cannons are exactly what you expect; This two-handed Equipment piece is a hand-held cannon that launches globs of glue. Attacking with a Glue Cannon expends a charge, which must be purchased. The attack is an AC8 Status Attack. If it hits, the target is Slowed. On a critical hit, the target is instead Stuck and Trapped. The Glue Cannon and three charge packets cost ₦3000, and additional charge packets costs ₦100.
Hand Net	<p>A long net, usually on the end of a long stick, these pieces of two-handed Equipment are usually used for bug catching or fishing. As an AC6 Status Attack, you may attempt to net a Small Pokémon using this item. If you hit, you manage to scoop up the Pokémon, trapping them. You may move with the Pokémon, dragging them with you. Pokémon may still attack from the Hand Net using long-range attacks, or try to attack the net itself, potentially breaking it and freeing themselves. Capture Rolls against Pokémon in a net receive a -20 bonus.</p> <p>Hand Nets with 50 Hit Points cost ₦100; 100 Hit Points cost ₦600; and 200 Hit Points cost ₦1500. Nets aren't broken until all of their Hit Points are depleted.</p>
Weighted Nets	<p>Weighted Nets are foldable nets used for trapping Pokémon. These two-handed nets, when Equipped, can be thrown at a target as a Standard Action, as a Status Attack with an AC of 8. While a Pokémon is netted, you may pull on the rope attached to the Net to pull the Pokémon 1 Meter towards you as a Standard Action.</p> <p>Pokémon hit by a weighted net become Slowed as long as the net remains and cannot use Sky or Levitate Speeds except to safely lower themselves back to the ground. A Pokémon may attack the Net to attempt to break free. Capture Rolls against Pokémon in a net receive a -20 bonus.</p> <p>Weighted Nets with 50 Hit Points cost ₦500; 80 Hit Points cost ₦850; and 150 Hit Points cost ₦1200.</p>
Capture Styler	<p>A Capture Styler is a Main-Hand specialized piece of equipment used by some certified Pokémon Rangers in a region. It emits a string of energy that is used in a similar fashion to a lasso but is too weak to physically restrain a target. Instead, the energy has a calming effect on Pokémon.</p> <p>Trainers using a Capture Styler may use Survival in place of Charm when raising the Disposition of Pokémon. Acquiring a Capture Styler is easy for those who become certified Pokémon Rangers; most qualified Rangers receive one as part of the job. They are not for sale to the general public and may cost upwards of ₦7500 on the black market due to their iconic nature – it's easy to assume that someone who has a Capture Styler is a Ranger.</p>
Light Shield	A Shield is an Off-Hand defensive item held in one hand or braced to an arm. Light Shields grant +2 Evasion. They may be readied as a Standard Action to instead grant +4 Evasion and 10 Damage Reduction until the end of your next turn, but also cause you to become Slowed for that duration. If used Two-Handed, light shields can also function as a Small Melee Weapon. Light Shields cost around ₦3000.
Heavy Shield	A Shield is an Off-Hand defensive item held in one hand or braced to an arm. Heavy Shields grant +2 Evasion and may be readied as a Standard Action to grant +6 Evasion and 15 Damage Reduction until the end of your next turn, but also cause you to become Slowed for that duration. If used Two-Handed, shields can also function as a Small Melee Weapon. Heavy Shields cost around ₦4500.

Wonder Launcher	This strange and complicated two-handed machine can only be used by those that have an Expert-Level Medicine or Technology Education Skill. The wielder can spend 1 AP to activate it, and apply an X-Item at a Pokémon within 8 meters. X-Items applied through the Wonder Launcher do not cause the target to forfeit any actions. Items combined by a Researcher may be used in the Wonder Launcher, and do not cause the target to forfeit any actions even if they are also a Restorative. Wonder Launchers cost ₣ 10,000 or more.
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ACCESSORY ITEMS

Equipment	Effect
Focus	A Focus grants +5 Bonus to a Stat, chosen when crafted. This Bonus is applied AFTER Combat Stages. Focuses are often Accessory-Slot Items, but may be crafted as Head-Slot, Hand or Off-Hand Slot Items as well; a Trainer may only benefit from one Focus at a time, regardless of the Equipment Slot. Focuses are not usually found in stores, but may sometimes be found for ₣ 6000 at your GM's discretion.
Snag Machine	Snag Machines are extremely illegal machines that allow trainers to steal another Trainer's Pokémon. They come in both large, immovable varieties and smaller portable varieties. The Portable Variety is an Accessory-Slot Item. Inserting a Poké Ball into a Large Snag Machine turns it into a Snag Ball permanently, but Large Snag Machines may only turn 5 Poké Balls into Snag Balls per day. Inserting a Poké Ball into a Portable Snag Machine, which is a Swift Action, turns it into a Snag Ball after one round, but only for that round. Snag Balls have the same properties as the Poké Ball type they were before being inserted into the machine, but receive a -2 penalty on all Poké Ball attack rolls, and are capable of capturing owned Pokémon. Snag Machines cannot be bought in stores, but may sell on the black market for prices of ₣ 30,000 or more.
Mega Ring	Mega Rings are extraordinarily rare accessories that allow a Trainer's Pokémon to Mega Evolve when used in conjunction with a Mega Stone. They cannot be bought in stores anywhere and must usually be earned through a trial of sorts, governed by a Gym Leader or other influential Pokémon Trainer. They can take the form of a bracelet, a necklace, or an actual ring.

GM TIP: Creating Your Own Items

You're going to want to create your own equipment; don't be afraid to do so! One way to provide trainers with useful and flavorful equipment is to provide gear that gives small bonuses to Skills; ranging from +1 to +4 at the maximum. Some Gear may provide these bonuses only in specific circumstances; that kind of gear can afford to give higher bonuses, or simply be cheaper.

Feel free to tailor these items to your PCs or NPCs, and to your setting. A "Pokémon League Cap" could be a great item to include to grant +2 to Command Checks in a Standard Pokémon setting; a Pokémon War Setting might be better off with a "Officer's Stripes" or similar.

When creating Items, assign them to an equipment slot that makes sense; that +2 Intimidate Eyepatch obviously goes on the Head Slot, but that +2 Intimidate Studded Leather Jacket could be a Body or Accessory Slot Item.

Don't be afraid to experiment with more exotic effects! For example, some equipment items may allow a Trainer to use a Move, such as a fancy hat that lets a Trainer use the Move Swagger once a Scene. These items should allow Trainers to use Moves at a lower rate than their natural frequency. Be careful that you don't give out effects that are too powerful or that step on the toes of some PC classes! Finally, you can afford to be a little flexible with which items go in which equipment slots. While it'd make no sense to wear a Gas Mask and Sunglasses simultaneously, if someone wears a Helmet in their Head Slot, you may let them wear Sunglasses as an Accessory Slot Item.

POKÉMON ITEMS

HELD ITEMS

During battle, a Pokémon may be given a single “Held Item”. Berries, Herbs, and Snack Foods are common consumable held items that are destroyed when used, but there are many other items crafted especially for battle. On the following page is a chart listing various Held Items that grant a specific boon while held as a Static ability. They do not need to be activated; simply holding them is enough. Held Items may be dropped by Pokémon on their turn as a Free Action. Many held items can be used by Trainers as well. When this is the case, they’re described with the associated equipment slot used by a Trainer. Not all Held Items can be purchased. Some are rare and must be found; these Held Items are marked with a -- in place of a price.

Fluffing Held Items: Fluffing Held Items may in some cases be a little awkward. The most convenient explanation is to simply view them as amulets to be worn on a cord around the Pokémon’s neck or on a collar. Or perhaps a nice hat; everyone loves hats. Some Items like Stat Boosters may be fluffed as armor that covers the Pokémon, or even weapons that can be attached to the Pokémon’s natural weapons.

Held Item	Effect	Cost
Big Root	HP stealing moves restore double HP. Cannot be used by Trainers.	₹ 1000
Bright Powder	+2 to Speed Evasion. Cannot be used by Trainers.	₹ 2000
Choice Item	Choice Items are tied to a Specific Stat. While worn, the default state of the Stat is +2 Combat Stages instead of 0. However, the user is Suppressed and cannot be cured until the end of Combat, even if the item is removed. Cannot be used by Trainers.	₹ 3000
Contest Accessory	The user rolls +2d6 during the Introduction Stage of a Contest. Cannot be used by Trainers.	₹ 1500
Contest Fashion	These Items have a chosen Contest Stat; Beauty, Cool, Cute, Smart, or Tough. When held, once per Contest, the holder may re-roll any 1s made when using a Move of the chosen Type. Cannot be used by Trainers.	₹ 1000
Everstone	Evolution is prevented for the holder. Cannot be used by Trainers.	₹ 1500
Eviolite	Only affects not-fully-evolved Pokémon of a single family, decided when the Eviolite is made. Grants a +5 Bonus to two different Stats, after Combat Stages, decided when the Eviolite is made. Prevents Pokémon from evolving when held. Cannot be used by Trainers.	₹ 4000
Expert Belt	Whenever the holder deals Super Effective Damage, they deal an additional 5 damage (this damage is not multiplied). Accessory Item for Trainers.	₹ 3500
Flame Orb	Induces burn on holder. Off-Hand Item for Trainers. Standard Action to drop.	₹ 3800
Focus Band	Whenever the user faints, roll 1d20. Once a Scene on a result of 16+, the holder does not faint, and is left with 1 Hit Point. Accessory Item for Trainers.	₹ 4700
Focus Sash	Once a Scene, if damage from a Move would take Focus Sash’s holder’s Hit Points from Max to 0 or less, Focus Sash’s holder instead has 1 Hit Point remaining. Accessory Item for Trainers.	₹ 4700
Full Incense	The holder gains the Stall ability. Cannot be used by Trainers.	₹ 900
Go-Goggles	The user does not take damage from Sandstorm. Head Item for Trainers.	₹ 1500
Iron Ball	The Holder’s Speed is halved, and any immunity to Ground Type is lost. Hand Item for Trainers. Standard Action to drop.	₹ 900
King’s Rock	Attacks cause Flinch on a roll of 19+. This does not stack with any abilities, moves, or effects that extend flinch rate. Head Item for Trainers.	₹ 2500

Lagging Item	The Lagging Items are tied to a specific Stat. When held, they set that Stat to -4 Combat Stages. Cannot be used by Trainers. Standard Action to drop.	₹ 900
Lax Incense	+1 to all Stat Evasions. Cannot be used by Trainers.	₹ 2000
Life Orb	Whenever the holder deals direct damage, increase the damage by +5, and then the holder loses Hit Points equal to 1/16th of their Max Hit Points. Off-Hand Item for Trainers.	₹ 3700
Luck Incense	Grants +1 Bonus to all Accuracy Rolls. A roll of 1 always misses. Cannot be used by Trainers.	₹ 1800
Quick Claw	The user adds +10 to their Initiative. Accessory Item for Trainers.	₹ 4200
Razor Claw	The holder's damaging attacks have their Critical Hit Range extended by +1.	₹ 3000
Razor Fang	The holder's damaging attacks cause an Injury on a roll of 19+. Accessory Item for Trainers.	₹ 3000
Safety Goggles	The holder is immune to Moves with the Powder Keyword. Accessory or Head Item for Trainers.	₹ 1500
Shell Bell	Whenever the user damages a foe, they gain a Tick of Temporary Hit Points. Accessory Item for Trainers.	₹ 5200
Shock Collar	Comes with a remote activator, which when pressed, causes the Pokémon or Trainer wearing the shock collar to lose Hit Points equal to 1/6th of their Max Hit Points. This may be used to activate the "Press" Feature. Collars that work on Ground Type Pokémon are available for an additional ₹ 500.	₹ 3500
Stat Boosters	These items have a chosen Stat, either Attack, Defense, Special Attack, Special Defense, Speed, Evasion, or Accuracy. These items cause the default Stage of their linked Stat to be +1 Combat Stage instead of 0, or simply +1 for Accuracy and Evasion. Accessory Item for Trainers.	₹ 4000
Toxic Orb	Induces Poison on holder. Off-Hand Item for Trainers. Standard Action to drop.	₹ 4800
Type Boosters	These items come in a variety of each of the Elemental Types, and grants a +5 Damage Bonus to all direct damage Moves of its Specific Type when performed by the user. Accessory Item for Trainers.	₹ 1800
Type Brace	These items come in a variety of each of the Elemental Types, and grant the holder 15 Damage Reduction against that specific Type. Accessory Item for Trainers.	₹ 2000
Winter Cloak	The user does not take damage from Hail. Accessory Item for Trainers.	₹ 1500
Type Gem	These items come in a variety of each of the Elemental Types, and are consumed as a Free Action to give a +3 Damage Base bonus to one attack of their Type. Off-hand or Accessory Slot Item for Trainers	--
Type Plate	These Rare items come in a variety of each of the Elemental Types, and act as both a Type Booster and a Type Brace. Accessory Slot Item for Trainers.	--
Mega Stone	An item that allows a Pokémon to Mega Evolve when used in conjunction with a Mega Ring. Each Mega Stone is specific to one species and Mega Evolved form.	--
Metal Powder	When held by an untransformed Ditto, increases both Defense and Special Defense by +2 Combat Stages. Cannot be used by Trainers.	--
Rare Leek	When held by a Farfetch'd, this rare Leek increase the holder's critical range by 2. Rare Leeks are Wielded. Cannot be used by Trainers.	--
Thick Club	When held by a Cubone or Marowak, this rare, dense bone grants the Pure Power Ability. Thick Clubs are Wielded. Cannot be used by Trainers.	--
Pink Pearl	Acts as a Psychic Type Booster. If held by a Spink, it also acts as a Special Attack Stat Booster.	--

POKÉMON TOOLKITS

The following Items help with various tasks related to the raising of Pokémon.

Egg Warmer: Egg Warmers are insulated cases that carry up to four Pokémon Eggs and protect them from harm. They also cause Pokémon to hatch twice as fast; each day spent in an Egg Warmer counts as 2 days for the purposes of Hatch Rate. Egg Warmers cost ₣ 2500.

Groomer's Kit: Used by Trainers with the Groomer Edge to clean their Pokémon. Costs ₣ 500.

Reanimation Machine: Can be used to revive Fossils. Reanimation Machines also come in a smaller but more expensive Portable variety. Prices are up to GM discretion, often upwards of ₣ 10,000. See the Pokémon Fossils section for more details (page 216).

EVOLUTIONARY ITEMS

Some Pokémon evolve upon contact with radioactive Elemental Stones, while rarer evolutions take place only once a Pokémon becomes bonded to a keepsake of sorts. Here are the relevant Elemental Stones and a list of Evolutionary Keepsake. All of these items can be bought for ₣ 3000 in major stores.

EVOLUTIONARY STONES

Item	Effect
Fire Stone	Evolves Vulpix, Growlithe, Eevee, Pansear
Water Stone	Evolves Poliwhirl, Shellder, Staryu, Eevee, Lombre, Panpour
Thunder Stone	Evolves Pikachu, Eevee, Eelektrek
Leaf Stone	Evolves Gloom, Weepinbell, Exeggcute, Eevee, Nuzleaf, Pansage
Moon Stone	Evolves Nidorina, Nidorino, Clefairy, Jigglypuff, Eevee, Skitty, Munna
Sun Stone	Evolves Gloom, Sunkern, Cottonee, Petilil, Helioptile
Shiny Stone	Evolves Eevee, Togetic, Roselia, Minccino, Floette
Dusk Stone	Evolves Eevee, Murkrow, Misdreavus, Lampent, Doublade
Dawn Stone	Evolves Eevee, Male Kirlia, Female Snorunt

EVOLUTIONARY KEEPSAKES

Item	Effect
Deepseascale/Deepseatooth	Evolves Clamperl
Dragon Scale	Evolves Seadra
Dubious Disc	Evolves Porygon2
Electirizer	Evolves Electabuzz
King's Rock	Evolves Poliwhirl, Slowpoke
Oval Stone	Evolves Happiny
Magmarizer	Evolves Magmar
Metal Coat	Evolves Onix, Scyther
Protector	Evolves Rhydon
Razor Claw	Evolves Sneasel
Razor Fang	Evolves Gligar
Reaper Cloth	Evolves Dusclops
Sachet	Evolves Spritzee
Up-Grade	Evolves Porygon
Whipped Dream	Evolves Swirlx



VITAMINS

Vitamins are special nutritional drinks which can permanently improve aspects of your Pokémon. However, you may only get use out of up to five Vitamins per Pokémon. After you have used five Vitamins on a Pokémon, any Vitamins fed to a Pokémon afterwards will have no effect.

Vitamin	Effect	Cost
HP Up	Raise the user's HP Base Stat 1.	₹ 4900
Protein	Raise the user's Attack Base Stat 1.	₹ 4900
Iron	Raise the user's Defense Base Stat 1.	₹ 4900
Calcium	Raise the user's Special Attack Base Stat 1.	₹ 4900
Zinc	Raise the user's Special Defense Base Stat 1.	₹ 4900
Carbos	Raise the user's Speed Base Stat 1.	₹ 4900
Heart Booster	The Pokémon gains 2 Tutor Points. Use only one per Pokémon.	₹ 9800
PP Up	Raise one of the user's Move's Frequency one level. Use only one per Pokémon.	₹ 9800

Note: PP Ups work differently than they have in previous versions.

At-Will Moves cannot have their Frequency increased further. EOT Moves become At-Will. Daily and Scene Moves gain an additional use in their Frequency's unit of time. For example, a Daily Move becomes Daily x2, and a Scene x2 Move becomes Scene x3.

The following aren't Vitamins, strictly speaking, but they are related to Vitamins in some way.

Heart Scale: This tiny rainbow scale from a Luvdisc is valued by Apothecary Researchers, because it can be used to create the Heart Booster vitamin. Luvdiscs will produce them occasionally; they can be found along sandy beaches, and ancient ones can be found in desert, caves, or underground. Heart Scales cannot normally be bought, but Heart Boosters are detailed in the vitamins section.

Rare Candy: These very rare treats are created from Shuckles that have held a Berry for a long time. When ingested by a Pokémon, the eater gains enough experience to reach its next Level. Pokémon may benefit from up to five Rare Candies in their lifetime. Rare Candies can cost ₹9800 or more.

Stat Suppressants: These medicines have an identical effect to the Suppressant Berries – they lower one of the user's Base Stats by 1 point and only function if the Trainer of the Pokémon wants them to. These cost ₹500.



TMS AND HMs

TMs and HMs, or Technical Machines and Hidden Machines, are objects used to teach Pokémon Moves.

TMs are dispensable, one-time use items. HMs on the other hand can be used once per day. TMs and HMs take about an hour to take effect; after this time is up, the Pokémon learns the move associated with the TM or HM.

Not every Pokémon can learn every TM though; check the Pokémon's TM List to see if they are capable of learning that TM. Furthermore, be aware that **only 3 of a Pokémon's Moves can come from TMs or Tutor Moves**. See the "Moves" section under Pokémon for more details (page 200). **TM Moves cost a Pokémon 1 Tutor Point to learn**, though if this Move is forgotten and replaced by another TM Move (keeping the total number of TM Moves the same or lower than previously), the new Move does not cost an extra Tutor Point.

GM TIP: As to what TMs and HMs actually ARE, well, that's something every GM needs to decide and establish at the beginning of their campaign.

The easiest solution is to make them small compact discs, activated by the TM Case itself. The Pokémon's Poké Ball is then inserted into the TM Case, which then digitally transfers the Move information to the Pokémon. If this method is used, know that using TMs on Pokémon without Poké Balls will be impossible. Furthermore, the Pokémon being taught the Move is unavailable for the hour it takes to fully learn the Move.

Another solution is to make them Syringes that need to be injected into a Pokémon. If this is the case, consider requiring trainers to make a Medicine Education Check with a DC of 8 or so to apply Syringes; you don't want to inject the TM liquid in the wrong place, after all! You should decide what failure means; is the TM simply wasted? Or is the Pokémon injured instead? Both? Before choosing this option, consider the barrier to entry it poses to trainers both mechanically and psychologically; most trainers don't want to drive needles into their own Pokémon, after all.

You can use one, both, or neither of the methods above. Feel free to come up with your own solutions about the nature of TMs. If your campaign takes place in an alternate setting, consider adjusting TMs accordingly. In one "Wild West" Themed setting, TMs were represented as hallucinogenic substances designed to take Pokémon on a "spirit quest" to teach them the new Move.



TM CHART

TM	Cost	TM	Cost	TM	Cost	TM	Cost
01 - Hone Claws	₹ 1200	26 - Earthquake	₹ 4000	51 - Steel Wing	₹ 2200	76 - Struggle Bug	₹ 1700
02 - Dragon Claw	₹ 2400	27 - Return	₹ 3000	52 - Focus Blast	₹ 4400	77 - Psych Up	₹ 2100
03 - Psyshock	₹ 2900	28 - Dig	₹ 3400	53 - Energy Ball	₹ 2700	78 - Bulldoze	₹ 2400
04 - Calm Mind	₹ 1200	29 - Psychic	₹ 3000	54 - False Swipe	₹ 1200	79 - Frost Breath	₹ 1000
05 - Roar	₹ 1000	30 - Shadow Ball	₹ 2700	55 - Scald	₹ 3000	80 - Rock Slide	₹ 4200
06 - Toxic	₹ 1900	31 - Brick Break	₹ 2400	56 - Fling	₹ 2000	81 - X-Scissor	₹ 2400
07 - Hail	₹ 1500	32 - Double Team	₹ 2500	57 - Charge Beam	₹ 2300	82 - Dragon Tail	₹ 2800
08 - Bulk Up	₹ 1200	33 - Reflect	₹ 1500	58 - Sky Drop	₹ 2800	83 - Infestation	₹ 2200
09 - Venoshock	₹ 2300	34 - Sludge Wave	₹ 4200	59 - Incinerate	₹ 1400	84 - Poison Jab	₹ 3000
10 - Hidden Power	₹ 1500	35 - Flamethrower	₹ 4200	60 - Quash	₹ 1000	85 - Dream Eater	₹ 3000
11 - Sunny Day	₹ 1500	36 - Sludge Bomb	₹ 4300	61 - Will-O-Wisp	₹ 2200	86 - Grass Knot	₹ 2900
12 - Taunt	₹ 1000	37 - Sandstorm	₹ 1500	62 - Acrobatics	₹ 2800	87 - Swagger	₹ 1000
13 - Ice Beam	₹ 4200	38 - Fire Blast	₹ 5100	63 - Embargo	₹ 1000	88 - Sleep Talk	₹ 1500
14 - Blizzard	₹ 5100	39 - Rock Tomb	₹ 2800	64 - Explosion	₹ 7500	89 - U-Turn	₹ 3100
15 - Hyper Beam	₹ 5000	40 - Aerial Ace	₹ 2800	65 - Shadow Claw	₹ 2400	90 - Substitute	₹ 2000
16 - Light Screen	₹ 1500	41 - Torment	₹ 1000	66 - Payback	₹ 2500	91 - Flash Cannon	₹ 2700
17 - Protect	₹ 2500	42 - Facade	₹ 3100	67 - Retaliate	₹ 3600	92 - Trick Room	₹ 2000
18 - Rain Dance	₹ 1500	43 - Flame Charge	₹ 2100	68 - Giga Impact	₹ 5000	93 - Wild Charge	₹ 2500
19 - Roost	₹ 2500	44 - Rest	₹ 2000	69 - Rock Polish	₹ 1200	94 - Rock Smash	₹ 1500
20 - Safeguard	₹ 1000	45 - Attract	₹ 1200	70 - Flash	₹ 1500	95 - Snarl	₹ 2400
21 - Frustration	₹ 3000	46 - Thief	₹ 2200	71 - Stone Edge	₹ 3900	96 - Nature Power	₹ 2000
22 - Solarbeam	₹ 4600	47 - Low Sweep	₹ 2400	72 - Volt Switch	₹ 3100	97 - Dark Pulse	₹ 2700
23 - Smack Down	₹ 2500	48 - Round	₹ 2800	73 - Thunder Wave	₹ 2200	98 - Power-Up Punch	₹ 2300
24 - Thunderbolt	₹ 4200	49 - Echoed Voice	₹ 1500	74 - Gyro Ball	₹ 2500	99 - Dazzling Gleam	₹ 2700
25 - Thunder	₹ 5100	50 - Overheat	₹ 5100	75 - Swords Dance	₹ 1200	100 - Confide	₹ 1000

A1 - Cut	₹ 75
A2 - Fly	₹ 3200
A3 - Surf	₹ 5000
A4 - Strength	₹ 3400
A5 - Waterfall	₹ 3700
A6 - Dive	₹ 2900

COMBAT ITEMS

The following are items that are largely consumables to be used in combat. That isn't to say that all of them are strictly combat items, but their primary use will be during fights.

Caltrops & Toxic Caltrops: These items let the user use the Move Spikes and Toxic Spikes, respectively, as a Standard Action. The item is then consumed. Caltrops are not usually sold in stores, but may be found from specialty shops for ₣ 500.

Dream Mist: Dream Mist may be used as an AC 6 Melee Status Attack, performed as a Standard Action. If it hits, the target falls Asleep. Dream Mist is collected from Pokémon with the eponymous Capability using a Collection Jar but is also in rare occult shops for ₣ 500.

Magic Flute: Magic Flutes are rare artifacts made only by skilled crafters with occult knowledge. They are not usually found in stores. When a Flute is crafted, it is tied to a particular Status Condition. Once per day, the Flute may be played as a Standard Action. All Pokémon and Trainers within 20 meters of the Flute are cured of that Status. These rare artifacts cannot be found in most ordinary stores but may cost upwards of ₣ 4000 from an appropriate occult vendor.

Cleanse Tags: Cleanse Tags are small strips of paper with a prayer or incantation written on them. When created, the creator makes an Occult Education Roll; this is the Cleanse Tag's **Power Value**.

When glued, taped, or nailed to a surface, they stop Pokémon or Trainers within 30 meters of the tag from Phasing through that surface, as if it was solid, unless they make a Focus Skill Check with a result greater than the Tag's Power Value. On a success, the tag is destroyed; on failure, the tag holds, and the encroacher cannot try again for at least an hour.

They may also be stuck onto a weapon or appendage to let a Normal or Fighting-Type Attack hit a Ghost-Type Pokémon for Regularly-Effective Damage; once damage has been dealt, the Cleanse Tag is destroyed.

Those with an Occult Education of Novice or higher can also burn a Cleanse Tag as a Standard Action to remove the Cursed, Suppressed, or Disabled condition from a single target within 5 meters.

Those with an Occult Education of Expert or higher can burn a Cleanse Tag to cause all Pokémon and Trainers within 30 meters with the Invisibility and Phasing Capabilities to make a Focus Check; those whose result does not exceed the Tag's Power Value lose both capabilities for 5 minutes.

Cleanse Tags are simply made of paper and prayer and cannot normally be purchased. However, select occult shops may carry them for ₣ 500 or more depending on the rarity of occult knowledge in the setting.

Tip: Don't make your players have to purchase paper to make these ... but also, if your Trainer for some reason can't access his belongings at all, they may not be able to create Cleanse Tags unless they can find a scrap of paper and a writing utensil.

Pester Balls: Pester Balls are small balls full of chemicals that come in six varieties, each of which inflicts a different Status Affliction when they hit a target. The Status Afflictions they can cause are: Rage, Confusion, Burn, Poison, Paralysis, and Sleep.

After being hit by any Pester Ball, a target becomes immune to the effects of further Pester Balls for 1 hour. Throwing and hitting with Pester Balls is the same as with Poké Balls.

Pester Balls cost ₣ 350.

Smoke Ball: When used, a Smoke Ball creates a 3 meter blast that fills the area with smoke, as if the move Smokescreen had been used. Smoke Balls can only be found in specialty shops for around ₣ 500.

