

# Pokémon 4e

## Trainer's Handbook



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## CHAPTER ONE

# **INTRODUCTION**

Welcome to the world of Pokémon! Soon you will embark on an epic journey to catch, train, and work together with your Pokémon companions. Adventure can be found anywhere you look. New paths will open as you help people in need, overcome challenges, and solve mysteries. At times, you will be challenged by others to a Pokémon Battle. You will encounter wild Pokémon which you must defeat and possibly capture to continue on your journey. You will join together with friends to overcome these challenges and gain power and experience as a trainer.

This world is widely inhabited by creatures known as Pokémon. We humans live alongside Pokémon as friends. At times, we play together. At other times, we work together. Some people use their Pokémon to battle and develop closer bonds with them. Some conduct research so that we may learn more about Pokémon. Others raise Pokémon to compete in talent contests. All people's lives are intertwined with Pokémon in some way or another.

One of you will take on the role of the Pokémon Master, or PM. This person is in charge of the story and the other characters and Pokémon in the world. The rest of you will each play as a Pokémon Trainer, catching and training Pokémon and traveling the world.

The Pokémon 4e system is based on Dungeons and Dragons 4<sup>th</sup> Edition, and assumes the reader has some familiarity with that system.

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## CHAPTER TWO

# **TRAINERS: PLAYER CHARACTERS**

This chapter will walk you through the process of creating a trainer, the player characters of Pokémon 4e. It will discuss each type of character, the process for generating ability scores, and how to choose skills and feats. You will also learn how your trainer gains experience and increases in power over time..

## ***ANATOMY OF A TRAINER SHEET***

Your trainer sheet contains all the stats and information you need to know about your trainer. This includes your ability scores, specialization, trainer powers, skills, feats, and badges. You will have separate sheets for your Pokémon, covered in the Pokémon chapter later on.

## ***SPECIALIZATION***

A trainer's specialization is what defines how they work with their Pokémon. Trainers get trainer powers and their Pokémon get bonuses based on what specialization they choose. Pokémon raised for a long time with a trainer of a particular specialization will be different than if the same Pokémon was raised with a different trainer, since specialization also affects how Pokémon grow. Each specialization will be discussed in detail in the character creation section a little later on.

## ***BADGES***

A trainer earns badges as he travels along his journey, by defeating powerful trainers called Gym Leaders in Pokémon combat or

contests. Since trainers don't level up like Pokémon, badges are a way to measure progress. Each time a new badge is earned, the trainer is awarded ability score points, bonuses to skills, and the ability to more easily control Pokémon of higher level.

## *POKEDEX*

Another measure of a trainer's progress is the number of unique Pokémon he or she has captured. The Pokédex space on the trainer sheet is where a trainer can keep track if this.

## *JOURNEY GOAL*

Trainers usually have a goal they are working towards. This goal may be a rare Pokémon they hope to catch, a contest they hope to win, a location they want to visit, a goal for one of their existing Pokémon's growth, an item they want to acquire, or a piece of knowledge they wish to learn. Usually a goal is something the trainer plans to accomplish in the next 1-3 game sessions – longer term goals should be broken into parts. More information can be found in the Journeying chapter.

## *ABILITY SCORES*

Ability scores represent a trainer's raw physical and mental abilities. Values can range from 1 all the way into the twenties or thirties, but are typically around 10. 10 is an average score, though the trainers we play as are all above average.

Each ability score has an associated modifier. The modifier is equal to the score minus 10, divided by 2, rounded towards 0. For example, 8 is -2, 9 is 0, 11 is 0, 13 is 1, etc. These modifiers are usually how the ability score is used, and are used in skill calculations.

There are six different abilities:

**Strength:** Strength represents the raw physical power of the character. This governs how much they can lift, and also influences how good they are at using skills like athletics (jumping, running, swimming).

**Constitution:** Constitution measures physical hardiness – how tough you are. It governs how easy you get sick, and how long you can keep going before you collapse.

**Dexterity:** Dexterity is a measure of speed and physical cleverness, both on large scale (sprinting, for example) and on the small scale (using hands to perform small and delicate tasks). It effects how well you can dodge and how quickly you move, as well as when you act in battles.

**Intelligence:** Intelligence is your “book smarts”. It represents your capacity to acquire and retain knowledge. All knowledge skills are based on intelligence.

**Wisdom:** Wisdom represents your “street smarts”. While intelligence might tell you the water droplets hitting your arm mean it's raining, your wisdom would tell you to go inside. It represents your ability to make good decisions.

**Charisma:** Charisma is your character's force of personality. It sometimes also translates to appearance, but even “ugly” characters can have a high charisma if they have strong and likeable personalities – likewise, a “pretty” character might have a low charisma if they are snobbish or shy.

## *SPEED*

Trainers, being normal humans, all move at a speed of 6 squares per move action. General

a trainer's speed does not come into effect since trainers are not involved in combat.

## ***ACTION POINTS***

A trainer starts the day with one action point. These points can be used to gain an extra standard action during a turn in battle. Each time the trainer completes two battles without resting his/her Pokémon, a new action point is awarded. A trainer can only have up to two action points, and may only use one per encounter. More information on action points can be found in the D&D 4e Player's Handbook.

## ***TRAINER POWERS***

Trainer powers are the powers granted you by your specialization. You'll receive a bonus you grant to all your Pokémon, a bonus given to Pokémon as they grow with you, and a power you can use on your Pokémon. More details on what trainer powers come with each specialization can be found later in this chapter.

## ***FEATS***

Feats are ways of customizing the abilities and bonuses your trainer can use on and grant to your Pokémon. The full list and description of feats can be found in the Feats chapter.

## ***SKILLS***

In addition to raw physical and mental stats, your trainer can also practice and learn skills. Skills represent something the trainer can learn and improve, which are related to raw abilities, but are more refined. The full list and description of skills can be found in the Skills chapter.

## ***EQUIPMENT***

A trainer carries various equipment around with them. A trainer's equipment is important – without pokeballs, a trainer can't catch new Pokémon; without potions and other healing items, their Pokémon may faint and be unable to battle. There is other special equipment that can power up a Pokémon's moves. More about equipment can be found in the Equipment chapter.

## ***CHARACTER CREATION STEPS***

Follow these steps to create a Pokémon trainer who you control in the game.

1. **Choose Specialization.** Every trainer works with their Pokémon in different ways, known as a specialization. Your specialization gives different benefits to your Pokémon as they learn and grow with you, as well as giving you special powers used with your Pokémon.
2. **Determine Ability Scores.** Your ability scores describe the fundamental strengths of your body and mind. Depending on your specialization, certain ability scores will be more useful than others. These scores also effect how good you are at certain skills.
3. **Choose Skills.** Trainers don't have powers like a Pokémon, but they do have more skills than Pokémon do and can use them to accomplish goals. Skills measure your ability to perform tasks usually unrelated to battling, but which can come in very useful on your journey.

4. **Choose Feats.** Trainers can customize their style of battle by choosing feats that match their way of fighting. Feats give small situational bonuses or mitigate penalties.
5. **Choose Equipment.** Equipment can help you and your Pokémon succeed on your adventures. Mundane equipment such as a backpack and flashlight are important, but you'll also get Pokémon related equipment such as pokéballs and potions.
6. **Roleplaying Character Details.** Your trainer is the character that interacts with the world physically and verbally, more so than your Pokémon. Flesh out your character with details about his or her personality, appearance, and beliefs. Choose a Journey Goal for your first session!
7. **Choose Starting Pokémon.** Once the rest of your trainer details are filled in, it's time to choose your first Pokémon! See the next chapter for details.

## CHOOSE SPECIALIZATION

Your trainer specialization awards three things: First, you gain an immediate bonus to any Pokémon you command. Second, as your Pokémon grow with you, they gain a bonus each level. Finally, you gain a trainer power which you can use to help your Pokémon in battle.

For more information on how these powers and bonuses work, see the chapters on Journeying and Battles.

## BATTLER



The battler specializes in winning battles in the most straightforward way possible – pure damage output. Battlers usually train with their Pokémon, and rely on their own fitness to help their Pokémon succeed. Battlers are more likely to rely on their pokedex rather than ancient wisdom.

**Abilities:** Strength, Constitution, Intelligence

**Offensive Instincts:** Each of your Pokémon gains a trainer bonus to attack and damage rolls equal to  $\frac{1}{2}$  your Strength modifier.

**Tough Stuff:** Your Pokémon are much tougher than normal due to extra training with you. Every time they level up, they add 2 x your Constitution modifier to their hit points.

**Battler's Tactics:** You are adept at guiding your Pokémon to protect it's allies. Once per encounter, you can use the following power on your Pokémon:

Battler's Tactics
Encounter
Minor Action Close Burst 2
<b>Effect:</b> Mark all opponents in burst for the rest of the encounter. Marked opponents take a penalty to attacking other Pokémon equal to your Int modifier (min 1).



## BREEDER



The Pokémon breeder specializes in caring for Pokémon from eggs. Their Pokémon become strong due to their focus on nurturing their growth. They need a level head and lots of patience.

**Abilities:** Wisdom, Intelligence, Charisma

**Nurturing Instincts:** From the moment a Pokémon begins to work with you, you begin nurturing its hidden potential. Each of your Pokémon gains an extra percentage boost to XP equal to your Wisdom modifier times 5.

**So Much Potential:** As a breeder, you are adept at raising a Pokémon from the moment it hatches from an egg. For Pokémon you hatch from an egg, you may add your Int bonus to any two of its ability scores.

**Breeder's Tactics:** Your force of personality has helped your Pokémon to go the extra mile in battle. Once per encounter, you can use the following power on your Pokémon:

Breeder's Tactics
Encounter
Immediate Interrupt Personal
<b>Trigger:</b> Your Pokémon misses with an attack roll
<b>Effect:</b> Add your Cha bonus to the triggering attack roll.

## EVOLVER



Evolvers focus on getting their Pokémon to evolve as quickly as possible. They use their knowledge about different types of Pokémon to their advantage, and their speed to train them quickly. Evolvers tend to want to take short cuts and do whatever is necessary to make their Pokémon grow quickly.

**Abilities:** Dexterity, Intelligence, Charisma

**Hurried Instincts:** Your Pokémon quickly catch your hurried attitude. Add  $\frac{1}{2}$  your Dex bonus to your Pokémon's speed.

**Power of Evolution:** You know how to encourage your Pokémon to evolve in the most advantageous way possible. When your Pokémon evolve, you may add your Intelligence bonus to any of their ability scores affected by the evolution.

**Evolver's Tactics:** Your strong personality inspires your Pokémon to great speed during battle. Once per encounter, you can use the following power on your Pokémon:

Evolver's Tactics
Encounter
Minor Action Personal
<b>Effect:</b> Increase your Pokémon's speed by your Cha modifier for one round. It may also shift up to your Cha modifier this round.

## PROFESSOR



When you need to know about a Pokémon, you come to a Professor. These trainers are interested in learning as much as possible about all kinds of Pokémon. Professors boost their Pokémon's abilities by always knowing the correct action for every situation, based on their knowledge.

**Abilities:** Intelligence, Wisdom, Dexterity

**Thoughtful Instincts:** Your Pokémon are much better at out of combat abilities than most, and gain your Intelligence bonus to all trained skills.

**Gotta Catch 'Em All:** You love catching Pokémon, and study them thoroughly. When you obtain a Pokémon, add your Wis mod to one of its ability scores permanently.

**Professor's Tactics:** You are quick to recognize an enemy attack. Once per encounter, you can use the following power on your Pokémon:

Professor's Tactics
Encounter
Immediate Interrupt Personal
<b>Trigger:</b> Your Pokémon is hit by an attack.
<b>Effect:</b> Add your Dexterity modifier to the defenses targeted by the triggering attack for the duration of that attack.

## HEALER



A healer knows that Pokémon are only able to fight while they are healthy, and focuses on the health of the Pokémon above all else. Healers train hard to build up their Pokémon's Constitution, and need a strong will to keep up. They care for their Pokémon's wounds and keep them safe.

**Abilities:** Constitution, Wisdom, Intelligence

**Defensive Instincts:** You train with your Pokémon to increase their defenses. Your Pokémon gain your Con mod to all defenses.

**Improved Healing:** Thanks to your training, your Pokémon heal far more than usual. When leveling up, add ½ your Wisdom modifier to the Pokémon's surge value.

**Healer's Tactics:** You know the secrets of healing injured Pokémon. Once per encounter, you can use the following power on your Pokémon:

Healer's Tactics
Encounter
Minor Action Personal
<b>Effect:</b> Target Pokémon may spend a healing surge and gain your Int modifier in additional HP.
<b>Special:</b> You may also use this ability during a short rest, but only once between battles.

## POKEFAN



The Pokéfan trainer believes that loving your Pokémon is the most important key to success. The Pokéfan trusts his Pokémon to perform well, and they trust him to give them good advice in battle. Pokéfans consider Pokémon their friends and equals.

**Abilities:** Charisma, Wisdom, Constitution

**Heartfelt Instincts:** Your love helps your Pokémon shake off status effects. They gain your Cha modifier to saving throws.

**Through Thick and Thin:** Your Pokémon can sense your devotion. When leveling up, your Pokémon gains 2 Happiness instead of 1. Your Pokémon's max happiness increases by your Wis mod.

**Pokéfan's Tactics:** Your willingness to stick with them inspires your Pokémon to keep going. Once per encounter, you can use the following power on your Pokémon:

Pokéfan's Tactics
<b>Encounter</b>
<b>Immediate Interrupt Personal</b>
<b>Trigger:</b> Your Pokémon drops to 0 hit points.
<b>Effect:</b> Your Pokémon may spend a healing surge to retain your Constitution modifier in HP (min 1).

## DETERMINE ABILITY SCORES

Ability score allocation is done via point buy in Pokémon 4e. You begin with 22 points to spend and the following scores (in no particular order):

10 10 10 10 10 8

Use the spend costs below to spend your 22 points to increase your scores. You cannot decrease any below their starting values.

Score costs are as follows:

Score	Cost
8 up to 13	1 each
14 up to 16	2 each
17 up to 18	3 each

Once you have set the scores, you have an extra +2 (not points, actual score) to place anywhere you want.

Finally, allocate your scores to your abilities, and determine your modifiers. Scores can be increased later when you gain badges – see the Gaining Experience section later on.

## SKILLS, FEATS, AND EQUIPMENT

You may choose five skills to be trained in at first level. See the chapter on Skills for details about what each skill does.

You get one feat at first level as well. See the chapter on Feats for details about what each feat does. Make sure you meet any prerequisites when choosing a feat.

Finally, consult the chapter on Equipment to choose your starting equipment. You begin the game with 100 pokédollars, or pd. This

should be enough to equip yourself with basic gear - be sure to buy some pokéballs!

## **GAINING EXPERIENCE**

A Pokémon trainer does not level up like a Pokémon. Instead, a trainer goes up in power and experience when he or she earns a Gym Badge. A Gym Badge is a special badge of honor gained when the trainer defeats the leader of a Pokémon gym. Gym leaders are powerful opponents and should not be taken lightly, but a trainer must defeat them to advance his or her career.

Each time you gain a badge, you gain an additional trainer feat. The full list of feats can be found in the chapter on Feats. You also gain 2 ability score points to increase your own ability scores – however you may not place them both in the same score.

Additionally, the number of badges you have is added to all Trainer Skill checks. This will be discussed further in the Skills chapter.

Finally, the number of badges you have determines whether you need to make Command checks to ensure your Pokémon follows directions. With no badges, you can control a Pokémon up to level 6 without making a Command check. After that, every three levels higher, you will need a new badge to avoid making Command checks when sending the Pokémon into battle. For example, to control a level 7 Pokémon you would need 1 badge, to control a level 19 Pokémon you would need 5 badges.

Some badges may also grant other special abilities, but these will be specific to each badge and not to the number of them that you have. Ask the people you meet in the world and the Pokémon Gym trainers about this if you are curious.

## CHAPTER THREE **POKEMON**

This section begins by discussing Pokémon stats and abilities. It then covers the different Pokémon available to trainers when starting their journey, as well as Pokémon they may be able to catch or evolve their Pokémon into later on. For information about how Pokémon grow, learn rare moves, breed, and evolve, see the Caring for Pokémon chapter.

## **ANATOMY OF A POKEMON SHEET**

Pokémon have many similarities on their character sheets to trainers. However, there are some important differences. For example, Pokémon have fewer Skills available, and do not have Feats. They also have some things trainers do not, for example types, natures, and most importantly, powers.

### **POKEMON**

Examples are Bulbasaur, Pikachu, and Eevee. This defines most everything about the Pokémon including its type, its starting ability scores, and the powers it can learn.

### **SPECIES**

Pokémon have a short descriptor called their species. For example, Squirtle's species is "Tiny Turtle". Often, but not always, a Pokémon's evolutions share the same species. This has no bearing on gameplay and is for RP purposes only.

### **TYPE**

Pokémon can have one or two types. A Pokémon's type determines how good it is at certain powers – if a Pokémon uses a power

of it's own type, it gets a damage bonus equal to ½ it's level.

Types also determine a Pokémon's vulnerability and resistance to other typed powers. More on this is discussed in the Battles chapter.

## NATURE

Each Pokémon has a randomly-determined nature. Unlike in the Pokémon video games, these natures are not bad or good – they are simply guides for how to roleplay that Pokémon. However, if the Pokémon is not following orders in battle, the PM will take it's nature into account when determining what it will do.

Roll a d20 to randomly determine a Pokémon's nature:

Roll	Nature
1	Lonely
2	Brave
3	Hardy
4	Serious
5	Bold
6	Relaxed
7	Impish
8	Lax
9	Timid
10	Hasty
11	Jolly
12	Naive
13	Modest
14	Mild
15	Quiet
16	Rash

Roll	Nature
17	Calm
18	Gentle
19	Sassy
20	Careful

## QUIRK

In addition to natures, Pokémon have random quirks that help define how they act. Unlike in the handheld games, these have no bearing on gameplay and are purely for RP purposes.

Roll a d20 to randomly determine a Pokémon's nature:

Roll	Quirk
1	Loves to eat
2	Often dozes off
3	Often scatters things
4	Likes to relax
5	Proud of its power
6	Likes to thrash about
7	Quick tempered
8	Likes to fight
9	Somewhat of a clown
10	Alert to sounds
11	Highly persistent
12	Likes to run
13	Strongly defiant
14	Highly curious
15	Mischievous
16	Hates to lose
17	Often lost in thought
18	Very finicky

Roll	Quirk
19	Somewhat stubborn
20	Somewhat vain

## *LEVEL AND EXPERIENCE*

Unlike trainers, Pokémon don't earn badges. Instead, they gain experience from battling, and when they get enough experience, they will level up. See the Caring for Pokémon chapter to learn about how Pokémon grow from gaining experience.

## *HAPPINESS*

Happiness represents how well your Pokémon trusts you. Usually a high happiness means the Pokémon has been with you for a long time, though there are some abilities and items that can increase happiness more quickly. Normally, Pokémon start out with a happiness of 0, and their happiness increases by 1 each time they level up, to a maximum of 5. Each time the Pokémon faints, its happiness is reduced by 1, so its best to avoid letting it faint. Happiness can become negative, and a Pokémon with negative happiness may not obey orders in battle.

Happiness effects many things. For each point of happiness a Pokémon has, you can allocate a +1 bonus to an ability score of your choice. Additionally, all Trainer Skill checks made relating to that particular Pokémon get the Pokémon's happiness as a bonus. Finally, some Pokémon need a certain happiness level in order to evolve.

For more information about happiness, see the chapter on Caring for Pokémon.

## *SIZE*

Each Pokémon has a size. These sizes are abstract rather than specific heights and weights, to make it easier to use game terms. The size of a Pokémon does not directly affect its stats, but many powers rely on the enemy being larger or smaller than the user.

## *GENDER*

Many Pokémon have male or female genders, though some are exclusively male, some exclusively female, and some do not have a gender at all. Gender effects Pokémon breeding – see the breeding section in the Caring for Pokémon chapter for more information. There are also a few moves that depend on gender.

## *ABILITY SCORES*

Pokémon ability scores are very similar to trainers. However, since Pokémon fight and trainers do not, Pokémon have a lot more uses for ability scores. Their scores can help determine their hit points, defenses, movement and senses, and the power and hit chance of their attacks.

For Pokémon, Intelligence represents their ability to harness elemental energy rather than their book learning. Similarly, Wisdom represents their ability to focus their mind against elemental attacks. Strength represents their offensive physical abilities, while constitution is their ability to resist damage. Dexterity is their speed, and can be both offensive and defensive. Similarly, charisma is their force of personality, and can be both offensive and defensive.

The mod for

## *DEFENSES*

A Pokémon's defenses are calculated based on its ability scores and level. These represent how hard the Pokémon is to hit.

Armor represents how tough the Pokémon's skin is, and also how well it can dodge. Armor is equal to  $10 + (\text{Con mod}) + (\text{Dex mod}) + \frac{1}{2} \text{ level}$ .

Fortitude represents how tough the Pokémon is at resisting effects, poisons, and diseases. Fortitude is equal to  $10 + \text{Con mod} + \frac{1}{2} \text{ level}$ .

Reflex represents how well the Pokémon can dodge. Reflex is equal to  $10 + \text{Dex mod} + \frac{1}{2} \text{ level}$ .

Will represents how well the Pokémon can resist mind effecting powers. Will is equal to  $10 + \text{Wis mod} + \frac{1}{2} \text{ level}$ .

At level 11 Pokémon get a +2 miscellaneous bonus to Ref, Wil, and Fort. This increases to +4 at level 21.

## ***SPEED***

A Pokémon's speed is based on its Dexterity, and determines how many squares a Pokémon can move in one turn, as well as how early it moves in battle. A Pokémon's speed is equal to its full Dexterity score (not the bonus) divided by 2, rounded down (min 1). So a Pokémon with a Dexterity of 13 would have a Speed of 6.

## ***INITIATIVE***

A Pokémon's Initiative is equal to half their speed, and determines when they will act in battle. Abilities that decrease or increase speed during battle effect the Pokémon's initiative as well, and can change the turn order even in the middle of a battle.

## ***SKILLS***

Pokémon have skills, though they don't have access to as many of them as trainers do. Pokémon can use seven basic skills, and have access to an extra skill as well. This eighth skill depends on the Pokémon, and can be retrained by the trainer to be any skill he or she wants, if desired.

Each Pokémon starts with 3 trained skills. See the Skills chapter for more information.

## ***HELD ITEM***

Pokémon can hold one item each. Some held items can be used by the Pokémon automatically, such as berries. A Pokémon usually won't know how to use man-made items such as potions, however. There are also some items which will power up certain attacks when held. More information about items can be found in the Equipment chapter.

## ***HIT POINTS***

Hit points represent how long the Pokémon can keep fighting before fainting. A Pokémon's starting HP is equal to 20 plus their Constitution modifier, and increases by  $5 + \text{Constitution modifier}$  each level. If their Constitution goes up later, it retroactively increases their HP.

The Bloodied value is  $\frac{1}{2}$  of a Pokémon's max HP, and represents when their wounds begin to be serious. Many powers are based on whether or not a Pokémon is bloodied.

A Pokémon's surge value is  $\frac{1}{4}$  of their max HP. This is how much HP is gained when using healing moves. Potions don't use the surge value, instead increasing a Pokémon's HP by a set amount.

The number of surges/day is equal to 5 + Constitution modifier. A Pokémon can only be healed a number of times per day equal to its healing surges. Occasionally healing surges are used to activate powers as well. When a Pokémon has no more healing surges left, it's only course of action is to rest to regain lost surges, or to go to a Pokémon center for a full healing.

More about resting and recovering HP can be found in the Journeying chapter. Information about losing HP in battle and what happens when a Pokémon faints can be found in the Battles chapter.

## **QUALITIES**

Again, Qualities are usually recorded on separate cards. Most Pokémon have two Qualities, though some have more or less – however, only one may be active at a given time, chosen during an extended rest. These abilities are another way that Pokémon of different species are unique.

## **BASIC ATTACKS**

Basic Attacks are usually not recorded on the Pokémon sheet, and instead are listed on power cards. Basic attacks are the most simple attacks a Pokémon can do. A Pokémon may learn more than one of these but can only have one active at a time – this can be chosen during an extended rest. A Basic Attack is never recharging, and is always available to the Pokémon.

## **POWERS**

Like basic attacks, Powers are usually not recorded on the Pokémon sheet, and instead are listed on power cards. Powers are the attacks, defensive moves, and support moves a Pokémon has access to. How powers work is covered in the Battles

chapter, and a full list of powers can be found in the Pokémon Powers chapter.

## **SHINY**

A shiny Pokémon is one that is a different color than normal for it's species. These rare breeds are very seldom found. When a Pokémon is created, the PM rolls a 1d100 to determine if the Pokémon is shiny. On 100, the Pokémon is shiny. This doesn't effect gameplay and is only an indication of the special rarity of the Pokémon.

## **STARTER POKEMON**

When starting out on a Journey, young trainers are traditionally gifted with a Pokémon. This Pokémon will help them catch others down the road, and will often become the trainer's closest companion on his or her Journey.

You have several choices for a starter Pokémon. Your PM may have rules about what kind of Pokémon are available, and whether several players can choose the same Pokémon. What follows are the suggested starting Pokémon at the suggested starting level, but check with your PM before making a choice. Many PM's will want to roleplay this process as part of the story, as well.

Please note that starter Pokémon are intended to feel special and rare. Just as in the games, where the starters are not catchable anywhere else in the world, these Pokémon should be relatively rare in the story. The exact details are up to your PM, but you should not assume you can simply catch another one later if you don't choose the one you like.

For each Pokémon, the starting HP is equal to 20 plus its Constitution modifier. Starting



Pokémon also start with extra happiness: 3 instead of 0.

It is recommended that trainers who choose a starter Pokémon that evolves by element stone be gifted an element stone along with the Pokémon, but this is up to the PM.

TODO: Fix power lists for pokemon

TODO: Change to player only info

TODO: Move Kanto specific info to regional guidebook.

TODO: Pokemon growth speed

TODO: Pokemon fact system

## BULBASAUR

#001 – The Seed Pokémon



### Facts:

A strange seed was planted on its back at birth. The plant sprouts and grows with this Pokémon.

It can go for days without eating a single morsel. In the bulb on its back, it stores energy.

Bulbasaur can be seen napping in bright sunlight. By soaking up the sun's rays, the seed on its back grows progressively larger.

### Behavior:

Most Bulbasaur are domesticated Pokémon, raised by breeders to be distributed as starter Pokémon in the Kanto region. In fact, Bulbasaur are considered the easiest and most well-behaved starter by many. They tend to have a very strong loyalty to friends and trainers.

### Habitat: Kanto

Bulbasaur are scarce in the wild. Sometimes they can be found in secret places such as gardens, plains near large sources of fresh water, or hiding in the forest in hollow logs, but overall, they are found far more often in the ownership of Trainers.

### Evolutions:

Bulbasaur → Ivysaur: Level 11  
Ivysaur → Venusaur: Level 21

### Ability Scores:

Str 12  
Con 10  
Dex 10  
Int 14  
Wis 12  
Cha 14

### Type:

Grass/Poison

### Size:

Small

### Gender:

87% male, 13% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Grass, Monster

### Skills:

Endurance, Perception, Nature

### Qualities:

Overgrow, Chlorophyll

### Basic Attack:

Tackle

### Powers:

1 – Growl  
3 – Leech Seed  
5 – Vine Whip  
7 – Poisonpowder  
9 – Sleep Powder  
11 – Take Down  
13 – Razor Leaf  
15 – Sweet Scent  
17 – Growth  
19 – Double-Edge  
21 – Worry Seed  
23 – Synthesis  
25 – Seed Bomb  
27 – Leaf Blade  
29 – Solarbeam

## CHARMANDER

#004 – The Lizard Pokémon



### Facts:

From the time it is born, a flame burns at the tip of its tail. Its life would end if the flame were to go out.

The flame that burns at the tip of its tail is an indication of its emotions. The flame wavers when Charmander is enjoying itself. If the Pokémon becomes enraged, the flame burns fiercely.

Obviously prefers hot places. When it rains, steam is said to spout from the tip of its tail.

### Behavior:

Charmander is very mild-mannered, though its evolutions are not. Its health and emotions can be read easily by paying attention to its tail. They can be extremely stubborn but loyal.

### Habitat: Kanto

Charmander is rarely found in the wild. Sometimes they gather in extremely hot areas, such as active volcanoes. They can also thrive in craggy mountains or in rocky, heated crags and caves on the coast of the Sevii Islands.

### Evolutions:

Charmander → Charmeleon: Level 11  
Charmeleon → Charizard: Level 21

### Ability Scores:

Str 12  
Con 10  
Dex 14  
Int 12  
Wis 10  
Cha 14

### Type:

Fire

### Size:

Small

### Gender:

87% male, 13% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Dragon, Monster

### Skills:

Athletics, Endurance, Nature

### Qualities:

Blaze, Solar Power

### Basic Attack:

Scratch

### Powers:

1 – Growl  
3 – Ember  
5 – Smokescreen  
9 – Scary Face  
11 – Fire Fang  
13 – Flame Burst  
15 – Slash  
17 – Dragon Rage  
19 – Flamethrower  
21 – Fire Spin  
23 – Inferno

## SQUIRTLE

#007 – The Tiny Turtle Pokémon



### Facts:

After birth, its back swells and hardens into a shell. Powerfully sprays foam from its mouth.

Shoots water at prey while in the water. Withdraws into its shell when in danger.

The shell is soft when it is born. It soon becomes so resilient, prodding fingers will bounce off it.

### Behavior:

Squirtle are domestic Pokémon. As such, they are regarded as well-behaved Pokémon. They are very loyal to their groups, but they get along better with other Pokémon than with humans, and can sometimes have a bit of an attitude towards humans. It is far from uncommon for them to start or join larger groups

### Habitat: Kanto

Squirtle are scarce in the wild. Sometimes they can be found living on secluded islands in the ocean or swimming in the rivers of deep canyons, but their chief habitat seems to be small freshwater ponds and lakes. Overall they are found far more often in urban settings, usually in the ownership of Trainers.

### Evolutions:

Squirtle → Wartortle: Level 11  
Wartortle → Blastoise: Level 21

### Ability Scores:

Str 10  
Con 14  
Dex 10  
Int 12  
Wis 12  
Cha 14

### Type:

Water

### Size:

Tiny

### Gender:

87% male, 13% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Monster, Water 1

### Skills:

Endurance, Perception, Nature

### Qualities:

Torrent, Rain Dish

### Basic Attack:

Tackle

### Powers:

1 – Tail Whip  
3 – Bubble  
5 – Withdraw  
7 – Water Gun  
9 – Crunch  
11 – Rapid Spin  
13 – Protect  
15 – Water Pulse  
17 – Aqua Tail  
19 – Skull Bash  
21 – Iron Defense  
23 – Rain Dance  
27 – Aqua Jet  
29 – Hydro Pump

## PICHU

#172 – The Tiny Mouse Pokémon



### Facts:

It is not yet skilled at storing electricity. It may send out a jolt if amused or startled.

Despite its small size, it can zap even adult humans. However, if it does so, it also surprises itself.

Pichu charges itself with electricity more easily on days with thunderclouds or when the air is very dry. You can hear the crackling of static electricity coming off this Pokémon.

### Behavior:

Pichu are social Pokémon known for their playfulness. They tend to be very mischievous and are always on the lookout for something fun to do. They are usually found in groups. They are capable of storing electricity from the atmosphere, however, this ability requires much practice to perfect. Pichu are prone to randomly discharging electricity, as they are not fully mature. They become better at holding power as they grow older.

### Habitat: Kanto

Pichu primarily live in forests like their evolution, Pikachu, although they have also been known to thrive in urban areas.

### Evolutions:

Pichu → Pikachu: Happiness  
Pikachu → Raichu: Thunder Stone

### Ability Scores:

Str 12  
Con 10  
Dex 14  
Int 12  
Wis 10  
Cha 14

### Type:

Electric

### Size:

Tiny

### Gender:

50% male, 50% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Cannot Breed

### Skills:

Acrobatics, Perception,  
Nature

### Qualities:

Static, Lightningrod

### Basic Attack:

Tackle

### Powers:

1 – Charm  
3 – Thundershock  
5 – Tail Whip  
7 – Thunder Wave  
9 – Sweet Kiss  
11 – Nasty Plot

## MACHOP

#066 – The Superpower Pokémon



### Evolutions:

Machop → Machoke: Level 11

Machoke → Machamp: Trade

### Ability Scores:

Str 14  
Con 12  
Dex 10  
Int 10  
Wis 12  
Cha 14

### Facts:

It loves to build its muscles. It trains in all styles of martial arts to become even stronger, and lifts boulders for fun.

Machop's muscles are special – they never get sore no matter how much they are used in exercise. It lives in the mountains away from humans.

Its whole body is composed of muscles. Even though it is the size of a human child, it could easily hoist a sumo wrestler on its shoulders.

### Behavior:

Machop spend their time and energy practicing all different forms of martial arts and trying to improve their abilities. Machop will lift boulders and Gravelor as if they were dumbbells in order to strengthen their bodies.

**Habitat:** Kanto, Johto, Hoenn, and Sinnoh

Machop live in the mountains, in foreboding areas where they can hone their skills. While they usually live away from humans, it is simply so they can train – they are not shy.

### Type:

Fighting

### Size:

Small

### Gender:

75% male, 25% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Human-Like

### Skills:

Acrobatics, Athletics, Nature

### Qualities:

Guts, No Guard, Steadfast

### Basic Attack:

Pound

### Powers:

1 – Leer  
3 – Low Kick  
5 – Focus Energy  
7 – Karate Chop  
9 – Low Sweep  
11 – Foresight  
13 – Seismic Toss  
15 – Revenge  
17 – Vital Throw  
19 – Submission  
21 – Wake-Up Slap  
23 – Cross Chop  
25 – Scary Face  
27 – Dynamicpunch

## DRATINI

### #147 – The Dragon Pokémon



#### Facts:

Long considered a mythical Pokémon until recently when a small colony was found living underwater.

It is born large to start with. It repeatedly sheds its skin as it steadily grows longer.

A Dratini continually molts and sloughs off its old skin. It does so because the life energy within its body steadily builds to reach uncontrollable levels.

#### Behavior:

Dratini are timid, elusive, and extremely shy Pokémon, and thus are rarely seen, resulting in the belief that they are mythological among certain communities in Kanto.

**Habitat:** Kanto, Johto, Sinnoh, Unova

Dratini are said to be nonexistent or one-of-a-kind Pokémon, as they are so rare. However, they are found in several places, including Kanto Safari Zone, Dragon's Den, Mt. Coronet, and Dragonspiral Tower.

#### Evolutions:

Dratini → Dragonair: Level 11  
Dragonair → Dragonite: Level 21

#### Ability Scores:

Str 14  
Con 10  
Dex 12  
Int 10  
Wis 12  
Cha 14

#### Type:

Dragon

#### Size:

Small

#### Gender:

50% male, 50% female

#### Happiness:

Normal

#### Growth:

Normal

#### Egg Groups:

Dragon, Water 1

#### Skills:

Acrobatics, Stealth, Nature

#### Qualities:

Shed Skin, Marvel Scale

#### Basic Attack:

Wrap

#### Powers:

1 – Leer  
3 – Thunder Wave  
5 – Twister  
7 – Dragon Rage  
9 – Slam  
11 – Agility  
13 – Dragon Tail  
15 – Aqua Tail  
17 – Dragon Rush  
19 – Safeguard  
21 – Dragon Dance  
23 – Outrage  
27 – Hyper Beam

## ABRA

### #063 – The Psi Pokémon



#### Facts:

Using its ability to read minds, it will identify impending danger and teleport to safety.

Abra sleeps for eighteen hours a day. However, it can sense the presence of foes even while it is sleeping. In such a situation, this Pokémon immediately teleports to safety.

If it decides to teleport randomly, it evokes the illusion that it has created copies of itself.

#### Behavior:

Abra spend eighteen hours a day sleeping. If they do not obtain enough sleep, they are unable to utilize teleportation and telekinetic abilities. Despite this, Abra is capable of attacking while asleep, but it prefers to avoid battle by teleporting away.

**Habitat:** Kanto, Johto, Hoenn, and Sinnoh

Abra live in urban areas, close to humans. Mostly they are found in abandoned buildings left to disrepair. Due to these habits, they are very widespread.

#### Evolutions:

Abra → Kadabra: Level 11  
Kadabra → Alakazam: Trade

**Ability Scores:** Str 10  
Con 10  
Dex 14  
Int 14  
Wis 12  
Cha 12

**Type:** Psychic

**Size:** Small

**Gender:** 75% male, 25% female

**Happiness:** Normal

**Growth:** Normal

**Egg Groups:** Human-Like

**Skills:** Insight, Perception, Nature

**Qualities:** Synchronize, Inner Focus, Magic Guard

**Basic Attack:** Tackle

**Powers:** 1– Leer  
3 – Teleport  
5 – Confusion  
7 – Disable  
9 – Miracle Eye



## CLEFFA

### #173 – The Star Shape Pokémon



#### Facts:

It is often seen when shooting stars fill the night skies. It's said to arrive riding on a shooting star.

On nights with many shooting stars, Cleffa can be seen dancing in a ring. They dance through the night and stop only at the break of day, when these Pokémon quench their thirst with the morning dew.

Its silhouette is like a star. It is believed to arrive riding on shooting stars.

#### Behavior:

Cleffa have been known to be attracted by meteor showers. Sightings of this Pokémon always increases during meteor showers, and when they do show up, they dance the night away.

#### Habitat: Kanto

As with their evolved forms, Cleffa live in mountainous regions; especially on Mt. Moon.

#### Evolutions:

Cleffa → Clefairy: Happiness

Clefairy → Clefable: Moon Stone

#### Ability Scores:

Str 10  
Con 12  
Dex 10  
Int 12  
Wis 14  
Cha 14

#### Type:

Normal

#### Size:

Small

#### Gender:

25% male, 75% female

#### Happiness:

Normal

#### Growth:

Normal

#### Egg Groups:

Cannot Breed

#### Skills:

Insight, Perception, Nature

#### Qualities:

Cute Charm, Magic Guard, Friend Guard

#### Basic Attack:

Pound

#### Powers:

1 – Charm  
3 – Encore  
5 – Sing  
7 – Sweet Kiss  
9 – Copycat  
11 – Magical Leaf

## ***STARTER EVOLUTIONS***

Each starter Pokémon has a total of three evolutions. When a Pokémon evolves, its stats change. Overall the stats will improve, though some stats may take a penalty while others get a big boost.

Evolved Pokémon often have access to new moves and different powers. They lose any Qualities they had from their previous evolution, gaining the Qualities of their new evolved form. They keep any Powers they had, however. While new powers are sometimes unlocked by evolving, at other times it closes off opportunities to get certain powers, or it causes the Pokémon to learn powers more slowly.

When a Pokémon begins to evolve, you can choose to stop it at that time. Anytime after that, when the Pokémon levels up, you can choose to evolve it. However once a Pokémon evolves there is no going back to its previous stage.

## IVYSAUR

#002 – The Seed Pokémon



### Evolutions:

Bulbasaur → Ivysaur: Level 11  
Ivysaur → Venusaur: Level 21

### On Evolving:

+2 Int  
+2 Wis

### Facts:

When the bulb on its back grows large, it appears to lose the ability to stand on its hind legs.

Exposure to sunlight adds to its strength. Sunlight also makes the bud on its back grow larger.

When the bud on its back starts swelling, a sweet aroma wafts to indicate the flower's coming to bloom.

### Behavior:

Ivysaur are more aggressive than Bulbasaur, although it is still very loyal to its Trainer. When its plant is ready to bloom, it gives off a distinct, strong sweet-smelling aroma and starts swelling. Ivysaur will also start spending more time in sunlight in preparation for its upcoming evolution. Like its plant, exposure to sunlight adds to Ivysaur's strength.

### Habitat: Kanto

Ivysaur's natural habitat seems to consist of plains with access to large amounts of sunshine and fresh water but can be found in forests and jungles. However, they are rare, as many are in captivity.

### Type:

Grass/Poison

### Size:

Medium

### Gender:

87% male, 13% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Grass, Monster

### Skills:

Endurance, Perception, Nature

### Qualities:

Overgrow, Chlorophyll

### Basic Attack:

Tackle

### Powers:

1 – Growl  
3 – Leech Seed  
5 – Vine Whip  
7 – Poisonpowder  
9 – Sleep Powder  
11 – Take Down  
13 – Razor Leaf  
15 – Sweet Scent  
17 – Growth  
19 – Double-Edge  
21 – Worry Seed  
23 – Synthesis  
25 – Seed Bomb  
27 – Leaf Blade  
29 – Solarbeam

## VENUSAUR

#003 – The Seed Pokémon



### Evolutions:

Bulbasaur → Ivysaur: Level 11  
Ivysaur → Venusaur: Level 21

### On Evolving:

+2 Int  
+2 Wis

### Facts:

By spreading the broad petals of its flower and catching the sun's rays, it fills its body with power.

There is a large flower on its back. The flower is said to take on vivid colors if it gets plenty of nutrition and sunlight. The flower's aroma soothes the emotions of people.

After a rainy day, the flower on its back smells stronger. The scent attracts other Pokémon.

### Behavior:

Rarely in the wild, Venusaur usually lead the evolution rituals of Bulbasaur and Ivysaur every year, away from human eyes. A Trainer must be well experienced when around Venusaur because it is so powerful. Venusaur are very calm and collected Pokémon, even after being caught.

### Habitat: Kanto

Venusaur's natural habitat seems to consist of plains with access to large amounts of sunshine and fresh water but can be found in forests and jungles.

### Type:

Grass/Poison

### Size:

Large

### Gender:

87% male, 13% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Grass, Monster

### Skills:

Endurance, Perception, Nature

### Qualities:

Overgrow, Chlorophyll

### Basic Attack:

Tackle

### Powers:

1 – Growl  
3 – Leech Seed  
5 – Vine Whip  
7 – Poisonpowder  
9 – Sleep Powder  
11 – Take Down  
13 – Razor Leaf  
15 – Sweet Scent  
17 – Growth  
19 – Double-Edge  
21 – Worry Seed  
23 – Synthesis  
25 – Seed Bomb  
27 – Leaf Blade  
29 – Solarbeam

## CHARMELEON

#005 – The Flame Pokémon



### Evolutions:

Charmander → Charmeleon: Level 11  
Charmeleon → Charizard: Level 21

### On Evolving:

+2 Int  
+2 Dex

### Facts:

When it swings its burning tail, it elevates the temperature to unbearably high levels.

It is very hotheaded by nature, so it constantly seeks opponents. It calms down only when it wins.

It has a barbaric nature. In battle, it whips its fiery tail around and slashes away with sharp claws.

### Behavior:

Charmeleon tend to be stubborn, bad-tempered, and simply hotheaded. Due to their incredible power at such a low level, they can easily feel they are better than their Trainers are and will sometimes disregard attack commands. When tame, however, they are a formidable opponent and a loyal partner. Wild Charmeleon are ready to evolve when they begin to travel in different areas battling random opponents, and the flames on their tails begin to flash larger.

### Habitat: Kanto

Charmeleon are rare in the wild, but thrive in harsh environments such as craggy mountains and active volcanoes. Charmeleon also dwell in large numbers in abandoned mines and heated valleys.

### Type:

Fire

### Size:

Small

### Gender:

87% male, 13% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Dragon, Monster

### Skills:

Athletics, Endurance, Nature

### Qualities:

Blaze, Solar Power

### Basic Attack:

Scratch

### Powers:

1 – Growl  
3 – Ember  
5 – Smokescreen  
9 – Scary Face  
11 – Fire Fang  
13 – Flame Burst  
15 – Slash  
17 – Dragon Rage  
19 – Flamethrower  
21 – Fire Spin  
23 – Inferno

## CHARIZARD

#006 – The Lizard Pokémon



### Evolutions:

Charmander → Charmeleon: Level 11  
Charmeleon → Charizard: Level 21

### On Evolving:

+2 Int  
+2 Dex

### Facts:

Spits fire that is hot enough to melt boulders. Known to cause forest fires unintentionally.

When expelling a blast of super hot fire, the red flame at the tip of its tail burns more intensely.

It uses its wings to fly high. The temperature of its fire increases as it gains experience in battle.

### Behavior:

Generally, a Charizard will be competitive. It loves to battle, and spends a great amount of time training or looking for opponents. Its competitive spirit is also noteworthy, since it will never spit flames at a weaker foe unless provoked or commanded. When it gets very angered, the flames on its tail become a bluish-white color. Charizard repeatedly lick the people and Pokémon it is fond of, in a similar manner to a dog.

### Habitat: Kanto

Charizard is mercifully rare in the wild; however, there is a valley somewhere in Johto wherein many Charizard reside. Charizard also inhabit craggy mountains and active volcanoes.

### Type:

Fire / Flying

### Size:

Medium

### Gender:

87% male, 13% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Dragon, Monster

### Skills:

Athletics, Endurance, Nature

### Qualities:

Blaze, Solar Power

### Basic Attack:

Scratch

### Powers:

1 – Growl  
3 – Ember  
5 – Smokescreen  
9 – Scary Face  
11 – Fire Fang  
13 – Flame Burst  
15 – Slash  
17 – Dragon Rage  
19 – Flamethrower  
21 – Fire Spin  
23 – Inferno  
25 – Wing Attack  
27 – Heat Wave  
29 – Flare Blitz

## WARTORTLE

#008 – The Turtle Pokémon



### Evolutions:

Squirtle → Wartortle: Level 11  
Wartortle → Blastoise: Level 21

### On Evolving:

+2 Con  
+2 Wis

### Facts:

Often hides in water to stalk unwary prey. For swimming fast, it moves its ears to maintain balance.

It is recognized as a symbol of longevity. If its shell has algae on it, that Wartortle is very old.

This Pokémon is very popular as a pet. Its fur-covered tail is a symbol of its longevity.

### Behavior:

Wartortle are loyal to their Trainers. They are also more aggressive than Squirtle. They tend to hide in water when hunting and emerge to surprise their prey. They are known to be very tough Pokémon that often have scratches on their shell which serve as reminders of past battles. Wartortle, and in particular their tails, are considered a symbol of longevity. It is said that this Pokémon can live for up to 10,000 years, although this is likely a myth.

### Habitat: Kanto

Wartortle can be found living on island beaches near the ocean, but their preferred habitat seems to be freshwater ponds and lakes.

### Type:

Water

### Size:

Small

### Gender:

87% male, 13% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Monster, Water 1

### Skills:

Endurance, Perception, Nature

### Qualities:

Torrent, Rain Dish

### Basic Attack:

Tackle

### Powers:

1 – Tail Whip  
3 – Bubble  
5 – Withdraw  
7 – Water Gun  
9 – Crunch  
11 – Rapid Spin  
13 – Protect  
15 – Water Pulse  
17 – Aqua Tail  
19 – Skull Bash  
21 – Iron Defense  
23 – Rain Dance  
27 – Aqua Jet  
29 – Hydro Pump

## BLASTOISE

#009 – The Shellfish Pokémon



### Evolutions:

Squirtle → Wartortle: Level 11  
Wartortle → Blastoise: Level 21

### On Evolving:

+2 Con  
+2 Wis

### Facts:

A brutal Pokémon with pressurized water jets on its shell. They are used for high speed tackles.

Once it takes aim at its enemy, it blasts out water with even more force than a fire hose.

The rocket cannons on its shell fire jets of water capable of punching holes through thick steel.

### Behavior:

Despite their size, Blastoise are very gentle and calm Pokémon. They may be wary at first but can be very good allies in battle. They mainly take the role of leaders in large groups of Squirtle or Wartortle. They firmly plant their feet on the ground before shooting water from the jets on their back, deliberately making themselves heavy to withstand the recoil of their water jets. It uses its heavy body as a crushing weight.

### Habitat: Kanto

Blastoise can be found living on island beaches near the ocean, but their preferred habitat seems to be freshwater ponds and lakes.

### Type:

Water

### Size:

Medium

### Gender:

87% male, 13% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Monster, Water 1

### Skills:

Endurance, Perception, Nature

### Qualities:

Torrent, Rain Dish

### Basic Attack:

Tackle

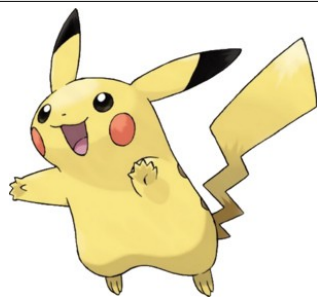
### Powers:

1 – Tail Whip  
3 – Bubble  
5 – Withdraw  
7 – Water Gun  
9 – Crunch  
11 – Rapid Spin  
13 – Protect  
15 – Water Pulse  
17 – Aqua Tail  
19 – Skull Bash  
21 – Iron Defense  
23 – Rain Dance  
25 – Flash Cannon  
27 – Aqua Jet  
29 – Hydro Pump



## PIKACHU

#025 – The Mouse Pokémon



### Evolutions:

Pichu → Pikachu: Happiness  
Pikachu → Raichu: Thunderstone

### On Evolving:

+2 Str  
+2 Dex

### Facts:

This Pokémon has electricity-storing pouches on its cheeks. These become electrically charged during the night while Pikachu sleeps. It occasionally discharged electricity when it is dozy after waking up.

Then several of these Pokémon gather, their electricity can build and cause lightning storms. It can use an electric shock to recharge a fellow Pikachu that is in a weakened state.

Whenever Pikachu comes across something new, it blasts it with electricity.

### Behavior:

In the wild, Pikachu often travel in packs, and are rarely territorial. However, when threatened, a group can generate an intense electrical offensive. They can be harmful pests, eating wires and other electrical equipment. Despite this, it's a popular pet.

### Habitat: Kanto

They are found mostly in forests, but commonly show up in civilized areas. They may even enter houses, attracted by electrical equipment. They are known to live in Viridian Forest and the Kanto Power Plant.

### Type:

Electric

### Size:

Tiny

### Gender:

50% male, 50% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Fairy, Field

### Skills:

Acrobatics, Perception, Nature

### Qualities:

Static, Lightningrod

### Basic Attack:

Tackle

### Powers:

1 – Growl  
3 – Thundershock  
5 – Tail Whip  
9 – Thunder Wave  
11 – Quick Attack  
13 – Electro Ball  
15 – Double Team  
17 – Slam  
19 – Thunderbolt  
21 – Feint  
23 – Agility  
25 – Discharge  
27 – Light Screen  
29 – Thunder

## RAICHU

#026 – The Mouse Pokémon



### Evolutions:

Pichu → Pikachu: Happiness  
Pikachu → Raichu: Thunderstone

### On Evolving:

+2 Str  
+2 Dex

### Facts:

Its long tail serves as a ground to protect itself from its own high voltage power.

When electricity builds up inside its body, it becomes feisty. It also glows in the dark.

If its electric pouches run empty, it raises its tail to gather electricity from the atmosphere.

### Behavior:

Raichu is much more aggressive than Pikachu, especially if it has stored up too much electricity. Some can be timid, however, using electric attacks only defensively out of fear.

### Habitat: Kanto

They are found mostly in forests, and also areas with exposed machinery or wires. They are known to live in Viridian Forest and the Kanto Power Plant.

### Type:

Electric

### Size:

Small

### Gender:

50% male, 50% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Fairy, Field

### Skills:

Acrobatics, Perception, Nature

### Qualities:

Static, Lightningrod

### Basic Attack:

Tackle

### Powers:

3 – Thundershock  
5 – Tail Whip  
11 – Quick Attack  
19 – Thunderbolt

## MACHOKE

#067 – The Superpower Pokémon



### Evolutions:

Machop → Machoke: Level 11

Machoke → Machamp: Trade

### On Evolving:

+2 Str  
+2 Con

### Facts:

Its muscular body is so powerful, it must wear a power save belt to be able to regulate its motions.

It always goes at its full power, but this very tough Pokémon never gets tired.

Machoke's thoroughly toned muscles possess the hardness of steel. This Pokémon has so much strength, it can easily hold aloft a sumo wrestler on just one finger.

### Behavior:

Machoke are very strong and capable. They are often seen helping humans with physical labor tasks, to train their muscles.

**Habitat:** Kanto, Johto, and Sinnoh

Machoke live in the mountains, in foreboding areas where they can hone their skills. They are also often employed in urban areas for manual labor.

### Type:

Fighting

### Size:

Medium

### Gender:

75% male, 25% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Human-Like

### Skills:

Acrobatics, Athletics, Nature

### Qualities:

Guts, No Guard, Steadfast

### Basic Attack:

Pound

### Powers:

1 – Leer  
3 – Low Kick  
5 – Focus Energy  
7 – Karate Chop  
9 – Low Sweep  
11 – Foresight  
13 – Seismic Toss  
15 – Revenge  
17 – Vital Throw  
19 – Submission  
21 – Wake-Up Slap  
23 – Cross Chop  
25 – Scary Face  
27 – Dynamicpunch

## MACHAMP

#068 – The Superpower Pokémon



### Evolutions:

Machop → Machoke: Level 11

Machoke → Machamp: Trade

### On Evolving:

+2 Str  
+2 Wis

### Facts:

Machamp has the power to hurl anything aside. However, trying to do any work requiring care and dexterity causes its arms to get tangled. This Pokémon tends to leap into action before it thinks.

Machamp is known as a Pokémon who has mastered every kind of martial arts. If it grabs hold of the foe with its four arm, the battle is all but over. The hapless foe is thrown far over the horizon.

It is impossible to defend against punches and chops doled out by its four arms. Its fighting spirit flares up when it faces a tough opponent.

### Behavior:

Machamp are not as useful for manual labor as its previous evolutions, due to its lack of dexterity in using its four arms. They tend to live mostly on their own in the mountains.

**Habitat:** Kanto, Johto, and Sinnoh

Machamp live in the mountains, in foreboding areas where they can hone their skills.

### Type:

Fighting

### Size:

Medium

### Gender:

75% male, 25% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Human-Like

### Skills:

Acrobatics, Athletics, Nature

### Qualities:

Guts, No Guard, Steadfast

### Basic Attack:

Pound

### Powers:

1 – Leer  
3 – Low Kick  
5 – Focus Energy  
7 – Karate Chop  
9 – Low Sweep  
11 – Foresight  
13 – Seismic Toss  
15 – Revenge  
17 – Vital Throw  
19 – Submission  
21 – Wake-Up Slap  
23 – Cross Chop  
25 – Scary Face  
27 – Dynamicpunch  
29 – Wide Guard

## DRAGONAIR

#148 – The Dragon Pokémon



### Evolutions:

Dratini → Dragonair: Level 11  
Dragonair → Dragonite: Level 21

### On Evolving:

+2 Str  
+2 Dex

### Facts:

A mystical Pokémon that exudes a gentle aura. Has the ability to change the climate conditions.

Its crystalline orbs appear to give this Pokémon the power to freely control the weather.

Dragonair stores an enormous amount of energy inside its body. It is said to alter weather conditions in its vicinity by discharging energy from the crystals on its neck and tail.

### Behavior:

Dragonair are docile Pokémon that give out a gentle aura that can be felt by people nearby. Although shy and protective of their habitat, they are also very powerful dragon Pokémon. Dragonair have the ability to shed their skin, ridding their bodies of unwanted ailments.

**Habitat:** Kanto, Johto, Sinnoh, Unova

Dragonair are rare Pokémon that often inhabit lakes and seas. However, they are found in several places, including Kanto Safari Zone, Dragon's Den, Mt. Coronet, and Dragonspiral Tower.

### Type:

Dragon

### Size:

Medium

### Gender:

50% male, 50% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Dragon, Water 1

### Skills:

Acrobatics, Stealth, Nature

### Qualities:

Shed Skin, Marvel Scale

### Basic Attack:

Wrap

### Powers:

1 – Leer  
3 – Thunder Wave  
5 – Twister  
7 – Dragon Rage  
9 – Slam  
11 – Agility  
13 – Dragon Tail  
15 – Aqua Tail  
17 – Dragon Rush  
19 – Safeguard  
21 – Dragon Dance  
23 – Outrage  
27 – Hyper Beam

## DRAGONAIR

### #148 – The Dragon Pokémon



#### Evolutions:

Dratini → Dragonair: Level 11  
Dragonair → Dragonite: Level 21

#### On Evolving:

+2 Str  
+2 Wis

#### Facts:

An extremely rarely seen marine Pokémon. Its intelligence is said to match that of humans.

It is said that this Pokémon constantly flies over the immense seas and rescues drowning people.

It can circle the globe in just 16 hours. It is a kindhearted Pokémon that leads lost and foundering ships in a storm to the safety of land.

#### Behavior:

Dragonite have a kindhearted disposition and are said to have human-like intelligence. They have been said to save people from drowning and lead ships that have been trapped in storms to safety. If angered, however, they are capable of going on uncontrollable rampages with devastating results.

**Habitat:** Kanto, Johto, Sinnoh, Unova

Dragonite are very rare in the wild. People have claimed there is an island somewhere that only Dragonite inhabit. There are also some rare reports of Dragonite inhabiting the waters outside Dragonspiral Tower.

#### Type:

Dragon

#### Size:

Medium

#### Gender:

50% male, 50% female

#### Happiness:

Normal

#### Growth:

Normal

#### Egg Groups:

Dragon, Water 1

#### Skills:

Acrobatics, Stealth, Nature

#### Qualities:

Inner Focus, Multiscale

#### Basic Attack:

Wrap

#### Powers:

1 – Leer  
3 – Thunder Wave  
5 – Twister  
7 – Dragon Rage  
9 – Slam  
11 – Agility  
13 – Dragon Tail  
15 – Aqua Tail  
17 – Dragon Rush  
19 – Safeguard  
21 – Dragon Dance  
23 – Outrage  
25 – Roost  
27 – Hyper Beam  
29 – Hurricane

## KADABRA

#064 – The Psi Pokémon



### Evolutions:

Abra → Kadabra: Level 11  
Kadabra → Alakazam: Trade

### On Evolving:

+2 Int  
+2 Dex

### Facts:

It emits special alpha waves from its body that induce headaches just by being close by.

Many odd things happen if this Pokémon is close by. For example, it makes clocks run backwards.

It possesses strong spiritual power. The more danger it faces, the stronger its psychic power.

### Behavior:

Kadabra, unlike Abra, no longer has to sleep for around 18 hours a day. However, they are less peaceful and are more devoted to fighting than their pre-evolution. However, if they are outnumbered, they will still use Teleport to escape.

**Habitat:** Kanto, Johto, and Sinnoh

Kadabra live in urban areas, close to humans. Mostly they are found in abandoned buildings left to disrepair, just like its evolutions, Abra and Alakazam. Due to these habits, they are very widespread.

### Type:

Psychic

### Size:

Medium

### Gender:

75% male, 25% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Human-Like

### Skills:

Insight, Perception, Nature

### Qualities:

Synchronize, Inner Focus, Magic Guard

### Basic Attack:

Tackle

### Powers:

1 – Leer  
3 – Teleport  
5 – Confusion  
7 – Disable  
9 – Miracle Eye  
11 – Ally Switch  
13 – Psybeam  
15 – Reflect  
17 – Telekinesis  
19 – Recover  
21 – Psycho Cut  
23 – Role Play  
25 – Psychic  
27 – Future Sight  
29 – Trick

## ALAKAZAM

#065 – The Psi Pokémon



### Evolutions:

Abra → Kadabra: Level 11  
Kadabra → Alakazam: Trade

### On Evolving:

+2 Int  
+2 Dex

### Facts:

Alakazam's brain continually grows, infinitely multiplying brain cells. This amazing brain gives this Pokémon an astoundingly high IQ of 5,000. It has a thorough memory of everything that has occurred in the world.

Closing both its eyes heightens all its other senses. This enables it to use its abilities to their extremes.

While it has strong psychic abilities and high intelligence, an Alakazam's muscles are very weak. It uses psychic power to move its body.

### Behavior:

Each Alakazam carries two spoons everywhere it goes. These spoons are said to increase this Pokémon's psychic ability greatly.

**Habitat:** Kanto, Johto, and Sinnoh

Alakazam live in urban areas, close to humans. Mostly they are found in abandoned buildings left to disrepair, just like its evolutions, Abra and Kadabra. Due to these habits, they are very widespread.

### Type:

Psychic

### Size:

Medium

### Gender:

75% male, 25% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Human-Like

### Skills:

Insight, Perception, Nature

### Qualities:

Synchronize, Inner Focus, Magic Guard

### Basic Attack:

Tackle

### Powers:

1 – Leer  
3 – Teleport  
5 – Confusion  
7 – Disable  
9 – Miracle Eye  
11 – Ally Switch  
13 – Psybeam  
15 – Reflect  
17 – Telekinesis  
19 – Recover  
21 – Psycho Cut  
23 – Role Play  
25 – Psychic  
27 – Future Sight  
29 – Trick



## CLEFAIRY

#035 – The Fairy Pokémon



### Evolutions:

Clefra → Clefairy: Happiness  
Clefairy → Clefable: Moon Stone

### On Evolving:

+2 Wis  
+2 Con

### Facts:

Its magical and cute appeal has many admirers. It is rare and found only in certain areas.

The moonlight that it stores in the wings on its back apparently gives it the ability to float in midair.

Though rarely seen, it becomes easier to spot, for some reason, on the night of a full moon.

### Behavior:

Clefairy are very shy and timid creatures. As such, they rarely show themselves to humans. They are among the most intelligent of all Pokémon, being capable of forming society and religion. They are capable of constructing various means of transport and have gained a reputation as kleptomaniacs due to stealing random junk.

**Habitat:** Kanto, Sinnoh, Unova

Clefairy are extraterrestrial Pokémon, and as such are elusive Pokémon in the wild. The best place to find them is Mt. Moon, especially at a night during a full moon. Wherever they live, they are likely to be in an area where the moon is clear and visible at night.

### Type:

Normal

### Size:

Small

### Gender:

25% male, 75% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Fairy

### Skills:

Insight, Perception, Nature

### Qualities:

Cute Charm, Magic Guard, Friend Guard

### Basic Attack:

Pound

### Powers:

1 – Growl  
3 – Encore  
5 – Sing  
7 – DoubleSlap  
9 – Follow Me  
11 – Minimize  
13 – Wake-Up Slap  
15 – Cosmic Power  
17 – Lucky Chant  
19 – Metronome  
21 – Moonlight  
23 – Stored Power  
25 – Light Screen  
27 – Healing Wish  
29 – Meteor Mash

## CLEFAIRY

#035 – The Fairy Pokémon



### Evolutions:

Cleffa → Clefairy: Happiness  
Clefairy → Clefable: Moon Stone

### On Evolving:

+2 Wis  
+2 Con

### Facts:

A timid fairy Pokémon that is rarely seen. It will run and hide the moment it senses people.

With its acute hearing, it can pick up sounds from far away. It usually hides in quiet places.

Clefable moves by skipping lightly as if it were flying using its wings. Its bouncy step lets it even walk on water. It is known to take strolls on lakes on quiet, moonlit nights.

### Behavior:

Clefable are extremely shy, even more so than Clefairy or Cleffa. As such, they are quite reclusive. It may visit lakes when the moon is present, such as when it is drawn by the full moon to play at deserted lakes, or to take strolls on them on quiet, moonlit nights.

### Habitat: Kanto

Clefable is just as rare in the wild as its pre-evolutions. They can be found at Mt. Moon, or in other mountains that offer clear views of the moon at night. It is said to be one of the rarest Pokémon in the world.

### Type:

Normal

### Size:

Medium

### Gender:

25% male, 75% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Fairy

### Skills:

Insight, Perception, Nature

### Qualities:

Cute Charm, Magic Guard, Friend Guard

### Basic Attack:

Pound

### Powers:

5 – Sing  
7 – DoubleSlap  
11 – Minimize  
19 – Metronome



## OTHER POKEMON

TODO: Stats for other Pokémon players might commonly encounter

TODO: Locations, rarity, how to find them.

## GEODUDE - The Rock Pokémon



At rest, it looks just like a rock. Carelessly stepping on it will make it swing its fists angrily.

**Type:** Rock/Ground

**Size:** Tiny

**Ability Scores:**

Str 14 Con 14 Dex 10 Int 10 Wis 12 Cha 12

**Evolutions:** Graveler 11 → Golem 21

**Skills:** Athletics, Endurance, Nature

**Qualities:** Rock Head, Sturdy

**Starting Powers:** Tackle, Defense Curl

**Power List:**

- 3 - Mud Sport
- 5 - Rock Polish
- 7 - Rock Throw
- 9 - Magnitude
- 11 - Rollout
- 13 - Rock Blast
- 15 - Smack Down
- 17 - Selfdestruct
- 19 - Bulldoze
- 21 - Stealth Rock
- 23 - Earthquake
- 25 - Explosion
- 27 - Double-Edge
- 29 - Stone Edge

## **TANGELA**

#114 - The Vine Pokémon



The whole body is swathed with wide vines that are similar to seaweed. Its vines shake as it walks.

Its identity is obscured by masses of thick, blue vines. The vines are said to never stop growing.

The vines that cloak its entire body are always jiggling. They effectively unnerve its foes.

It tangles any moving thing with its vines. Their subtle shaking is ticklish if you get ensnared.

During battle, it constantly moves the vines that cover its body in order to annoy its opponent.

Its vines snap off easily and painlessly if they are grabbed, allowing it to make a quick getaway. The lost vines are replaced by new growth the very next day.

The blue vines shrouding its body are covered in a growth of fine hair. It is known to be ticklish.

**Type:** Grass

**Size:** Small

**Gender:** 50% male, 50% female

## **Ability Scores:**

Str 12 Con 15 Dex 10 Int 15 Wis 10 Cha 12

## **Evolutions:**

Tangela → Tangrowth (Ancient Power)

**Egg Groups:** Grass

## **Skills:**

Endurance, Athletics, Nature

## **Qualities:**

Chlorophyll, Leaf Guard, Regenerator

## **Starting Powers:**

Wrap (BA), Ingrain

## **Power List:**

- 3 - Absorb
- 5 - Growth
- 7 - Sleep Powder
- 9 - Vine Whip
- 11 - Bind
- 13 - Mega Drain
- 15 - Stun Spore
- 17 - Knock Off
- 19 - Ancient Power
- 21 - Natural Gift
- 23 - Slam
- 25 - Tickle
- 27 - Wring Out
- 29 - Power Whip

## **TANGROWTH**

#465 - The Vine Pokémon



Its arms are made of plants that bind themselves to things. They grow back right away if cut.

It ensnares prey by extending arms made of vines. Losing arms to predators does not trouble it.

When it remains still, it appears to be a large shrub. Unsuspecting prey that wander near get ensnared by its vines.

Its vines grow so profusely that, in the warm season, you can't even see its eyes.

**Type:** Grass

**Size:** Small

**Gender:** 50% male, 50% female

**On Evolving:** +2 Con, +2 Int

### **Evolutions:**

Tangela → Tangrowth (Ancient Power)

**Egg Groups:** Grass

### **Skills:**

Endurance, Athletics, Nature

### **Qualities:**

Chlorophyll, Leaf Guard, Regenerator

**Starting Powers:**

Wrap, Ingrain

### **Power List:**

- 3 - Absorb
- 5 - Growth
- 7 - Sleep Powder
- 9 - Vine Whip
- 11 - Bind
- 13 - Mega Drain
- 15 - Stun Spore
- 17 - Knock Off
- 19 - Ancient Power
- 19 - Block
- 21 - Natural Gift
- 23 - Slam
- 25 - Tickle
- 27 - Wring Out
- 29 - Power Whip



POKEMON NAME		
#000 – The SpeciesName Pokémon		
<p>Official Pic here from  <a href="http://bulbapedia.bulbagarden.net">http://bulbapedia.bulbagarden.net</a> or  <a href="http://pokemondb.net/">http://pokemondb.net/</a>            Resize to height of 1.5</p>	<p><b>Evolutions:</b></p> <p>Evolutions for this Pokemon and how it evolves</p>	
<p><b>Facts:</b></p> <p>Three pokedex entries that are different, from  <a href="http://pokemondb.net/">http://pokemondb.net/</a></p> <p><b>Behavior:</b></p> <p>The behavior entry for this pokemon from  <a href="http://bulbapedia.bulbagarden.net">http://bulbapedia.bulbagarden.net</a></p> <p><b>Habitat:</b> Region the Pokemon is native to            (Kanto/Johto/etc)</p> <p>The habitat entry for this pokemon from  <a href="http://bulbapedia.bulbagarden.net">http://bulbapedia.bulbagarden.net</a></p>	<p><b>Ability Scores:</b> Str ?  <b>OR</b> Con ?  <b>On Evolving:</b> Dex ?            Int ?            Wis ?            Cha ?</p>	
	<b>Type:</b>	Type1 / Type2
	<b>Size:</b>	Size
	<b>Gender:</b>	X% male / X% female
	<b>Happiness:</b>	Normal
	<b>Growth:</b>	Normal
	<b>Egg Groups:</b>	Group1, Group2, etc
	<b>Skills:</b>	Skill, Skill, Skill
	<b>Qualities:</b>	Quality, Quality, Quality
	<b>Basic Attack:</b>	Basic Attack
	<b>Powers:</b>	1 – Power 3 – Power 5 – Power 7 – Power 9 – Power 11 – Power 13 – Power 15 – Power 17 – Power 19 – Power 21 – Power 23 – Power 25 – Power 27 – Power 29 – Power



## CATERPIE

#010 – The Worm Pokémon



### Evolutions:

Metapod → 6  
Butterfree → 11

### Ability Scores: OR On Evolving:

Str 11  
Con 11  
Dex 13  
Int 10  
Wis 10  
Cha 11

### Facts:

Its short feet are tipped with suction pads that enable it to tirelessly climb slopes and walls.

For protection, it releases a horrible stench from the antenna on its head to drive away enemies.

It crawls into foliage where it camouflages itself among leaves that are the same color as its body.

### Behavior:

Caterpie grow very quickly, and need to eat voraciously in order to meet their energy requirements. They have various adaptations that permit them to devour plant material safely, including an antenna that releases a horrible smell. It will shed its skin many times before finally cocooning itself in thick silk. While some Trainers are disgusted by the idea of Bug-type Pokémon, they are ideal targets for new Trainers as they are weak in the wild and evolve into their final forms at a low level.

**Habitat:** Kanto, Johto, Sinnoh.

Caterpie can often be found in wooded areas, such as Viridian Forest.

### Type:

Bug

### Size:

Tiny

### Gender:

50% male / 50% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Bug

### Skills:

Perception, Stealth, Nature

### Qualities:

Shield Dust, Run Away

### Basic Attack:

Tackle

### Powers:

1– String Shot  
3 – Tail Whip  
5 – Bug Bite

## WEEDLE

### #013 – The Hairy Bug Pokémon



#### Facts:

Often found in forests, eating leaves. It has a sharp venomous stinger on its head.

Its poison stinger is very powerful. Its bright-colored body is intended to warn off its enemies.

A Weedle has an extremely acute sense of smell. It distinguishes its favorite kinds of leaves from those it dislikes by sniffing with its big red nose.

#### Behavior:

Weedle generally prefer to remain undisturbed. They live in colonies with their evolved forms, Kakuna and Beedrill, and will recruit them to assist in their revenge if bothered.

**Habitat:** Kanto, Johto, Sinnoh.

Weedle can be found in forests, misty wooded areas, and grasslands. Weedle usually hide in grass and bushes, under the leaves that they eat.

#### Evolutions:

Weedle → Kakuna 6  
Kakuna → Beedrill 11

#### Ability Scores:

Str 11  
Con 11  
Dex 13  
Int 10  
Wis 10  
Cha 11

#### Type:

Bug / Poison

#### Size:

Tiny

#### Gender:

50% male, 50% female

#### Happiness:

Normal

#### Growth:

Normal

#### Egg Groups:

Bug

#### Skills:

Perception, Stealth, Nature

#### Qualities:

Shield Dust, Run Away

#### Basic Attack:

Bite

#### Powers:

1 – String Shot  
3 – Poison Sting  
5 – Bug Bite

## PIDGEY

#016 – The Tiny Bird Pokémon



### Facts:

A common sight in forests and woods. It flaps its wings at ground level to kick up blinding sand.

Very docile. If attacked, it will often kick up sand to protect itself rather than fight back.

Pidgey has an extremely sharp sense of direction. It is capable of unerringly returning home to its nest, however far it may be removed from its familiar surroundings.

### Behavior:

It is a docile Pokémon, and generally prefers to flee from its enemies rather than fight them. Pidgey's small size permits it to hide easily in long grass, where it is typically found foraging for small insects. It is known to flush out potential prey from long grass by flapping its wings rapidly. This maneuver also serves to protect Pidgey from enemies. If disturbed, a Pidgey is capable of creating a blinding cloud of dust, allowing it make its escape.

### Habitat: Kanto and Johto

Pidgey are very common and can be seen in a variety of environments. Pidgey typically dwell in forests with thick growth and large trees.

### Evolutions:

Pidgey → Pidgeotto 11  
Pidgeotto → Pidgeot 21

### Ability Scores:

Str 14  
Con 12  
Dex 14  
Int 10  
Wis 10  
Cha 12

### Type:

Normal / Flying

### Size:

Tiny

### Gender:

50% male, 50% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Flying

### Skills:

Acrobatics, Perception, Nature

### Qualities:

Keen Eye, Tangled Feet, Big Pecks

### Basic Attack:

Peck

### Powers:

1 – Sand-Attack  
3 – Gust  
5 – Quick Attack  
7 – Whirlwind  
9 – Twister  
11 – Feather Dance  
13 – Agility  
15 – Wing Attack  
17 – Roost  
19 – Tailwind  
21 – Mirror Move  
23 – Air Slash  
25 – Hurricane

## RATTATA

#019 – The Mouse Pokémon



### Facts:

Bites anything when it attacks. Small and very quick, it is a common sight in many places.

Will chew on anything with its fangs. If you see one, it is certain that 40 more live in the area.

Living wherever there is food available, it ceaselessly scavenges for edibles the entire day.

### Behavior:

Rattata have a fast metabolism. As a result, it spends most of its fast-paced life looking for food. Thanks to their sharp fangs, they are able to eat nearly anything. They constantly need to chew on hard material to keep their teeth at a manageable length. When they are threatened, Rattata can deliver a powerful bite. They are a common sight in many places, and can become a nuisance due to their rapid reproductive rate.

**Habitat:** Kanto, Johto, and Sinnoh

Rattata naturally live in plains and savannas. However, they are found in most areas due to their ability to survive nearly any environment.

### Evolutions:

Rattata → Raticate 16

### Ability Scores:

Str 14  
Con 12  
Dex 14  
Int 10  
Wis 10  
Cha 12

### Type:

Normal

### Size:

Tiny

### Gender:

50% male, 50% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Field

### Skills:

Acrobatics, Stealth, Nature

### Qualities:

Guts, Run Away, Hustle

### Basic Attack:

Tackle

### Powers:

1 – Tail Whip  
3 – Quick Attack  
5 – Focus Energy  
7 – Pursuit  
9 – Hyper Fang  
11 – Sucker Punch  
13 – Crunch  
15 – Assurance  
17 – Super Fang  
19 – Double-Edge  
21 – Endeavor

## SPEAROW

#021 – The Tiny Bird Pokémon



### Facts:

Eats bugs in grassy areas. It has to flap its short wings at high speed to stay airborne.

Inept at flying high. However, it can fly around very fast to protect its territory.

Spearow has a very loud cry that can be heard over half a mile away. If its high, keening cry is heard echoing all around, it is a sign that they are warning each other of danger.

### Behavior:

Spearow are easily angered and very protective of their territory, and may chase after foes in large flocks. Spearow is required to flap its wings at incredibly high speeds to stay airborne, and thus is inept at flying high or for long distances. However, it is still capable of flying very quickly to protect its territory, and while doing such, it makes a high-pitched cry. Spearow see in black and white.

**Habitat:** Kanto, Johto, or Sinnoh

Spearow are hardy and are usually found in rough terrain, such as desolate wastelands and fields.

### Evolutions:

Spearow → Fearow 16

### Ability Scores:

Str 14  
Con 12  
Dex 14  
Int 10  
Wis 10  
Cha 12

### Type:

Normal / Flying

### Size:

Tiny

### Gender:

50% male, 50% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Flying

### Skills:

Athletics, Acrobatics, Nature

### Qualities:

Keen Eye, Sniper

### Basic Attack:

Peck

### Powers:

1 – Growl  
3 – Fury Attack  
5 – Leer

TODO

7 – Aerial Ace  
9 – Mirror Move  
11 – Agility  
13 – Assurance  
15 – Roost  
17 – Drill Peck

## MANKEY

#056 – The Pig Monkey Pokémon



**Facts:**

**Behavior:**

**Habitat:** Kanto

**Evolutions:**

Mankey → Primeape 16

**Ability Scores:**

Str 15  
Con 12  
Dex 15  
Int 10  
Wis 12  
Cha 10

**Type:**

Fighting

**Size:**

Tiny

**Gender:**

50% male, 50% female

**Happiness:**

Normal

**Growth:**

Normal

**Egg Groups:**

Flying

**Skills:**

Athletics, Acrobatics, Nature

**Qualities:**

TODO Anger Point, Vital Spirit, Defiant

**Basic Attack:**

Scratch

**Powers:**

1 – Leer  
3 – Covet  
5 – Low Kick  
  
TODO  
  
7 – Focus Energy  
9 – Fury Swipes  
11 – Karate Chop  
13 – Seismic Toss  
15 – Screech  
17 – Assurance  
19 – Swagger  
21 – Cross Chop  
23 – Thrash  
25 – Punishment  
27 – Close Combat  
29 – Final Gambit

## ARTICUNO

#144 – The Freeze Pokémon



### Facts:

A legendary bird Pokémon that is said to appear to doomed people who are lost in icy mountains.

The magnificent, seemingly translucent wings of this legendary bird Pokémon are said to be made of ice.

It chills the moisture in the atmosphere to create snow while flying.

### Behavior:

Articuno is more passive than its counterparts are; due to its isolation in the highest mountains, Articuno dislikes battling. It also flies from icy mountain to icy mountain. It is a poorly understood species, believed by many to be pure myth. It is described as being spectacular in flight: with its long tail streaming behind it, and its wings shining like ice.

### Habitat: Kanto

Articuno lives in cold, isolated locations, such as mountain peaks. Articuno are known to roost inside the Seafoam Islands of Kanto. Articuno is an extremely rare Pokémon. In Platinum, it roams around Sinnoh, showing that it can withstand warmer temperatures.

### Evolutions:

Does not evolve.

### Ability Scores:

Str 12  
Con 16  
Dex 12  
Int 14  
Wis 16  
Cha 14

### Type:

Ice / Flying

### Size:

Large

### Gender:

Genderless

### Happiness:

Low

### Growth:

Slow

### Egg Groups:

Cannot Breed

### Skills:

Athletics, Endurance, Nature

### Qualities:

Pressure, Snow Cloak

### Basic Attack:

Peck

### Powers:

1 – Gust  
3 – Powder Snow  
5 – Mist  
7 – Ice Shard  
9 – Mind Reader  
11 – Ancient Power  
13 – Agility  
15 – Ice Beam  
17 – Reflect  
19 – Roost  
21 – Tailwind  
23 – Frost Breath  
25 – Sheer Cold  
27 – Hail  
29 – Blizzard

## ZAPDOS

#145 – The Electric Pokémon



### Facts:

A legendary bird Pokémon that is said to appear from clouds while dropping enormous lightning bolts.

They say lightning caused by the flapping of its wings causes summer storms.

It has the ability to control electricity. It usually lives in thunderclouds. This Pokémon gains power when struck by lightning bolts.

### Behavior:

Zapdos is one of the legendary birds of Kanto. It is a poorly understood species, believed by many to be pure myth. It is always seen in conjunction with thunderstorms, leading many to believe that it gathers energy from the electricity in the atmosphere. It is also reported to cause massive crackling and snapping sounds when it flies; these are attributed to the lightning bolts it is said to shed when airborne.

### Habitat: Kanto

When Zapdos is sighted, which is not often, it is almost always during electrical storms. It appears to live in thunderclouds, but one is said to live in or near a power plant in Kanto. It may be attracted by the electricity the plant produces.

### Evolutions:

Does not evolve.

### Ability Scores:

Str 12  
Con 12  
Dex 16  
Int 16  
Wis 14  
Cha 14

### Type:

Electric / Flying

### Size:

Large

### Gender:

Genderless

### Happiness:

Low

### Growth:

Slow

### Egg Groups:

Cannot Breed

### Skills:

Athletics, Acrobatics, Nature

### Qualities:

Pressure, Lightningrod

### Basic Attack:

Peck

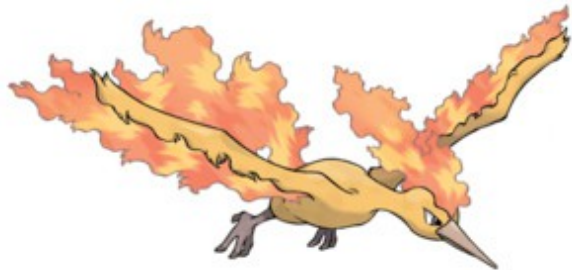
### Powers:

1 – Thundershock  
3 – Thunder Wave  
5 – Detect  
7 – Pluck  
9 – Ancient Power  
11 – Charge  
13 – Agility  
15 – Discharge  
17 – Roost  
19 – Light Screen  
21 – Drill Peck  
23 – Wild Charge  
25 – Steel Wing  
27 – Rain Dance  
29 – Thunder



## Moltres

#146 – The Flame Pokémon



### Facts:

Known as the legendary bird of fire. Every flap of its wings creates a dazzling flash of flames.

This Pokémon is said to bring early spring to the wintry lands it visits.

It has the ability to control fire. If this Pokémon is injured, it is said to dip its body in the molten magma of a volcano to burn and heal itself.

### Behavior:

Moltres is one of the legendary birds of Kanto, and is a poorly understood species, believed by many to be pure myth. Its behavior is largely clandestine, but it appears to migrate to the south during the springtime. There are many folktales surrounding this species, but perhaps the most popular is that its appearance will bring about an early spring.

### Habitat: Kanto

Moltres appear to live in hot regions, particularly active volcanoes. They are spectacularly rare. Moltres have been sighted on Victory Road and near the Sevii Islands. One has been recently sighted in Mt. Silver.

### Evolutions:

Does not evolve.

### Ability Scores:

Str 16  
Con 12  
Dex 14  
Int 16  
Wis 12  
Cha 14

### Type:

Fire / Flying

### Size:

Large

### Gender:

Genderless

### Happiness:

Low

### Growth:

Slow

### Egg Groups:

Cannot Breed

### Skills:

Acrobatics, Perception, Nature

### Qualities:

Pressure, Flame Body

### Basic Attack:

Peck

### Powers:

1 – Ember  
3 – Wing Attack  
5 – Fire Spin  
7 – Agility  
9 – Endure  
11 – Ancient Power  
13 – Flamethrower  
15 – Safeguard  
17 – Air Slash  
19 – Roost  
21 – Heat Wave  
23 – Solarbeam  
25 – Sky Attack  
27 – Sunny Day  
29 – Fire Blast

## MEWTWO

### #151 – The Genetic Pokémon



#### Facts:

It was created by scientists after years of horrific gene splicing and DNA engineering experiments.

Its DNA is almost the same as Mew's. However, its size and disposition are vastly different.

Because its battle abilities were raised to the ultimate level, it thinks only of defeating its foes.

#### Behavior:

Due to its early visions of the human race, Mewtwo is known to be very aggressive and thinks of nothing but battling and defeating its foes. Its viciousness results from the repeated recombining of its DNA and early events in its life. Recently, however, Mewtwo seems to have developed a very protective and guardian-like nature.

#### Habitat: Kanto

Mewtwo, being a cloned Pokémon, has no natural habitat. However, it has been known to make its hideout in the lowest level of Cerulean Cave. Also, Mewtwo has been seen roaming a large city under the cover of night. It generally likes to be in dark solitude, such as the darkness of a deep cave.

#### Evolutions:

Does not evolve.

#### Ability Scores:

Str 15  
Con 13  
Dex 17  
Int 17  
Wis 13  
Cha 15

#### Type:

Psychic

#### Size:

Medium

#### Gender:

Genderless

#### Happiness:

Low

#### Growth:

Slow

#### Egg Groups:

Cannot Breed

#### Skills:

Insight, Perception, Intimidate

#### Qualities:

Pressure, Unnerve

#### Basic Attack:

Pound

#### Powers:

TODO

1 – Disable  
3 – Confusion  
5 – Swift  
7 – Future Sight  
9 – Psych Up  
11 – Miracle Eye  
13 – Psycho Cut  
15 – Guard Swap  
17 – Power Swap  
19 – Psychic  
21 – Me First  
23 – Recover  
25 – Safeguard  
27 – Aura Sphere  
29 – Psystrike

**MEW**

## #151 – The New Species Pokémon

**Facts:**

So rare that it is still said to be a mirage by many experts. Only a few people have seen it worldwide.

When viewed through a microscope, this Pokémon's short, fine, delicate hair can be seen.

Its DNA is said to contain the genetic codes of all Pokémon, so it can use all kinds of techniques.

**Behavior:**

Mew is a very curious and intelligent Pokémon that will only appear to someone with a pure heart. It loves playing around and swimming, and is known to act very childish at times. It is attracted to lullabies and will try to stay as close to the music as possible.

**Habitat:** Unknown

Reports found speak of expeditions of scientists which had sighted Mew in Guyana, South America, the place where its first sighting was reported. However very few people have knowingly seen it, and it is called a mirage by most. Since many scientists believe that Mew is the ancestor of all Pokémon, and a number of extraterrestrial Pokémon have been discovered, whether it originates from Earth at all is debatable.

**Evolutions:**

Does not evolve.

**Ability Scores:** Str 15  
Con 15  
Dex 15  
Int 15  
Wis 15  
Cha 15

**Type:** Psychic

**Size:** Tiny

**Gender:** Genderless

**Happiness:** High

**Growth:** Normal

**Egg Groups:** Cannot Breed

**Skills:** Insight, Perception, Nature

**Qualities:** Synchronize

**Basic Attack:** Pound

**Powers:** TODO

1 – Transform  
3 – Reflect Type  
5 – Mega Punch  
7 – Metronome  
9 – Psychic  
11 – Barrier  
13 – Ancient Power  
15 – Amnesia  
17 – Me First  
19 – Baton Pass  
21 – Nasty Plot  
23 – Aura Sphere  
25 – Sing  
27 – Calm Mind  
29 – Hyper Beam



## LARVITAR

#246 – The Rock Skin Pokémon



### Facts:

A Pokémon that eats soil. Once it has eaten a large mountain, it goes to sleep so it can grow.

It is born deep underground. It can't emerge until it has entirely consumed the soil around it.

Larvitar is born deep under the ground. To come up to the surface, this Pokémon must eat its way through the soil above. Until it does so, Larvitar cannot see its parent's face.

### Behavior:

Larvitar are usually quiet. Due to its larval stage, their main interest focuses on eating. Whenever a Larvitar is spotted, it's likely to be seen feeding on soil.

**Habitat:** Kanto, Johto

Larvitar usually live in mountains, hills, and sometimes, in caves. The mountains they live in are usually their meals: a single Larvitar can eat a mountain in a few weeks.

### Evolutions:

Larvitar → Pupitar: Level 11  
Pupitar → Tyranitar: Level 21

### Ability Scores:

Str 14  
Con 14  
Dex 10  
Int 10  
Wis 12  
Cha 12

### Type:

Rock/Ground

### Size:

Small

### Gender:

50% male, 50% female

### Happiness:

Normal

### Growth:

Normal

### Egg Groups:

Monster

### Skills:

Athletics, Endurance, Nature

### Qualities:

Guts, Sand Veil

### Basic Attack:

Bite

### Powers:

1 – Leer  
3 – Sandstorm  
5 – Screech  
7 – Chip Away  
9 – Rock Slide  
11 – Scary Face  
13 – Thrash  
15 – Dark Pulse  
17 – Payback  
19 – Crunch  
21 – Earthquake  
23 – Stone Edge  
25 – Hyper Beam

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## CHAPTER FOUR

# **SKILLS**

This chapter covers skills available to both trainers and Pokémon, as well as exactly what the skills can be used for and how to use them.

Skills work very similarly to skills in D&D 4e. See the D&D 4e handbook for more detailed information about how skills work.

## **WHAT IS A SKILL**

Both trainers and Pokémon have skills. These represent things a Pokémon or trainer can do outside of combat. Each skill is based on an ability score, but also gets a bonus from level and training. If a Pokémon or trainer is “trained” in a skill, they receive a +5 bonus to that skill.

## **SKILL CHECKS AND SKILL CHALLENGES**

There are two ways to use skills – skill checks, and skill challenges. The skill check is the simplest. For single tasks, a skill check is all that is required. For example, if a trainer wanted to try to jump over a stream, that would be a simple Athletics skill check.

To complete a skill check, roll a d20 and add your skill. The PM will determine a difficulty class, or DC, for the action you are attempting. If your roll plus your skill score meets or exceeds the DC, you succeed. Note that some skills can be retried, but some cannot. If you are checking to see if you know something about a Pokémon, for example, you can't just try again – if you don't know it once, you don't know it.

A skill challenge is more complicated. A good example would be an obstacle course – there

are many obstacles a trainer or Pokémon needs to overcome. Usually with a skill challenge, the trainer or Pokémon must get a certain number of successes before getting a certain number of failures. The exact number depends on the level and difficulty of the challenge.

## **SKILL LIST**

What follows is a list of possible skills. Trainers have access to all these skills, while Pokémon have access to those denoted with a -P. Some skills are of a special type called Trainer Skills – these are denoted with a -T.

- Acrobatics (Dex) -P
- Athletics (Str) -P
- Bluff (Cha)
- Breeding (Wis) -T
- Diplomacy (Cha)
- Endurance (Con) -P
- Heal (Wis)
- History (Int)
- Insight (Wis) -P
- Intimidate (Cha) -P
- Nature (Wis) -P
- Perception (Wis) -P
- Pokémon (Int) -T
- Stealth (Dex) -P
- Streetwise (Cha)
- Thievery (Dex)
- Train (Cha) -T

TODO: Technology

## **SKILLS IN DETAIL**

### **ACROBATICS (DEX)**

*Pokémon can use this skill.*

You can perform an acrobatic stunt, keep your balance while walking on narrow or unstable surfaces, slip free of a grab or

restraints, or take less damage from a fall. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### **ATHLETICS (STR)**

*Pokémon can use this skill.*

Make an Athletics check to attempt physical activities that rely on muscular strength, including climbing, escaping from a grab, jumping, and swimming. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### **BLUFF (CHA)**

You can make what's false appear to be true, what's outrageous seem plausible, and what's suspicious seem ordinary. You make a Bluff check to fast-talk a guard, con a merchant, gamble, pass off a disguise or fake documentation, and otherwise tell lies. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### **BREEDING (WIS)**

*This is a Trainer skill.*

You know the secrets of getting two Pokémon to lay an egg. Breeders are also good at caring for Pokémon eggs and baby Pokémon.

As a Trainer Skill, this skill gains bonuses from Happiness equal to the lowest Happiness Pokémon involved in the action.

### **Egg Laying**

Convincing two Pokémon to lay an egg is a difficult and delicate process, but can yield great rewards with new and powerful Pokémon or extra Pokémon that you can trade with your friends.



**Duration:** 2 weeks

**DC:** 50 – Pokémon's lowest level

**Requirement:** The Pokémon must be of compatible gender and species. See the chapter on Caring for Pokémon for information about egg groups (compatible species).

**Success:** The Pokémon produce an egg. See the for details about what kind of egg it is.

**Failure by 9 or Less:** The Pokémon don't produce an egg, but you can try again later.

**Failure by 10 or More:** The Pokémon don't produce an egg, and became annoyed with each other in the process. These two Pokémon won't be able to produce an egg in the future.

### ***Egg Hatching***

Once you have an egg, you'll need to hatch it. There are many things a breeder can do to help the egg hatch. Keeping it warm and protected is important, but it's also very good to keep the egg with a group of happy Pokémon. The Happiness of the lowest Happiness Pokémon in your party applies as a bonus to this check.

**Duration:** The egg hatches in a number of days equal to 30 minus your check result, min 10.

**DC:** The egg will automatically hatch. However, the higher the check result, the faster the egg will hatch and the happier the resulting Pokémon will be.

**Requirement:** You must have the egg with you in your party for the duration. The egg replaces one of the Pokémon in your party. An egg in storage will not hatch on its own.

**Success:** The egg hatches, producing a Pokémon! The kind of Pokémon will have been determined when the egg was laid, though the PM may keep this information secret until it hatches. The Happiness of the resulting Pokémon is equal to the check result divided by 10, rounded down, minimum 0. After being born from the egg, a Pokémon

needs one week to grow before it can start training and battling.

### ***DIPLOMACY (CHA)***

You can influence others with your tact, subtlety, and social grace. Make a Diplomacy check to change opinions, to inspire good will, to haggle with a patron, to demonstrate proper etiquette and decorum, or to negotiate a deal in good faith. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### ***ENDURANCE (CON)***

*Pokémon can use this skill.*

Make an Endurance check to stave off ill effects and to push yourself beyond normal physical limits. You can hold your breath for long periods of time, forestall the debilitating effects of hunger and thirst, and swim or tread water for extended periods. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### ***HEAL (WIS)***

You know how to help someone recover from wounds or debilitating conditions, including disease. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

Heal can be used once between battles to help a Pokémon heal up, using a healing surge and regaining their healing surge value in HP.

### ***HISTORY (INT)***

You have picked up knowledge related to the history of a region and beyond, including the chronological record of significant events and an explanation of their causes. This includes

information pertaining to leaders, legends, significant personalities, laws, customs, traditions, and memorable events. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### **INSIGHT (WIS)**

*Pokémon can use this skill.*

You can discern intent and decipher body language during social interactions. You make an insight check to comprehend motives, to read between the lines, to get a sense of moods and attitudes, and to determine how truthful someone is being. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### **INTIMIDATE (CHA)**

*Pokémon can use this skill.*

Make an Intimidate check to influence others through hostile actions and overt threats. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### **NATURE (WIS)**

*Pokémon can use this skill.*

You have knowledge and skills related to nature, including finding your way through the wilderness, recognizing natural hazards, and living off the land. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### **PERCEPTION (WIS)**

*Pokémon can use this skill.*

Make a Perception check to notice clues, detect secret doors, spot imminent dangers, find traps, follow tracks, listen for sounds

behind a closed door, or locate hidden objects. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### **POKEMON (INT)**

*This is a Trainer skill.*

This skill represents your ability to identify Pokémon, and the amount you know about a specific type of Pokémon. You can make a Pokémon skill check to identify a Pokémon. You can learn the following pieces of information at the following DCs:

Knowledge Gained	DC
Identify species, type	15
Identify a power	20
Determine where a Pokémon might be found in the wild	20
Meanings of habits and actions	25
Level 11+	+5
Level 21+	+10

As a Trainer Skill, this skill gains bonuses from Happiness equal to the lowest Happiness Pokémon involved in the action.

### **STEALTH (DEX)**

*Pokémon can use this skill.*

Make a Stealth check to conceal yourself from enemies, slink past guards, slip away without being noticed, and sneak up on people without being seen or heard. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### **STREETWISE (CHA)**

When in a settlement – a village, town, or city – make a Streetwise check to find out what's

going on, who the movers and shakers are, where to get what you need (and how to get there), and where not to go. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### ***THIEVERY (DEX)***

You have picked up thieving abilities and can perform tasks that require nerves of steel and a steady hand: disabling traps, opening locks, picking pockets, and sleight of hand. This skill is taken directly from D&D 4e – please see the D&D 4e Player's Handbook for more details about it.

### ***TRAIN (CHA)***

*This is a Trainer skill.*

This skill represents your ability to train and work with Pokémon. You can use this skill to teach a Pokémon new skills and powers.

As a Trainer Skill, this skill gains bonuses from Happiness equal to the lowest Happiness Pokémon involved in the action.

#### ***Skill Retraining***

You may use the Train skill to retrain one of your Pokémon's skills to something new. The final “special” skill can be retrained to any skill, as long as it isn't a Trainer Skill – even skills a Pokémon wouldn't normally be able to use, such as Heal.

**Duration:** 2 weeks

**DC:** 20

**Requirement:** The Pokémon must be in your party for the entire two week duration of the training.

**Success:** The Pokémon becomes untrained in a skill of your choice and gains training in a different skill of your choice.

#### ***Power Training***

A second use for the train skill is to teach a Pokémon a new battle move.

**Duration:** 2 weeks

**DC:** 30 + Power's Level

**Requirement:** The Power must be one the Pokémon is allowed to know (check with your PM). It must be equal to or lower level than your Pokémon's current level. You must have one Pokémon with the Power in your party, in order to demonstrate the Power for the Pokémon trying to learn it. Both Pokémon must be in your party for the entire two week duration of the training.

**Success:** The Pokémon learns the new Power.

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## CHAPTER FIVE

### **FEATS**

This chapter covers feats available to trainers, as well as exactly what the feats do.

TODO: Stance/rage battler feat – penalty to def (or lose mark?), bigger bonus to attack/dmg

### ***WHAT IS A FEAT***

Feats are another way to customize your trainer. When you first create a trainer you may choose one feat, and each time you gain a new badge, you get to choose a new feat. Feats are usually minor bonuses depending on different situations, and allow you to specialize your trainer. Unless otherwise stated, feats apply their bonus to ALL of the trainer's Pokémon. Requirements are denoted with a P if they apply to the Pokémon and T if they apply to the trainer. A feat can be selected even if the Trainer cannot use it due to requirements – but they will not benefit from the bonus until the requirements are met.

### ***FEAT LIST***

TODO: Big list of feats.

### ***??? FEATS***

TODO: Heroic Tier (???) Feats

TODO: Talents (instead of rituals)? Things like crafting or tinkering or repairing Pokeballs, etc?

IDEA: TODO FIX

**Winner's Glory:** Your Pokémon grow stronger the more they win. For each battle your Pokémon wins, it gains a +1 to all damaging attack rolls. This bonus is capped at ½ your Con mod, and is lost if the Pokémon faints or participates in a losing battle.

Name	Prerequisites	Benefit
Action Surge		+3 to attacks when you spend an action point
Alertness	(P/T) Trained in Perception	No combat advantage when surprised, +2 to Perception
Combat Reflexes	(P) Dex 13	+1 to opportunity attacks
Defensive Mobility		+2 to AC against opportunity attacks
Durable		Increase number of healing surges by 1
Escape Artist	(P/T) Trained in Acrobatics	Escape a grab as a minor action, +2 to Acrobatics.
Fast Runner	(P) Dex 13	+2 to speed when you charge or run (double move)
Healing Hands	(T) Healer specialization	When using your Healer's Tactics power, add your Wisdom modifier to the hit points granted.
Improved Initiative		+4 to Initiative checks
Inspired Recovery	(T) Pokefan Specialization	When using your Pokefan Tactics power, the Pokemon can make a saving throw against one of its conditions and gain an extra bonus equal to your Cha modifier.
Jack of All Trades	(T/P) Int 13	+2 to untrained skill checks
Light Step		Adds to your group's overland speed, +1 to Acrobatics and Stealth
Long Jumper	(P/T) Trained in Athletics	Make standing jumps as if from a running start, +1 to Athletics
Opportunist	(T) Combat Reflexes	+2 to opportunity attacks
Perseverance		+1 to saving throws
Power Attack	(P) Str 15	+2 Damage for -2 Attack
Powerful Charge	(P) Str 13	+2 damage, +2 attack to bull rush on a charge
Quick Draw	(T) Dex 13	Switch Pokémon as a minor action.
Skill Focus	(P/T) Training in chosen skill	+3 to checks with chosen skill
Skill Training	-	Gain training in one skill (trainer only)
Sure Climber	(P/T) Trained in Athletics	Climb at normal speed on any surface, +1 to Athletics
Toughness	-	Gain 3 additional hit points
<b>Elemental Fury Feats</b>		

Name	Prerequisites	Benefit
Dark Fury		+1 to damage with Dark, Ghost, and Psychic powers.
Burning Fury		+1 to damage with Fire and Electric powers
Cold Fury		+1 to damage with Ice and Water powers
Nature's Fury		+1 to damage with Grass and Bug powers
Earth's Fury		+1 to damage with Rock and Ground powers
Fighter's Fury		+1 to damage with Normal and Fighting powers
Industrial Fury		+1 to damage with Steel and Poison powers
Air's Fury		+1 to damage with Flying and Dragon powers

### ??? FEATS

TODO: Paragon Tier (???) Feats

### MASTER FEATS

TODO: Epic Tier (MASTER) Feats

## ***FEATS IN DETAIL***

TODO: Detailed description of each feat.

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## CHAPTER SIX

# **EQUIPMENT AND SERVICES**

This chapter covers equipment a trainer may find or purchase while on his or her journey. It also covers services he or she might make use of, including Pokécenters, breeding, training, and daycare services.

## ***MONEY IN THE POKEMON WORLD***

Money is represented by pokédollars, or pd. Each trainer starts with 100 pd to outfit themselves for their journey, though they should save some to bet with for Pokémon battles.

Trainer duels are the best way for Pokémon trainers to earn money. Typically, two trainers decide on an amount to bet on before the duel. They both put the money in, then the winner gets the pot. Occasionally, Pokémon related contests are held where trainers can earn money. They can also sometimes earn money from completing tasks (quests) for townsfolk. Trainers can also earn money by selling items they find during their travels.

## ***ITEMS***

TODO: Re-evaluate pricing for all items

There are many types of items in the Pokémon world. Some are used by trainers, others are designed to be held or used by the Pokémon themselves.

Note that not all items are available at every town Pokémart. Check with your PM if you are interested in a particular item – you may need to travel to a larger city or even go on a quest to find it.

## POKEBALLS



Pokéballs are special items which allow a trainer to capture wild Pokémon. For details on how this process works, see the Battles chapter.

When a Pokéball is thrown, it is used up even if it does not capture the Pokémon. If it does manage to capture the Pokémon, that Pokémon is now permanently attached to that Pokéball unless it is released back into the wild.

Not all of these Pokéballs will necessarily be available for sale at every pokemart – check with your PM before purchasing any.

Using a Pokeball in combat is a standard action unless otherwise noted. It also ends your turn.

Pokeball	Bonus	Price
Dive Ball	+5 if underwater, else +1	1000
Dusk Ball	+5 if in darkness, else +1	1000
Fast Ball	+5 if Dex > 15, else +1	1000
Friend Ball	+1, +3 happiness	1000
Great Ball	+3 bonus	600
Heal Ball	+1, Pokémon is fully healed	300
Heavy Ball	+5 if large or greater, else +1	1000
Level Ball	+5 lvl 21-30, +3 lvl 11-20, else +1	1000

Pokeball	Bonus	Price
Love Ball	+1 for each Pokémon that can mate with the target (min +1)	1000
Lure Ball	+5 for Pokémon encountered while fishing, else +1	1000
Moon Ball	+5 for Pokémon that evolve using a Moon Stone, else +1	1000
Net Ball	+5 for Bug and/or Water Pokémon, else +1	1000
Pokeball	+1 bonus	200
Quick Ball	+5, decreasing by one each round since the start of combat down to +1	1000
Repeat Ball	+5 if you already own a Pokémon of that species, else +1	1000
Timer Ball	+1, increasing by one each round since the start of combat up to +5	1000
Ultra Ball	+5 bonus	1200

**Pokeball:** Grants a +1 bonus to capture checks. Consumed after use.

**Dive Ball:** Grants a +5 bonus to capture checks when used underwater. Otherwise, grants a +1. Consumed after use.

**Dusk Ball:** Grants a +5 bonus to capture checks when used in darkness. Otherwise, grants a +1. Consumed after use.

**Fast Ball:** Grants a +5 bonus to capture checks when used against Pokémon with a Dexterity greater than 15. Otherwise, grants a +1. Consumed after use.

**Friend Ball:** Grants a +1 bonus to capture checks. If captured in this ball, Pokémon



starts with an extra 3 happiness. Consumed after use.

**Great Ball:** Grants a +3 bonus to capture checks. Consumed after use.

**Heal Ball:** Grants a +1 bonus to capture checks. If captured in this ball, Pokémon is fully healed. Consumed after use.

## CONSUMABLE

Consumable items are used once and then they are gone. This includes items such as potions, temporary stat boosters, and status effect healers. Using these items in combat is a minor action unless otherwise noted.

### Potions



Potions allow a Pokémon to expend a healing surge to heal a set amount of HP. Unlike traditional fantasy potions, potions in the Pokémon world are sprayed onto the Pokémon, not swallowed. Even a paralyzed or otherwise incapacitated Pokémon can have a potion used on it, though if it has fainted, a revive must be used.

Name	Amount Healed	Price
Potion	10	300
Super Potion	25, make one saving throw	700
Hyper Potion	50, make a save against all active effects	1200
Max Potion	75, make a save against all active effects	2500

Name	Amount Healed	Price
Full Restore	100, all body status conditions removed.	3000

### Ethers



Ethers are special spray consumables that allow a Pokémon to more quickly recharge it's moves. While costly, these could allow a powerful move to be used twice in succession without worry, and can give a great advantage in battle. However, they are far rarer than potions and are not often found for sale.

Name	Effect	Price
Ether	Make an extra recharge roll for one of your powers.	600
Max Ether	Instantly recharge one of your powers.	1000
Elixir	Make an extra recharge roll for each of your powers.	1500
Max Elixir	Instantly recharge all of your powers.	2500

### Status Healing Items



Many Pokémon powers inflict harmful status ailments. While many of these ailments can be shaken off after a few turns, a trainer may

want to end them early by using an item. That's where status healing items come in. Like potions, they can be sprayed onto the effected Pokémon to cure the relevant status ailment.

Name	Effect	Price
Antidote	Cures Poison	100
Paralyze Heal	Cures Paralyze	200
Awakening	Cures Asleep	250
Burn Heal	Cures Burned	250
Ice Heal	Cures Frozen	250
Full Heal	Cures all Body Status Ailments	600
Full Restore	Heals 100 HP, cures all body status ailments	3000

### Ability Boosters



Even when your own Pokémon are in perfect health, a trainer wants to get the edge in battle. Ability booster items can be used to boost your Pokémon's powers for the duration of the fight. Note that these items do not stack, and only one buff from these items can be active at a time. For example, if a Pokémon has X Attack active and the trainer then uses X Defend, the Pokémon loses the X Attack bonus and gains the X Defend bonus instead.

Name	Effect	Price
X Attack	Grants a +1 to Physical damage for the rest of the encounter.	500

Name	Effect	Price
X Defend	Grants a +1 to defenses against Physical attacks for the rest of the encounter.	500
X Energy	Grants a +1 to Energy damage for the rest of the encounter	500
X Energy Defend	Grants a +1 to defenses against Energy attacks for the rest of the encounter.	500
X Speed	Grants a +1 bonus to speed for the rest of the encounter	500
X Accuracy	Grants a +1 to attack rolls for the rest of the encounter.	500
Dire Hit	Increases the chance of a critical hit by 1 (20 becomes 19-20, etc).	500

### HELD ITEMS

Some items are designed to be held by a Pokémon. Many of these items give a bonus to the Pokémon holding them. Other items, in particular Berries, can be consumed by the Pokémon to regain health or heal status effects.

### Berries



Berries are special items that Pokémon can hold and use (consume) automatically. They can also be used just like the consumable items in the previous section, but then take a minor action to be administered to the Pokémon.

Most berries have a trigger for their automatic use, and an effect. Note that berries can sometimes be found in the wild using the Nature skill, are sometimes found on wild Pokémon, can be received as gifts from NPCs, and are occasionally (but not often) for sale in towns.

TODO: Berry rarity and types for Natural Gift power.

Name	Trigger	Effect	Price
Cheri	Pokémon is paralyzed	Cures Paralyze	200
Chesto	Pokémon is put to sleep	Cures Asleep	250
Pecha	Pokémon is poisoned	Cures Poison	100
Rawst	Pokémon is burned	Cures Burned	250
Aspear	Pokémon is frozen	Cures Frozen	250
Leppa	Pokémon fails to recharge a move	Make an extra recharge roll for that power	600
Oran	Pokémon is bloodied	Pokémon expends a healing surge to heal 10 HP	300
Persim	Pokémon becomes confused	Cures Confusion	250

Name	Trigger	Effect	Price
Lum	Pokémon is afflicted with body status condition	Cures all Body Status Ailments	600
Sitrus	Pokémon is bloodied	Pokémon expends a healing surge to heal 25 HP	700
Liechi	Pokémon is bloodied	Grants a +1 to Physical damage for the rest of the encounter.	500
Ganlon	Pokémon is bloodied	Grants a +1 to defenses against Physical attacks for the rest of the encounter.	500
Salac	Pokémon is bloodied	Grants a +1 bonus to speed for the rest of the encounter	500
Petaya	Pokémon is bloodied	Grants a +1 to Energy damage for the rest of the encounter	500
Apicot	Pokémon is bloodied	Grants a +1 to defenses against Energy attacks for the rest of the encounter.	500

Name	Trigger	Effect	Price
Lansat	Pokémon is bloodied	Increases the chance of a critical hit by 1 (20 becomes 19-20, etc).	650
Starf	Pokémon is bloodied	Increases a random ability score by 2 for the rest of the encounter.	500
Enigma	Pokémon hit by a move it is vulnerable to.	Pokémon expends a healing surge to heal 25 HP	500
Micle	Pokémon is bloodied	Grants a +1 to attack rolls for the rest of the encounter.	500
Custap	Pokémon is bloodied	Pokémon may take an extra standard action directly after the current action is complete	3000

## Gems

Gems exist for each Type of Pokémon. These rare elemental gemstones are powerful one-use items which allow a Pokémon to significantly increase the damage of one attack. Usually gems cannot be purchased, though specialty stores may carry them. More often, trainers will find them in mysterious dust clouds inside caves.

When held by a Pokémon, gems trigger when a move of the correct type is used. The gem will increase the damage for that attack

by ½ the Pokémon's level, minimum 1. Gems cannot be used on Pokémon by trainers – they must be held by the Pokémon to function.

## Type Enhancing Items



Type enhancing items are non-consumable held items which boost the power of powers of the corresponding type. These are rare items not often found in stores, but may be given as gifts by other trainers, or may only be available in certain parts of the world.

Name	Effect	Price
Black Belt	Grants +½ level damage to Fighting powers	1000
Black Glasses	Grants +½ level damage to Dark powers	1000
Charcoal	Grants +½ level damage to Fire powers	1000
Dragon Fang	Grants +½ level damage to Dragon powers	1000
Hard Stone	Grants +½ level damage to Rock powers	1000
Magnet	Grants +½ level damage to Electric powers	1000
Metal Coat	Grants +½ level damage to Steel powers. Also allows Onyx to evolve into Steelix or Scyther to evolve into Scizor	5000

Name	Effect	Price
Miracle Seed	Grants +½ level damage to Grass powers	1000
Mystic Water	Grants +½ level damage to Water powers	1000
Never Melt Ice	Grants +½ level damage to Ice powers	1000
Pink Bow	Grants +½ level damage to Normal powers	1000
Poison Barb	Grants +½ level damage to Poison powers	1000
Sharp Beak	Grants +½ level damage to Flying powers	1000
Silver Powder	Grants +½ level damage to Bug powers	1000
Soft Sand	Grants +½ level damage to Ground powers	1000
Spell Tag	Grants +½ level damage to Ghost powers	1000
Twisted Spoon	Grants +½ level damage to Psychic powers	1000

### Battle Effect Items

Like type enhancing items, battle effect items are held and are not used up. Instead of simply boosting a certain type of power, these items have more complicated effects.

Name	Effect	Price
Choice Band	Grants +½ level to Physical damage, but only allows the use of one power during the encounter.	1000
Choice Scarf	Grants +½ level to speed, but only allows the use of one power during the encounter.	1000
Choice Specs	Grants +½ level to Energy damage, but only allows the use of one power during the encounter.	1000
Damp Rock	Lengthens duration of Rain Dance. TODO: How long	1000
Heat Rock	Lengthens duration of Sunny Day. TODO: How long	1000
Icy Rock	Lengthens duration of Hail. TODO: How long	1000
Smooth Rock	Lengthens duration of Sandstorm. TODO: How long	1000
Grip Claw	Grants +4 to grapple checks	1000
Light Clay	Lengthens duration of Light Screen and Reflect. TODO: How long	1000
Binding Band	Grants +4 to damage while grappling.	1000
Big Root	Gain +½ level more HP from HP draining moves	1000

Name	Effect	Price
Black Sludge	Restores Con mod HP per turn for Poison Pokémon – others take Con mod HP in damage per turn.	1000
Leftovers	Restores Con mod HP per turn	2000
Shell Bell	Whenever the Pokémon holding it deals damage, it restores 1/8 of the damage dealt as HP.	2000
Expert Belt	Grants an additional +½ level in damage when the enemy is vulnerable to this Pokémon's power.	3000
Life Orb	Grants a +level bonus to damage, but consumes ½ level of the Pokémon's HP when damage is dealt.	2000
Metronome	Grants +2 to damage each time a power is used repeatedly, stacking up to +10.	2000
Muscle Band	Grants +1/4 level to Physical damage.	3000
Scope Lens	Increases the chance of a critical hit by 1 (20 becomes 19-20, etc).	4000
Wide Lens	Grants a +2 to attack rolls.	3000
Wise Glasses	Grants +1/4 level to Energy damage.	3000
Zoom Lens	Grants a +4 to attack against any Pokémon who acted before the holder this round.	3000

Name	Effect	Price
Lagging Tail	The holder's initiative decreases as if he or she had rolled a 1.	3000
Quick Claw	The holder gains a +5 to initiative	3000
Focus Band	When a hit would reduce the holder to 0 or fewer HP, roll a 1d10. On a 10, the hit instead reduces the holder to 1 HP.	3000
Focus Sash	When the holder is at full HP and is hit with damage that would reduce him or her to 0 or fewer HP, it instead reduces the holder to 1 HP.	3000
Sticky Barb	Each turn, the holder takes their Con mod in damage. Physical melee attacks cause the item to transfer to foe if it has no held item.	500
Air Balloon	Grants immunity to ground type powers and spikes. However, the balloon will be destroyed if an attack lands.	500
Amulet Coin	Doubles money received after battle if the holder takes part in the battle.	5000
Bright Powder	Raises the holder's reflex and AC by +2	3000
Red String	If the holder becomes infatuated, so too does the foe who caused the infatuation.	1000



Name	Effect	Price
Eviolite	If this Pokémon has a chance of later evolving, grants a +2 to all defenses	4000
Float Stone	Holder counts as two size categories smaller.	1000
Rocky Helmet	Melee Physical attacks against the holder deal ½ the attacker's level back to them.	1000
Shed Shell	Holder can switch out even if trapped by a move or ability that normally prevents Pokémon from switching out.	1000

## Herbs

Herbs are very similar to berries. They are used up when the trigger occurs. Unlike berries, they cannot be used by trainers on the Pokémon – they must be used by the Pokémon itself. Like berries, herbs can often be found by foraging in a forest using the Nature skill.

Name	Trigger	Effect	Price
Mental Herb	Pokémon is effected by a mind status condition	Cures all mind status conditions	600
Power Herb	Pokémon uses a power with a charge-up turn	Power is used in a single standard action	3000
White Herb	Pokémon is effected by a debuff.	Removes all debuffs on the Pokémon	600

## Single Use Items

Like herbs, these items are consumed after their trigger effect happens. They cannot be used by the trainer and must be held by a Pokémon to be effective. They are usually not found in the wild (though there may be exceptions), and more likely are found or awarded while exploring man-made areas.

Name	Trigger	Effect	Price
Absorb Bulb	Pokémon hit by a water type power	Grants a +2 to Energy damage for the rest of the encounter.	500
Berserk Gene	Pokémon enters combat	Grants a +2 to Physical damage for the rest of the encounter, Pokémon is confused, save ends.	500
Cell Battery	Pokémon hit by a electric type power	Grants a +2 to Physical damage for the rest of the encounter.	500
Red Card	Pokémon hit by a melee Physical power	Forces triggering Pokémon to switch with random other Pokémon in opponent's party. No effect on wild Pokémon.	500
Eject Button	Holder hit by a melee Physical power	Holder switches out with another Pokémon in the party.	500
Smoke Bomb	Attempt to escape a wild Pokémon	Automatically succeeds in escaping	500

## Specific Pokémon Items

Some items only grant bonuses to specific Pokémon. Often these Pokémon can be found with these items in the wild.

Name	Effect	Price
Light Ball	Grants Pichu, Pikachu, and Raichu a +2 to all damage.	3000
Lucky Punch	Increases Happiny, Chansey, and Blissey's chance of a critical hit by 1 (20 becomes 19-20, etc).	3000
Metal Powder	Grants Ditto +4 to all defenses, but only while not Transformed.	2000
Quick Powder	Grants Ditto +4 to Speed, but only while not Transformed	2000
Stick	Increases Farfetch'd's chance of a critical hit by 1 (20 becomes 19-20, etc).	3000
Bone Club	Grants Cubone and Marowak a +2 to all damage.	3000

## Evolution Items



Some Pokémon require very specific items in order to evolve. These Pokémon must be holding one of these special items when they level up in order to move on to their next evolution. These items are extremely rare, and most likely are unavailable in stores.

Name	Effect	Price
Dragon Scale	Causes Seadra to evolve into Kingdra when leveled up	5000
Dubious Disc	Causes Porygon2 to evolve into Porygon-Z when leveled up	5000
Electirizer	Causes Electabuzz to evolve into Electivire when leveled up	5000
King's Rock	Causes Poliwhirl to evolve into Politoed, or Slowpoke to evolve into Slowking, when leveled up. Also, when held, gives a 10% chance of causing Flinch when dealing damage.	5000
Magmarizer	Causes Magmar to evolve into Magmortar when leveled up	5000
Metal Coat	Causes Onyx to evolve into Steelix when leveled up. Also grants +1½ level damage to Steel powers.	5000
Protector	Causes Rhydon to evolve into Rhyperior when leveled up.	5000
Up-Grade	Causes Porygon to evolve into Porygon2 when leveled up	5000
Oval Stone	Causes Happiny to evolve into Chansey when leveled up	5000

## EQUIPMENT

There are many mundane items that are necessary for trainers traveling on a Journey. These include all sorts of travel items such



as backpacks, sleeping bags, and flashlights. This also includes important gear such as a fishing pole or bicycle.

Item	Price
Fishing Pole (Old Rod)	10 pd
Bicycle	30 pd
Standard trainer's kit	40 pd
Backpack	2 pd
Batteries (10)	1 pd
Belt Pouch	1 pd
Flashlight	7 pd
Matches (50)	1 pd
Rations (10 days)	5 pd
Sets of clothing (7)	21 pd
Sleeping bag	2 pd

**Backpack:** A normal backpack can hold a surprisingly large amount of items. Unless a trainer is trying to carry something unreasonably large, as long as you have a backpack, you can assume you can carry all your items.

**Batteries:** Batteries are needed to power electrical equipment. Depending on the technology, it will require a certain amount of power, measured in batteries. If you don't know how many batteries are needed to power a machine, you can usually find out using a Technology check.

**Belt Pouch:** This is where you store your Pokéballs for easy access. Clips around the edge are for Pokéballs that hold your Pokémon, since they're easier to reach than in the pouch.

**Flashlight:** A flashlight can cast bright light on one square withing 10 squares of you and dim light in every adjacent square to that. Alternatively, it can cast dim light one square

within 20 squares of you. You must have line of sight to all the squares you are trying to illuminate. A flashlight requires one battery per 8 hours of power.

**Matches:** Matches are for creating fire to cook food or create warmth. Even a trainer who has fire Pokémon may need matches, because the Pokémon may be injured or unable to control it's power sufficiently to create a usable fire.

**Rations:** Rations are food for humans. Pokémon don't need to eat as often as humans, and get their nutrition at Pokémon Center visits.

**Sets of Clothing:** Sets of clothing are very important for trainers who veer away from the beaten path for days at a time. To clean clothes, a trainer can either find a stream or a Pokémon Center.

**Sleeping Bag:** In order for a trainer to get a good night's rest in the wild, he or she needs a sleeping bag simply for comfort and warmth.

**Fishing Pole:** With a fishing pole, the trainer can use a Nature check to attempt to catch Pokémon from streams, rivers, lakes, or oceans. The result of the check determines what kinds of Pokémon can be caught. The quality of the fishing rod may also have something to do with it, but only the lowest quality rod is available from the beginning. TODO: More about fishing in a different section, other fishing rods.

**Bicycle:** A bicycle can help a trainer travel more quickly in town and between towns. It's best if everyone in the group has a bicycle, however – this allows everyone to travel at the same speed. When riding a bicycle, a trainer gets a speed of 10. For more information about types of travel, see the chapter on Journeying.

## LEGENDARY ITEMS

Some items are so rare and powerful, they cannot be found in any store. A trainer can only hope to acquire these items through special quests or events along their Journey. Legendary items such as these help give access to otherwise unattainable Pokémon, or give boosts to Pokémon the trainer already has.

**Elemental Stones:** Elemental stones are rare items which some Pokémon need in order to evolve. Known stones include: Fire, Water, Thunder, Leaf, Moon, and Sun. Other stones have been rumored from far off countries, and there may even be powerful stones which cannot be moved from their locations.

**Rare Candy:** Rumor has it that Silph Co. has developed a type of candy that allows Pokémon to grow instantly to the next level. If it exists, this candy would be extremely valuable, but who knows what side effects it might have.

**Pokevitamins:** Another strange product from Silph Co. are Pokevitamins. Rumored to boost your Pokémon's ability scores, no one has actually tried these experimental products yet.

**Fossils:** An archeological dig on Mt. Moon has produced some strange fossils of ancient Pokémon. If only there was a way to revive these prehistoric beings...

**Master Ball:** Silph Co. is at it again, this time with an experimental pokeball that can capture any Pokémon! Such a powerful artifact must be guarded closely – they surely wouldn't just give out samples!

**Pokeflute:** The legendary pokeflute is an item of great power. The right melody played on this flute will cause any Pokémon to wake from even the deepest slumber. Must be useful for Snorlax trainers...

## SERVICES

TODO: Re-evaluate pricing for all services

Items aren't the only things a trainer might need to get while in town. A wide array of services are available depending on the town you are visiting.

## POKECENTER

The Pokémon Center, or Pokécenter, is the place to take Pokémon when they are injured. The nurses and Chanseys working at the Pokécenter will heal any injured Pokémon back to full health. Additionally, you can access your Pokémon storage from the computer in any Pokémon Center. Even small towns usually have a Pokécenter, so be sure to stop by one each time you enter town. All Pokémon Center services are completely free.

## BREEDING

Pokémon breeding can be tough for a traveling trainer. If you'd like to get two of your Pokémon to lay an egg but can't manage it yourself, many towns have specialist trainers who can help – for a price. The cost of the breeding is 5000 pd. The process takes two weeks, and the Pokémon must remain with the breeder during this time period. After the two weeks are up, the trainer may return for his Pokémon and newly acquired egg. See the Caring for Pokémon chapter for details about the Pokémon breeding process, and how to hatch eggs.

## *TRAINING*

TODO: Pricing for different moves

Some towns have special move trainers who can teach Pokémon rare and powerful powers. The price varies depending on the move being taught. The process takes two weeks, and the Pokémon must remain with the trainer during that time.

## *DAYCARE*

Sometimes you'd like your Pokémon to gain experience and levels but don't have time to train it yourself. The Pokémon Daycare allows you to accomplish this. Leaving a Pokémon with the Daycare allows it to gain experience at a rate of 100XP per day. Daycare services typically cost roughly 100 pd per day. Pokémon can be left with the Daycare indefinitely, but will not be returned until the bill is settled, so it is wise to make sure you'll be able to pay before you leave your Pokémon with the service.

It is important to note that Pokémon who gain levels while in Daycare do not gain Happiness or other trainer-related benefits from leveling.

## *STORAGE*

Professor Oak's lab in Palet Town houses Kanto's Pokémon storage facility. This storage service can be accessed from the PC in any Pokémon Center, free of charge. If you catch a Pokémon and already have six Pokémon with you, this is where the new Pokémon will be transported to. The Pokémon storage system can hold as many Pokémon as you need, and is completely free of charge.

## *FOOD AND LODGING*

The trainers need care, too. In general, food and lodging are free at hostels, but there are fancier things available if the trainers wish to be pampered. Costs vary greatly, from fairly cheap (10-50 pd) to lavishly expensive (thousands of pd).

## *TRANSPORTATION*

Public transit is one way to get around (see the Journeying chapter for other methods of transport). Tickets on various methods of public transit vary widely in price – a bus ticket is only a few pd but a plane or boat ride may be hundreds or thousands of pd. If possible, it's often better to make the journey on your own power (or that of your Pokémon) since this is not only cheaper but allows you the opportunity of capturing new Pokémon and coming across interesting quests.

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## CHAPTER SEVEN

# **JOURNEYING**

This chapter covers the various non-combat challenges you will meet while traveling the world. This includes how to get around, visiting different cities, accepting and completing quests, overcoming skill and RP challenges, gaining rewards, exploration, and rest and recovery.

## **WHY WE JOURNEY**

In the Pokémon world, young people often go on Pokémon journeys to learn about the world and make friends with Pokémon. Having a Motivation and Journey Goal for your trainer can help your PM design adventures that are fun for everyone, and often helps you get rewards that you actually want.

## **MOTIVATION**

The motivation for these journeys is different for many people. Choosing what your trainer's motivation is can help you role-play your trainer better, and can help in writing journey goals later on.

If you role-play in a way that is consistent with your trainer's motivation, you PM may reward you with an Action Point or other rewards!

*Example: Brock is a Pokemon Breeder. He always loves meeting pretty girls, especially pretty girls who like Pokemon. So Brock's motivation is "Meet pretty girls (and their Pokemon) all around Kanto".*

## **Example Motivations**

*Become a Powerful Trainer:* For some trainer's it's very simple – they want to

become the top trainer in their Pokémon League (the Indigo League for Kanto), known as a Pokémon Master. Or, perhaps they want to open a Gym and be a Gym leader. These trainers focus on battling and training their Pokémon – they don't care as much about catching new Pokémon unless they plan to use those Pokémon on their main team. Those trainers planning on become Gym Leaders should focus on some theme for their Gym when choosing which Pokémon to train and use. Going on a Pokémon Journey is the best way for these trainers to train their team and test their strength against others.

*Study Pokémon:* Many trainers want to study Pokémon – the most obvious being trainers who wish to become Pokémon Professors. But that's not the only way to study Pokémon. There are also Pokémon watchers, who draw and observe Pokémon, and many other types of trainers who simply like observing many different types of Pokémon. Going on a Pokémon Journey allows these trainers to see (and catch) Pokémon from all over Kanto instead of just their home town.

*Care For Pokémon:* Some trainers, such as Pokémon Breeders or Healers, want to care for Pokémon. This means hatching them from eggs, caring for them when they are sick, or helping them grow up to be strong. A Journey allows these trainers to gain experience caring for many Pokémon, especially on a Journey with friends. Learning to handle Pokémon belonging to other trainers is hard, and a Journey is the best place to do just that.

These are just examples – your trainer can be motivated by whatever you want! However, try to pick a motivation that will help you choose Journey Goals later on.

## **Changing Motivation**

If you want to later change your motivation, just talk with your PM about it. The motivation is there to help you role-play – as long as you aren't constantly changing it, modifying it once or twice to fit your character is fine. And, sometimes eventful things happen in a trainer's life that completely change their motivation. That's okay too!

## JOURNEY GOALS

A Journey Goal is like Motivation, but it is specific to the area and stage of your Journey. Journey Goals are there to both help you get what you want, and help the PM design interesting adventures for you.

A Journey Goal should be something you can accomplish in one to three sessions. Anything bigger should be either a motivation or be broken into several smaller goals. When you choose a Journey Goal, take into consideration your motivation – but don't feel bound by it.

When wording your goal, make sure it's something that can easily be checked as “completed”. Use strong verbs like “catch”, “see”, “meet”, “acquire”. These are clear. Verbs like “befriend” are fuzzier, but might be okay depending on what the PM says. Just try to be as clear as possible.

A goal should not be something simple or trivial. For example, “I will play with my Pikachu” is not a goal – there is no challenge in doing so. A goal should be something that has obstacles and difficulties in the way, and a risk of failure.

*Example: Brock's Motivation is to meet new people (pretty girls) and new Pokémon. The party is getting ready to enter Mt. Moon. Brock needs to choose a new Journey Goal. He decides he wants to catch a new rock Pokémon in Mt. Moon. This matches his*

*Motivation (meet new Pokemon) and also the scenario (the group is going into Mt. Moon). It also helps the PM decide what will happen, since they will want to have a rock Pokémon appear for Brock to catch.*

Other example goals include:

- Capture a Pokémon
- Meet a Pokémon
- Acquire an item
- Explore an area
- Teach a Pokémon a move
- Hatch an egg
- Breed two Pokémon
- Craft an item

Keep in mind that if you choose something that is normally a simple skill check as a goal, the PM may create a skill challenge or encounter around it instead.

## Completing Goals

At the end of the session, everyone will check to see if their goal was completed. If you completed your goal, the PM will award you with XP similar to a minor quest. This XP will be divided among the journey goal's trainer's party Pokémon. This is an extra bonus, so even if your goal did not result in a new item or Pokémon, you get a reward!

If the session ends and you haven't completed your goal, talk to your PM about whether you should carry the goal over to the next session, or drop it and choose a new goal. It's recommended that a trainer not hold on to a goal for more than three sessions.

Each time you choose a new goal, you receive an action point. Your trainer is more motivated to accomplish their next goal – the action point will help them. This action point does not reset after an extended rest, but you may only have one journey goal action point at a time.

Once your old goal is either completed or abandoned, start thinking about a new goal for the next session. You may want to wait until the start of the next session to determine exactly what it is, as the PM will often give some story context before goals are chosen.

## **QUESTS**

In addition to personal goals, sometimes the situation around you will give you goals to work for – these are known as quests. Quests are designed by the PM and often presented by NPCs (though not always).

If you complete the quest, the party receives XP as if you had defeated an encounter of your level. This XP is distributed among all Pokémon who participated in the quest. There are often also monetary or item (or even Pokémon) rewards for completing quests – and sometimes less tangible rewards, such as opening up a new area for exploration or befriending an NPC.

While quests are designed by the PM, if you have a good idea for a quest – especially one that fits into your character's story – be sure to share the idea!

## **OBSTACLES**

When working toward journey goals or quests, you will encounter obstacles. These may be other trainers, wild Pokémon, skill challenges, roleplaying challenges, or things you need certain resources to overcome. The PM designs obstacles to make success (accomplishing a goal or completing a quest) feel like an achievement.

## **REWARDS**

Although encounters, skill challenges, and quests are difficult, they are also rewarding. As you progress through the game, you'll receive rewards as you go, including experience, money, items, and prestige.

## **EXPERIENCE POINTS**

Experience points (XP) measure your Pokémon's learning and growth. They function very similarly to XP in 4e D&D, except that Pokémon earn them much faster – every four to five encounters. To award XP, follow the guidelines in the DMG for 4e D&D but multiply all XP awarded by two.

Experience points are also gained when the trainer successfully completes a Quest or Journey Goals. Treat Journey Goals as minor quests. All quest XP is doubled just as encounter XP is. XP from quests and goals is divided among the trainer's party Pokémon.

## **TREASURE**

Follow the monetary treasure guidelines in the DMG. Money is the prize for most trainer battles, though items can sometimes be acquired in this way. Items are also often the reward from quests or journey goals. A new Pokémon can also be considered an award equal to its level.

The quantity of treasure awarded should be similar to that presented in the DMG. Though Pokémon have only one item slot, trainers each can have up to 6 active Pokémon, making up for the lack of item slots.

## **TRAVEL**

There are many ways to travel in the world, and lots of them have to do with Pokémon. Traveling also has its fair share of difficulties, and a good trainer comes prepared. This

section will discuss how to get around in the Pokémon world.

## *TRANSPORTATION*

Getting around is the most basic part of journeying. From walking to riding Pokémon to taking public transit, somehow a trainer needs a way to get from point A to point B.

**Walking:** Normally, trainers can go 30 miles per day, or roughly 3 miles per hour. This means walking for roughly 10 hours in the day. See the rules in the D&D 4e DMG for what happens when trainers try to force themselves to walk longer than this.

**Biking:** If a trainer has a bicycle, their speed becomes 10 while riding it. They can travel 50 miles per day, but the effects of rough or difficult terrain are doubled (see the next section) since bicycles don't deal as well with hard terrain.

Trainers walking or biking may have trouble dealing with obstacles such as chasms, mountains, rivers, or oceans.

**Riding Pokémon:** As long as the Pokémon is one size category larger than the trainer, a trainer can ride it over land. The trainer then uses the Pokémon's speed instead of his own. Riding a Pokémon, the trainer can travel at 5x the Pokémon's speed in miles per day. So a Pokémon with a speed of 10 could take the trainer 50 miles in one day.

A trainer cannot ride a water or flying Pokémon through the water or air without it knowing Surf or Fly, respectively. Those Pokémon can swim or fly on their own even without these moves, though. All water Pokémon have a swim speed equal to their normal speed, and all flying Pokémon have a fly speed equal to their normal speed.

**Public Transportation:** Sometimes a trainer can use public transportation, such as a bus, train, plane, or boat, to get around. However, often trainers need to go out into the wilderness where these amenities are not available. These things also cost money which trainers may not have.

## *TERRAIN*

The speeds given in the transportation section can be modified by difficult terrain, as follows:

**Difficult Terrain x1/2:** Tangled, dense forests; mountains; deep swamps; snowstorm; hailstorm.

**Rough Terrain x3/4:** Woods; hills; swamps; caves; crowded cities; rainstorm.

**Mild Terrain x1:** Open fields; plains; roads; nice weather.

## *LIGHT SOURCES*

Trainers frequently will need to go into caves, or need to be out in the nighttime in order to get where they are going or to catch rare nocturnal Pokémon. When this happens, it's important for a trainer to have a light source. This is most often in the form of a flashlight, though some special Pokémon moves may be used to light up areas well enough to see.

## *WEATHER*

Inclement weather is something a trainer must be ready for. Aside from slowing down travel, it may make it too dangerous to travel at all. In addition, weather can have a serious effect on battle. See the Battles chapter for details.

## *ROADBLOCKS*

In addition to all this, there are a few very special obstacles that a trainer may come up against. These will require quick thinking, skills, and sometimes very specific Pokémon powers to overcome. For example, Pokémon can learn moves which allow them to swim up waterfalls, or cut through trees, or smash or move heavy boulders. Sometimes a trainer won't be able to progress without teaching one of their Pokémon these moves. And sometimes, these moves will lead to hidden areas with treasure or rare Pokémon.

## **REST AND RECOVERY**

A trainer can't be on the move all the time. Sometimes rest is needed. In between battles, Pokémon and trainers take what is called a short rest. This means five minutes of calm without fighting or making skill checks. During this time, all of a Pokémon's moves recharge. There are also sometimes moves that can be used during this time, such as some healing moves. Trainers can freely use items on Pokémon during this time as well. Any "save ends" effects automatically end during a short rest.

An extended rest represents a full night sleep for both trainers and Pokémon. This has all the benefits of a short rest, but in addition a trainer can choose to modify a Pokémon's active powers and quality after an extended rest.

It is recommended that trainers set a watch during the night to make sure they aren't attacked by wild Pokémon as they sleep.

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## **CHAPTER EIGHT** **BATTLES**

This chapter covers one of the most important thing about Pokémon training: Battles. Here you will learn the combat mechanics. You'll also learn how to capture Pokémon. Finally, you'll learn the conventions for trainer duels.

TODO switching pokemon – move action, send out within burst 5, retrieve no limit.

## **ACTIONS**

For the most part, combat in Pokémon 4e is very similar to combat in D&D 4e. Like in D&D, each player will control a single character on their turn. This is different than in the video games – because of this, trainer battle rules are also somewhat different than in the video games. A full section on trainer battles can be found later in this chapter.

In combat, each player will be controlling their trainer, which will in turn control one Pokémon at a time. The Pokémon's initiative determines when a trainer/Pokémon pair will act. On their turn, the trainer/Pokémon pair can perform a combination of one move, one minor, and one standard action, just as in D&D 4e. The difference is that these actions are split among the trainer and the Pokémon. If a Pokémon uses a standard action, the trainer cannot also use a standard action. The one exception is movement – if a Pokémon moves on its turn, the trainer may also move.

## **CONTROLLING POKEMON**

In normal circumstances, controlling a Pokémon is not something that a trainer has to worry about. The only time a trainer must make checks to control their Pokémon is



when the Pokémon has a negative happiness. This means the Pokémon is very distrustful of their trainer and refuses to obey. The trainer must make a Train check once per turn to see if the Pokémon will obey, subtracting any negative happiness from the result. The check rolls against the Pokémon's level, so it's much easier to convince low level Pokémon to obey in this way.

If the Pokémon refuses to obey, it will act on its own according to its nature, based on the PM's decision. In general, it should NOT do what the trainer asked, but generally should not attack allies – mostly it should do something useless.

## ACTION POINTS

Like in D&D 4e, action points can be used once per encounter and allow you to get a free standard action. There may also be a few feats and powers which require action points.

You start with one action point. This action point is reset after an extended rest – if it was used, it is returned. If it was not used, nothing happens – you can only have one action point from an extended rest.

You can also get an action point if you fail to reach your journey goal. This action point is not reset when you take an extended rest. You may only have one action point from a journey goal at any given time.

There are no milestones in Pokémon 4e.

## QUALITIES

Qualities are passive abilities each Pokémon has. They have many varied effects – some are constant, some are reactionary, but none are activated like powers. Unlike powers,

qualities are learned at birth and do not change as the Pokémon levels up.

Pokémon have two to three qualities each, but only one is active at a given time. A trainer can switch active qualities during an extended rest. Only the active quality effects battle.

A full list of all qualities can be found in the Pokémon Powers and Qualities chapter.

## POWERS

Powers are active abilities Pokémon use in battle. There are many types of powers, the details of which are discussed later in this chapter. All powers have a type and a category that can effect the damage dealt and the effects of the power.

As long as you can justify how it is being used, you can also use powers outside of battle. This is entirely up to the PM on a case-by-case basis, but thinking creatively about how to use your Pokémon's abilities should be encouraged.

Power damage scales with your Pokémon's level. The power card will state what type of die that power uses. The Pokémon's level determines how many dice of that type should be rolled. See the table below to determine how many dice to roll based on level.

Level	Dice
1~5	1d
6~10	2d
11~15	3d
16~20	4d
21~25	5d
26~30	6d

There are also some effects which increase or decrease the number of dice rolled. This number can never go below one due to one of these effects.

Powers cannot be used indefinitely. They have to be recharged after use. Each power has a recharge value. At the beginning of the Pokémon's turn, the player rolls a d6 for each power that is recharging. If the result of a power's recharge roll is equal to or higher than it's recharge value, the power may be used again. If not, it is still recharging and the player can try again next turn. There are some items and effects which can help recharge powers more quickly.

As with a Pokémon's qualities, a trainer must choose which powers will be active. A Pokémon may have 4 active powers, which a trainer can change during an extended rest.

Unlike qualities, Pokémon are only born with a very limited number of powers and learn more naturally as they grow. They can also learn powers from other sources, such as from special machines, or from tutors. If a Pokémon knows a power, it may pass that move to its offspring. There may be even more ways to learn powers.

A full list of all qualities can be found in the Pokémon Powers and Qualities chapter.

## ***BASIC ATTACKS***

Each Pokémon has a single Basic Attack which it knows from birth. This attack is a special type of power that does not require recharge. It does not count against a Pokémon's 4 active powers – it can always be used.

The damage dealt by a basic attack does not scale the same way power damage does.

The basic attack's card will state exactly how much damage it does at each level.

A full list of all qualities can be found in the Pokémon Powers and Qualities chapter.

## ***SAME TYPE DAMAGE BONUS***

When a Pokémon of a type uses a power of the same type, it gains a damage bonus. This is called a same type damage bonus. The bonus gained is equal to ½ the Pokémon's level.

## ***TYPE RESISTANCE AND VULNERABILITY***

Pokémon have resistances and vulnerability to powers of specific types. If a Pokémon is resistant to a type, it means damage from that type is reduced by the resistant Pokémon's level. If the Pokémon is vulnerable to a type, then it means it takes extra damage from a type equal to the attacking Pokémon's level. There are also a few types which are immune to damage from certain other types.

**Resistance:** Damage is reduced by an amount equal to the defending Pokémon's level.

**Vulnerability:** Damage is increased by an amount equal to the attacking Pokémon's level.

**Immunity:** Attack cannot hit.

How do you know when a Pokémon is resistant to a power? Each Pokémon has a type, and each damage-dealing power also has a type. There are a few damage sources that do not have types (called untyped damage). Pokémon are neither resistant nor vulnerable to untyped damage.

What follows is a list of all Pokémon types and their resistances, vulnerabilities, and immunities.

		Defending Pokémon Type																
		Normal	Fight	Flying	Poison	Ground	Rock	Bug	Ghost	Steel	Fire	Water	Grass	Electric	Psych	Ice	Dragon	Dark
Attacking Pokémon Type	Normal						R		I	R								
	Fight	V		R	R		V	R	I	V					R	V		V
	Flying		V				R	V		R			V	R				
	Poison				R	R	R		R	I			V					
	Ground			I	V		V	R		V	V		R	V				
	Rock		R	V		R		V		R	V					V		
	Bug		R	R	R				R	R	R		V		V			V
	Ghost	I							V	R					V			R
	Steel						V			R	R	R		R		V		
	Fire						R	V		V	R	R	V			V	R	
	Water					V	V				V	R	R				R	
	Grass			R	R	V	V	R		R	R	V	R				R	
	Electric			V		I						V	R	R			R	
	Psych		V		V					R					R			I
	Ice			V		V				R	R	R	V			R	V	
	Dragon									R							V	
	Dark		R						V	R					V			R

## ***POWER CATEGORIES***

There are three categories a power can fall into: physical, energy, or status.

**Physical:** Physical powers rely on a Pokémon's body. They often (though not always) require contact with the enemy and are often melee. Physical powers usually rely on strength or dexterity to deal damage, and target AC, Ref, or Fort.

**Energy:** Energy powers use elemental forces to deal damage – for example, a cone of flame or a beam of light. They are often ranged, though not always. They rely on the power of the user's mind to focus the energy, so usually use the intelligence ability. They often target Will, Ref, or Fort.

**Status:** Status powers don't directly deal damage, but instead cause an indirect effect on the user or the foe such as a penalty to attack rolls or a status condition. If they require an attack roll, they often utilize the user's charisma, intelligence, strength, or dexterity. They often target Will or Fort.

## ***SPEED AND INITIATIVE***

Unlike in D&D 4e, in Pokémon 4e speed is based on the Pokémon's dexterity score. Speed is half dexterity, meaning Pokémon can become very fast (up to a speed of 15) if they are dextrous.

Initiative is based on speed as well. And, unlike in D&D 4e, initiative and therefore initiative order can change in the middle of battle. If a Pokémon's speed is changed, it can effect initiative, and the next round the Pokémon will act based on that speed.

## ***IMMEDIATE STANDARD ACTIONS***

A new type of action can be found in some of the powers in Pokémon 4e – the Immediate Standard Action. This action uses up the Pokémon's standard action, but happens as an interrupt. The best example are powers such as Quick Attack, which trigger at the beginning of a new round. This allows the user to act before all other Pokémon when using these specific attacks. If two Pokémon use powers like this, the one with the highest initiative acts first.

## ***WEATHER CONDITIONS***

The weather can greatly influence a battle. Weather can power up some types of powers, and weaken others. Some powers, such as Solar Beam, depend on certain weather conditions. Additionally, some Pokémon have Qualities which have bonuses from certain weather conditions. Weather can also be changed by some powers.

If outside, it can be assumed to be partially cloudy unless otherwise stated.

### **Partially Cloudy:**

- No effect on types
- Sun/moon counts as visible

### **Indoors:**

- No effect on types
- Sun/moon counts as visible if there are windows in the room

### **Cave:**

- No effect on types
- Sun/moon counts as visible only if near the cave mouth

### **Intense Sunlight:**

- Roll one extra die for Fire-type powers
- Roll one fewer die for Water-type powers

- Sun counts as visible, moon is NOT visible.
- Some Grass-type powers and qualities are powered up
- If a Pokemon is Frozen, roll an extra saving throw against that condition at the beginning of your turn to see if you thaw from the sun.

#### **Heavy Rain:**

- Roll one extra die for Water-type powers
- Roll one fewer die for Fire-type powers
- Sun/moon counts as NOT visible
- Prevents Pokémon from exploding.

#### **Sandstorm:**

- At the end of each Pokémon's turn, it takes untyped damage equal to its level unless it is a Rock, Ground, or Steel type.
- Rock-type Pokémon get a +2 to all defenses while in a Sandstorm.
- Sun/moon counts as NOT visible

#### **Hailstorm:**

- At the end of each Pokémon's turn, it takes untyped damage equal to its level unless it is an Ice-type.
- Sun/moon counts as NOT visible

#### **Fog:**

- All Pokémon gain concealment (-2 to hit).
- Sun/moon counts as NOT visible

## ***STATUS CONDITIONS***

Some powers inflict status conditions on the foe. These conditions may limit what the Pokémon can do, penalize its attacks or defenses, or deal damage over time. Most conditions can be removed with a saving throw, at the end of combat, or with an item.

Status conditions can be divided into physical and mental categories.

## ***BODY STATUS CONDITIONS***

#### **Burned:**

- Weakened
- Ongoing Fire damage

#### **Frozen:**

- Stunned

#### **Paralyzed:**

- Slowed
- Roll 1d20 at the beginning of the Paralyzed Pokémon's turn. On a 5 or lower, the Pokémon is stunned for that turn.

#### **Poisoned:**

- Ongoing Poison damage

#### **Asleep:**

- Stunned
- Prone

## ***MIND STATUS CONDITIONS***

#### **Confused:**

- Roll 1d20 at the beginning of the Confused Pokémon's turn. On a 5 or lower, the Pokémon uses it's standard action to make a basic attack against itself.

#### **Infatuation:**

- Roll 1d20 at the beginning of the Infatuated Pokémon's turn. On a 5 or lower, the Pokémon cannot target Pokémon that inflicted Infatuation this turn.

#### **Encore:**

- Must use the same power they used last turn. If they used multiple powers, the player or NPC who invoked the Encore may choose one of the powers to be repeated each turn.

#### **Torment:**

- Forbidden to use any powers it used on its previous turn.

#### **Disable:**

- Forbidden to use a power. This power is randomly selected if not specified by the power which caused the effect.

### **OTHER STATUS CONDITIONS**

#### **Flinch:**

- Stunned, but lasts only to the end of the round. If you don't act again this round, it still only lasts to the end of the round (doesn't affect your actions).

#### **Trapped:**

- Immobilized. Cannot be switched out or flee. Anytime a Pokémon is immobilized it counts as Trapped.

#### **Marked**

- As with D&D 4e, except: When a target you have marked makes an attack that does not include you, you may use a Basic Attack on that target as an Immediate Interrupt.

### **FAINTING**

When a Pokémon is reduced to 0 hit points, it is not dying as in D&D 4e. Instead, the Pokémon is said to have fainted. A fainted Pokémon loses one happiness and is not able to fight until either healed at a Pokémon center or restored using a revive effect, usually from items. The Pokémon is not able to transport the player or use any abilities in

this state, and should be considered completely disabled.

### **CAPTURING POKEMON**

To capture a Pokémon, you must be within 5 squares and have line of effect to the target.

Make a Capture check as a Standard Action by rolling a d20. Add any bonus gained from the type of Pokéball you are using. Also add any bonuses gained from feats. Finally, add +2 for each status condition (Asleep, Poisoned, etc) currently effecting the Pokémon.

If the result is equal to or greater than the target's current HP, the Pokémon is captured. If you currently have less than six Pokémon, the Pokéball drops to the ground and the Pokémon counts as being in your current party. If you already have six Pokémon, the Pokéball disappears, teleported to Pokémon storage. It can be traded back out for on of your current Pokémon at any Pokémon Center.

If a Pokémon drops to or below 0 HP, you can automatically catch it. However, if the Pokémon has negative HP, it will begin it's partnership with negative happiness equal to that HP, up to -5 happiness. This happiness deficit is the only time happiness can be negative. This negative happiness does not lower the Pokémon's ability scores – it simply does not give them any bonuses until it is made positive. See the happiness section in the Caring for Pokémon chapter for more information.

### **TRAINER DUELS**

TODO: Rules of a duel – usually one Pokémon at a time, sometimes limited number of Pokémon available (less than typical six). Betting – standard bets. Tag team

battles to involve the whole team. Group (team vs. team) battles.

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## CHAPTER NINE

# ***CARING FOR POKEMON***

In this chapter, you will learn about methods for training, breeding, leveling up, and evolving your Pokémon. You will also learn about Pokémon-Trainer happiness and how it can affect your Pokémon's abilities in battle and willingness to listen, and even help some Pokémon evolve.

TODO: Filling up the Pokedex, researching Pokemon (use Pokemon skill, adds facts to pokedex), Finding wild Pokemon (Nature skill to track and explore the wild, Pokemon skill to know where they live/what lives there/what they eat/what time of day they come out), Presents received from the Professor when Pokedex gets filled.

## ***LEVELING UP***

TODO: How to level up a Pokémon. When abilities increase, how learning new moves naturally works, how HP increases, how happiness increases, how skills increase, retraining, etc.

When gaining ability point, can't put more points in a score than  $\frac{1}{4}$  lvl (min 1).

## ***EVOLVING***

TODO: Evolution and how it works.

## ***TRAINING***

TODO: How to train your Pokémon in certain moves. You can use the Train skill to teach a Pokémon a move once you've learned it yourself (how does this happen? Can you learn how to teach it from a Pokémon with the move? Do you need to have a Pokémon with the move with you to teach it to another



Pokémon?) - this should take time as well as effort.

## **BREEDING**

TODO: How to get your Pokémon to lay an egg. Some skill associated with it, also time. The two Pokémon must be with you. Effected by happiness somehow. How to hatch eggs.

## **HAPPINESS**

TODO: Starts at 0, max 5. 1 gained at each level. Happiness added as a bonus to all Trainer-related skill checks (Train, Command, Breed, Pokémon, and Heal checks related to this individual Pokémon). Happiness also allows the trainer to give bonuses to his or her Pokémon. Evolves at 5. Can be negative up to -5 – does not cause penalties to stats but does not allow bonuses until brought positive, and will cause Pokemon to try to disobey.

## **TRADING**

TODO: Traded Pokémon lose ½ of their happiness, and lose any special trainer benefits.

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## CHAPTER TEN

# **POKEMON POWERS AND QUALITIES**

This chapter covers both Pokémon Qualities and Pokémon Powers.