

Setting:**The Mistraltan-Meadowin Bullet Train (MAB Train)**

In Unova, there is a bullet train that takes people to and from Hulley. This bullet train is known for costing the regions millions of dollars to complete, but it is the first of its kind, and it is much more friendly economically. Its building, which was completed in 1980, changed little about the landscape between regions as it used an ecofriendly approach.

The gang does not know each other at first unless said beforehand. They are each heading to Hulley for different reasons, but have decided this day, at this time, to ride the Mistraltan-Meadowin Bullet Train.

The train is heading to the Meadowin Station at 3:15 pm. EST, Arrival time is 6:30 pm, 4:30 pm in Meadowin Station.

“ The dim hum of steam can be heard as you walk towards the Mistraltan Station. The ground, covered in newly placed tile and wood, clicks under your footsteps, and echoes deep into the urban cavern before you. A man calls for tickets. Last call. Suitcase in hand and time fleeting, you run towards the man, show him your ticket, and board the Mistraltan Bullet Train.”

“Back of the train for late arrivers.”

“You are seated by a waiter- a man with pale skin and a green uniform. He leads you to a car at the back of the train. You are seated in a VIP room, save for Doug, and shortly after, the dim hum of steam transforms into a strong gust of movement. The ground rumbles beneath you. The walls of the tunnel outside begin to move. Hulley is shortly underway.”

Story:

After meeting the NPC's, the power in the train malfunctions, and everything gets dark for a few minutes. In these few minutes a few things are heard in this order: yelling coming from the back, a scream of agony, a loud thud, a klink, a gasp and then a giggle, the opening of a Pokeball, a door opening, the squeak of a wheel, and a door shutting. Shortly after, the power comes back on. Suddenly, everyone is faced with the murder of Dr. Hawthorne. The players will have to interact with NPC's and explore the train to figure out what happened with the help of Looker, an international detective.

Those 10 seconds: (FOR MY EYES ONLY)

Mark distracted Dr. Hawthorne by running his foot over with his cart, which damaged the wheel a little and made it squeaky. This was the sound of yelling, as Dr. Hawthorne yelled in pain and Mark heavily apologized, which made the sound of a commotion. Klasia came up behind Hawthorne and stabbed him in the back with her Slashezz (which is why there was no weapon or blood on the killer). Hawthorne fell to the ground, and Klasia took the briefcase by breaking the handcuffs. Lisa saw the body, and gasped, but giggled when she saw the look on Hawthorne's ghost's face. Hawthorne's ghost reached to open his Magnemite's Pokeball, who fled in fear (seeing its dead trainer) to the front of the car. At the same time,

Mark rolled his cart past Klasia, who opened the door and passed the briefcase to him (he put it in the cart), and shut the door behind him. Klasia sat back down and started acting scared.

Murderer's Motive:

The murderer is a woman by the name of Klasia Desmond. She is part of a much larger secret organization (basically, spies) that was trying to get information from the man she killed. The motive for his murder was because he was holding onto a valuable item that was being tested in a lab in Unova, but was being brought to Hulley for further investigation. Klasia was hired by Team Unite, an organization set on uniting pokémon and people, literally, through the power of Ricon, just like the event that occurred hundreds of years ago with Famaterra, but permanent. Tldr: Klasia Desmond killed Hawthorne to steal Stellar Stones being transported from Unova.

The Twist!

- Desmond wasn't working alone. The Waiter (Mark Hemming) is the one who turned off the lights, himself a part of the organization. The Waiter may be revealed first, which means Desmond would be the twist.

Characters:

Looker: International Police and pokémon-related crime detective. Has been featured in multiple games. [Interpol] [Went by 100kr; or 836]
Pokémon: Croagunk, Meowstic



Klasia Desmond: Codenamed Dragonfly, Klasia is an upcoming actress turned hitwoman/spy when her parents were threatened by the Team Unite boss, who at the time worked for the KINDRED Corp. She kills Dr. Hawthorn for the Stellar Stones he was carrying.

Pokémon: Wingstar, Slashezz

- What was she doing before murder? ('Alibi')
 - She was sitting in her booth, waiting on her order, while reading a news story on her phone.
 - What did she order? A chocolate milkshake with fries.
 - What was the story?
 - "CEO of KINDRED Corp. reveals PokeCast: A Battle Streaming Platform"
- What was she doing during the murder? ('Alibi')
 - "I had lost connection to the on-board internet, so I stood up and looked for someone to talk to. When I heard the screams, I ran straight back to my seat and hid my head"
- What was she doing after?

- She's acting panicked, a worried look on her face. Every now and then she looks towards the door where she passed the briefcase to Mark.

Mark Hemming (Waiter): A secret agent of Team United. He was brought here to make sure Klasia's mission was a success, as support.

Pokemon: Morgrem

- What was he doing before murder?
 - Taking orders! That's his job
 - In the dark?
 - Looking for the on-board fuse box. "Guess someone beat me to it"
- What was he doing after?
 - Taking orders to the kitchen. Will claim he had already left their passenger car before anything happened.

Dr. Gerard Don Hawthorn: Killed at 3:37 EST by Klasia Desmond, he was travelling back to Hulley upon discovering important information about Stellar Stones at a lab in Unova. His briefcase held 5 Stellar Stones, as well as information about recent experiments.

Pokemon: Magnemite

- Investigating his body can reveal a broken handcuff, an empty Pokeball (Magnemite ran away to the front of the car), stab wounds in his back, an ID from Mistraltan Labs, and a small clump of white hair.

Jessica Joy (Healer): Just got a job at the Angelia Pokemon Center as a nurse. She is sweet, but clumsy. She was sent a Marbless by the PCInstitute.

Pokemon: Marbless

- What was she doing before murder?
 - Much like everyone else, she had just ordered something to drink. She was waiting on that, while getting to know her Marbless, who seemed awfully quiet.
- What was she doing after?
 - Holding hands with her Marbless, who looked frightened.

Benson Poloski (Chef): A top-notch chef (with a russian accent) on his way home. He was in Unova for work-related reasons, part of a local cooking show, but things went sour so he left early.

Pokemon: Swirlix, Munchlax

- What was he doing before murder?
 - Checking out the kitchen to see how they made that "yummy Pecha berry salad"
- What was he doing after?

- He walked out of the kitchen area holding a salad, to see the body. When people see him, the door opens to reveal him, and closes awkwardly with him frozen there.
 - Did he see anyone come in as he left?
 - No [because Mark had *just* passed him]

Lisa Yureinoyoni (Occult Lady): A ghost-loving woman from Kanto. She wants to visit all the greatest haunted areas of the world. She is currently heading towards the haunted hills of Hulley. She giggles often.

Pokemon: Haunter, shiny Litwick (its flame shines brighter and brighter after the murder)

- What was she doing before murder?
 - Feeding her Pokemon some delicious Ghostly Gummies (food designed for ghost types). She was only a seat away from the murder.
- What was she doing after?
 - Watching the spirit of Hawthorne find his way home
 - Looks like she's not very responsive. Her Pokemon are staring in the same direction as her.
 - "The hitodama, the orbs, my Litwick knows, she can show you... the soul of the man. Oooh! I feel it. Such raw ghost energy"

Hilda Vaught (Singer): Travelling from Unova to Hulley to find her place on stage. On her phone a lot, very surface-level "basic" type. Can actually sing pretty decently. Bigger cousin of Billy Jon Guess.

Pokemon: Brionne

- What was she doing before murder?
 - Looking for the perfect filter for her selfie with Brionne
 - Good luck getting her phone off of her (you'll have to battle her for it)
 - (IN THE PICTURE, THERE'S A CLUE**)
- What was she doing after?
 - Hiding under the table with her little cousin wrapped under her arms

Billy Jon Guess (Child): Little cousin of Hilda. He was invited by his aunt to come and watch Hilda sing, and he couldn't say no. He's very curious, and sticks his nose where it doesn't belong.

Pokemon: None

- What was he doing before murder?
 - Bruh hes a child
 - He was playing with Brionne
- What was he doing after?
 - Being held by his cousin, who he thinks is overbearing
 - Believes he saw a "giant centipede with red antennae" kill the man

Manny Green and Mandy Green (Businessman & Businesswoman): Have a business deal in Hulley. They're a power couple. Manny gets very nervous and tends to bend easy. Mandy's not afraid to die for money.

Pokemon: Yamask, Vivillon (Icy Snow Pattern)

- What were they doing before murder?
 - Working on their laptops, typing away.
- What were they doing after?
 - Mandy kept working
 - Manny reached out for Mandy's hand and freaked out a bit

Barish Pilson (Conductor): He works here... he's uh, moving the train. Introduced in the beginning, and may or may not get killed around the end.

Team Rise Members 1 & 2: Members of a Hullian entourage group who seek out talented or strong people to grow themselves up and become more popular. These two just got recalled from Unova for throwing around information that's bad for publicity. Heading back to their base, when they get wrapped up in this mess.

Pokemon: Minccino, Scraggy

- What were they doing before murder?
 - Wallowing in shame; 1 was brushing her Minccino's fur.
- What were they doing after?
 - Harassing a poor Magnemite at the front of the car. They seem to have been oblivious to the whole thing. Trying to catch it.

Chef in the Pantry: The chef of the train. He got tied up with no explanation after he noticed Mark enter his kitchen. When people find him, he is unconscious.

Evidence

Murder Weapon: A Slashezz

- The tuft of white hair: The hair is actually the frizzy fur of a Slashezz, which has two sharp red claws and a very long reach.
- Two holes in the back of the body: Slashezz have two claws.
- The child's testimony: Giant centipede with red antennae matches the description of a Slashezz
- The claws of a slashezz can be seen in the selfie

Murderer: Klasia and Mark

- The clue in the selfie: Upon closer investigation of the selfie, one can see the seat behind Hilda is empty, even though Klasia said she was sitting there ordering a milkshake and fries. Mark's cart is also barely in frame.
- A chef tied up in the pantry: As Benson left the kitchen and Mark entered, the chef saw him, so Mark tied him up in the pantry and gagged him to 'get rid of a witness'.
- The ghost of Hawthorne
- The Door: The door at the back of the train has a 5 second cooldown to prevent overcrowding. When it closes and locks for those 5 seconds, a red light appears next to it, which can be overridden with a code or pass. The photo shows this red light.

The Map

- The game takes place inside a modern train, with special rooms for comfortable, long rides. Outside are smaller seating arrangements for less expensive tickets, or shorter rides at middle stops (between Hulley and Unova).

Main Room: The Passenger Car in the Back

The last passenger car is also the longest. Here, the players meet each other because they all have shared rooms, and the NPC's as they enter. After the murder, Looker reveals himself to be a detective.



The Kitchen:

At the back of the accessible areas of the train is a kitchen where people can come order a meal, chat with the chef, etc. Ladles and pots hang on the wall, and a pantry is open, revealing spices, boxes of pasta, and baskets of fresh produce.

After the Murder: There is an emergency exit on the ceiling that is opened after the murder: this is Mark's attempt to escape. The pantry door is closed and the chef is missing. There is an abandoned drink cart in the room with some dark purple hairs near it.

The Other Passenger Cars:

Upon being found out, Klasia may run to the roof to help Mark, or make a break for it through the other passenger cars. Here, the NPCs act more like obstacles to try not to hit.

The Roof:

The roof of the train. This is where the final fight against Mark and Klasia will take place. The terrain is clear although flying types may have some sort of disadvantage, since the wind is very strong. You can definitely fall off, so tread carefully!

The Conductor's Room:

A small room where the conductor works. Messing with the stuff in here can really mess up the train. Be careful.

The Outcome:

Regardless of the outcome, one of the two escapes with the briefcase, but one of them may be captured by the team. Looker takes one in for questioning; the other escapes by some means (helicopter, perhaps).

Pokemon:

*Pokémon Hit Points = Pokémon Level + (HP x3) + 10

*A Tick of Hit Points is equal to 1/10th MAX HP

Brionne

Level 17 Brionne

Type: **Water**

Gender: **F**

Stat	Base	Added	Total	Max HP	Injuries	Injured HP
HP	6	4	--	57		57
ATK	7	5	12	1/2 HP	29	Current HP
DEF	7	4	11	Evasion Bonuses		18

SATK	9	5	14	Vs ATK	2	Tick
SDEF	8	5	13	Vs SATK	2	6
SPD	5	4	9	Vs Any	1	

Movelist									
Name	Type	Category	DB	Damage Roll		Frequency	AC	Range	Effect
Struggle	Normal	Physical	4	11	+ 12	At-Will	4	Melee, 1 Target	--
Aqua Jet	Water	Physical	4	11	+ 12	At-Will	2	Melee, 1 Target, Priority	--
Baby-Doll Eyes	Fairy	Status	-	--	- --	EOT	2	4, 1 Target, Priority, Social	The target's Attack is lowered 1 Combat Stage.
Disarming Voice	Fairy	Special	4	11	+ 14	At-Will	-	Burst 1	Disarming Voice cannot miss.
Icy Wind	Ice	Special	6	15	+ 14	EOT	3	Cone 2	All Legal Targets have their Speed lowered 1 Combat Stage

Capabilities					Pokémon Skills			
Overland	4	Power	3		Acrobatics	4d6+2	Focus	4d6+2
Jump (H/L)	2/2	Weight	2		Athletics	3d6	Perception	2d6
Swim	5	Size	Small		Combat	2d6	Stealth	3d6
Naturewalk:		-						
Other Capabilities								
Fountain	Underdog	-	-					

Abilities		
Name	Frequency	Effect
Torrent	Static	The user gains Last Chance with Water; The user gains a +5 bonus to Damage Rolls when using attacks of that Type. This bonus increases to +10 when the user is under 1/3rd of their Maximum Hit Points.

Croagunk

Level 17 Croagunk

Type: **Poison**/**Fighting**

Gender: M

Stat	Base	Added	Total	Max HP	Injuries	Injured HP
HP	5	5	--	57		57

ATK	6	6	12	1/2 HP	29	Current HP
DEF	4	3	7	Evasion Bonuses		
SATK	5	3	8	Vs ATK	1	Tick
SDEF	4	2	6	Vs SATK	1	6
SPD	6	8	14	Vs Any	1	

Movelist										
Name	Type	Category	DB	Damage Roll			Frequency	AC	Range	Effect
Struggle	Normal	Physical	4	11	+	12	At-Will	4	Melee, 1 Target	--
Feint Attack	Dark	Physical	6	15	+	12	EOT	-	Melee, 1 Target,	Feint Attack cannot miss.
Pursuit	Dark	Physical	4	11	+	12	At-Will	2	Melee, 1 Target,	If the foe is fleeing or being switched out, Pursuit may be used as an Interrupt, targeting the triggering foe. When used as an Interrupt, Pursuit grants the user a +5 bonus to all Movement Speeds, and has a Damage Base of 8 (2d8+10 / 19).
Mud-Slap	Ground	Special	2	7	+	8	At-Will	2	3, 1 Target	The target's Accuracy is lowered by -1.
Venoshock	Poison	Special	7	17	+	8	Scene x2	2	6, 1 Target	If the target is Poisoned, Venoshock has a Damage Base of 13 (4d10+10 / 35) instead.
Bulk Up	Fighting	Status	-	--	--	--	EOT	-	Self	Raise the user's Attack 1 Combat Stage and raise the user's Defense 1 Combat Stage.
Poison Sting	Poison	Physical	2	7	+	12	At-Will	2	Melee, 1 Target	Poison Sting Poisons the target on 17+.

Capabilities					Pokémon Skills			
Overland	5	Power	3		Acrobatics	3d6	Focus	2d6+1
Jump (H/L)	2/3	Weight	2		Athletics	3d6+2	Perception	2d6
Swim	5	Size	Small		Combat	3d6	Stealth	3d6+1
Naturewalk:		-						
Other Capabilities								
-	Underdog	-	-					

Abilities		
Name	Frequency	Effect
Poison Touch	Static	The Pokémon's Moves which deal damage Poison Legal Targets on 19+. If a move already has a chance of Poisoning foes, Poison Touch increases the effect range by +2.

Teamwork	Static	
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Houndoom

Level 30 Houndoom

Type: Dark / Fire

Gender: M

Stat	Base	Added	Total	Max HP	Injuries	Injured HP
HP	8	6	--	82		82
ATK	9	7	16	1/2 HP	41	Current HP
DEF	5	6	11	Evasion Bonuses		51
SATK	11	6	17	Vs ATK	3	Tick
SDEF	8	6	14	Vs SATK	3	8
SPD	10	6	16	Vs Any	3	

Movelist										
Name	Type	Category	DB	Damage Roll			Frequency	AC	Range	Effect
Struggle	Normal	Physical	4	11	+	16	At-Will	4	Melee, 1 Target	--
Beat Up	Dark	Physical	^	^	+	^	EOT	-	Melee, 1 Target	The user and up to two allies adjacent to the target may each make a Struggle Attack against the target. These Struggle Attacks hit for Dark-Type Damage instead of their usual Type. Beat Up may trigger Pack Hunt only once, no matter the number of attacks.
Fire Fang	Fire	Physical	7	17	+	16	At-Will	3	Melee, 1 Target	Burns or Flinches on 18-19 during Accuracy Check; flip a coin to determine whether the foe gets Burned or Flinches. On 20 during Accuracy Check, the foe is Burned and Flinches.
Sunny Day	Fire	Status	-	-	-	-	Daily x2	-	Field, Weather	The weather becomes Sunny for 5 rounds. While Sunny, Fire-Type Attacks gain a +5 bonus to Damage Rolls, and Water-Type Attacks suffer a -5 Damage penalty.
Smog	Poison	Special	3	9	+	17	At Will	7	Line 2	Smog Poisons the target on an Even-Numbered Roll.
Bite	Dark	Physical	6	15	+	16	At Will	2	Melee, 1 Target	Bite Flinches the target on 15+
Howl	Normal	Status	-	-	-	-	At-Will	-	Self	Raise the user's Attack 1 Combat stage

Capabilities					Pokémon Skills			
Overland	7	Power	5		Acrobatics	2d6	Focus	3d6
Jump (H/L)	1/2	Weight	3		Athletics	4d6+2	Perception	3d6+1
Swim	4	Size	Medium		Combat	4d6	Stealth	2d6+1
Naturewalk:		Mountain						
Other Capabilities								
Tracker		Darkvision	-					

Abilities

Name	Frequency	Effect
Flash Fire	Static	The user is immune to the damage and effects of Fire-Type attacks. If the user is hit by a Fire-Type attack, the user gains a +5 Bonus to their next Damage Roll with a Fire-Type Move. Defensive.
Early Bird	Static	

Morgrem

Level 25 Morgrem [Badly Poisoned]

Type: Dark / **Fairy**

Gender: M

Stat	Base	Added	Total	Max HP	Injuries	Injured HP
HP	7	7	--	77		77
ATK	6	6	12	1/2 HP	39	Current HP
DEF	5	6	11	Evasion Bonuses		48_39
SATK	8	6	14	Vs ATK	2	Tick
SDEF	6	4	10	Vs SATK	2	8
SPD	7	6	13	Vs Any	2	

Movelist

Name	Type	Category	DB	Damage Roll	Frequency	AC	Range	Effect
Struggle	Normal	Physical	4	11 + 12(14)	At-Will	4	Melee, 1 Target	--
False Surrender	Dark	Physical	8	19 + 12(14)	EO T	-	Melee, 1 Target	Cannot Miss.
Sucker Punch	Dark	Physical	8	19 + 12(14)	At-Will	2	Melee, 1 Target, Interrupt, Trigger	If an adjacent foe targets the user with a Damaging Attack, Sucker Punch may be used as an Interrupt

										Move against the triggering foe.
Flatter	Dark	Status	-	-	-	-	At Will	2	6, 1 Target, Social	The target's Special Attack is raised by +1 Combat Stage. Flatter Confuses the target.
Light Screen	Psychic	Status	-	-	-	-	Scene	-	Blessing	Blessing – Any user affected by Light Screen may activate it when receiving Special Damage to resist the Damage one step. Light Screen may be activated 2 times, and then disappears.
Assurance	Dark	Physical	6	15	+	12(14)	At Will	2	Melee, 1 Target	When you hit with Assurance, if Assurance's target has already been damaged by a Move on the same round Assurance is being used, Assurance has a Damage Base of 12 (3d12+10 / 30) instead. This effect may trigger only once per Scene per Target.
Toxic	Poison	Status	-	-	-	-	Scene x 2	4	4, 1 Target	The target is Badly Poisoned. If the user is Poison Type, Toxic cannot miss. Stages.

Capabilities					Pokémon Skills			
Overland	6	Power	3		Acrobatics	3d6	Focus	4d6
Jump (H/L)	2/2	Weight	5		Athletics	4d6	Perception	3d6
Swim	4	Size	Medium		Combat	3d6+1	Stealth	4d6+1
Naturewalk:		Forest						
Other Capabilities								
Stealth	Underdog	Darkvision	-					

Abilities

Name	Frequency	Effect
Decoy	Scene - Full Action	The user uses the Move "Follow Me" as if it was on their Move List, and their Evasion is raised by +2 until the end of their next turn.
Weird Power	Static	If the user's Attack is higher than its Special Attack, the user may add its Attack Stat to its Special Damage Rolls. If their Special Attack is higher, the user may add its Special Attack Stat to its Physical Damage Rolls. This does not stack with Mixed Power.

Slashezz

Strategy: Heavy attacker with decent defense. Kill fast.

Level 25 Slashezz

Type: Steel / Normal

Gender: M



Stat	Base	Added	Total	Max HP	Injuries	Injured HP
HP	6	5	--	68		68
ATK	15	5	20	1/2 HP	34	Current HP
DEF	11	3	14	Evasion Bonuses		36
SATK	5	5	10	Vs ATK	2	Tick <small>(max/10)</small>
SDEF	5	7	12	Vs SATK	2	7
SPD	4	5	9	Vs Any	1	

Movelist										
Name	Type	Category	DB	Damage Roll			Frequency	AC	Range	Effect
Struggle	Normal	Physical	4	11	+	18	At-Will	4	Melee, 1 Target	--
Steel Wing	Steel	Physical	7	17	+	20	At-Will	3	Melee, 1 Target, Pass, Spirit Surge	Raise the user's Defense 1 Combat Stage on 15+.
Megahorn	Bug	Physical	12	30	+	20	Scene x2	2	Melee, 1 Target, Push	The target is pushed 1 Meter.
Fury Cutter	Bug	Physical	4	11	+	20	At Will	3	Melee, 1 Target	If Fury Cutter is used successfully and consecutively on the same target, the Damage Base is increased by +4 to a maximum of 16. For example, the first hit would have a DB of 4; the second hit a DB of 8; the third hit a DB of 12; the fourth and further hits a DB of 16. If Fury Cutter misses or fails to damage its target, its Damage Base resets.
Iron Defense	Steel	Status	-	-	-	-	EOT	-	Self	Raise the user's Defense 2 Combat Stages
Air Slash (Weak)	Flying	Special	6	15	+	10	EOT	2	6, 1 Target	Air Slash Flinches the target on 15+
Swords Dance	Normal	Status	-	-	-	-	EOT	-	Self	The user's Attack is raised 2 Combat Stages.

Capabilities				Pokémon Skills			
Overland	5	Power	6	Acrobatics	3d6	Focus	2d6+1
Jump	2/2	Weight	5	Athletics	2d6	Perception	2d6

(H/L)								
Swim	3	Size	Medium		Combat	3d6+2	Stealth	3d6+1
Naturewalk:		-						
Other Capabilities								
Reach	-	-	-					

Abilities		
Name	Frequency	Effect
Fur Coat	Static	The user resists all Physical Attacks one step further. Defensive.

It shifts damage one step more resisted
It's on a track of Doubly Weak -> Weak -> Neutral -> Resisted -> Doubly Resisted
So if you were weak to that move, it'd go down to neutral
And if you were neutral, it'd go down to resisted

Wingstar

Strategy: Hit hard with Shooting Star, Flinch with Air Slash, then switch out w/ baton pass

Level 35 Wingstar

Type: Fairy / Rock

Gender: F



Stat	Base	Added	Total	Max HP	Injuries	Injured HP
HP	8	10	--	99		99
ATK	11	10	21	1/2 HP	49	Current HP
DEF	12	7	19	Evasion Bonuses		50
SATK	8	10	18	Vs ATK	3	Tick <small>(max/10)</small>
SDEF	7	6	13	Vs SATK	2	10
SPD	5	5	10	Vs Any	2	

Movelist										
Name	Type	Category	DB	Damage Roll			Frequency	AC	Range	Effect
Struggle	Normal	Physical	4	11	+	18	At-Will	4	Melee, 1 Target	--
*Shooting Star	Fairy	Physical	6	15	+	18	At-Will	2	Melee, 1 Target, Priority	If the user hits a target, raise the user's Speed 1 Combat Stage. On a miss, return to normal.
Fairy Wind	Fairy	Special	4	11	+	18	At-Will	2	6, 1 Target	--
Smack Down	Rock	Physical	5	13	+	18	Scene x2	2	8, 1 Target	The target is knocked down to ground level, and loses all Sky or Levitate Speeds for 3 turns. During this time, they may be hit by Ground-Type Moves even if normally immune.
Sandstorm	Rock	Status	-	-	-	-	Daily x2	-	Field, Weather	The weather changes to a Sandstorm for 5 rounds. While it is Sandstorming, all non-Ground, Rock, or Steel Type Pokémon lose a Tick of Hit Points at the beginning of their turn.
*Ancient Rage	Rock	Special	8	11	+	18	EOT	2	6, 1 Target	If Ancient Rage successfully hits a target, the user's Attack is raised by +1 Combat Stage
Baton Pass	Normal	Status	-	-	-	-	At Will	-	Self	The user is replaced with another Pokémon from their trainer's roster. All Combat Stage, Coats, and [Stratagems] on Baton Pass' user are transferred to the replacement. Baton Pass may be used to switch even if the user is Trapped.

Capabilities					Pokémon Skills			
Overland	5	Power	7		Acrobatics	3d6	Focus	2d6+1
Jump (H/L)	2/2	Weight	5		Athletics	3d6+2	Perception	3d6

Sky	8	Size	Medium		Combat	3d6	Stealth	2d6+1
Naturewalk:		-						
Other Capabilities								
-	-	-	-					

Abilities		
Name	Frequency	Effect
Fairy Dust	Static	All damaging Fairy-Type moves heal the user for 1/ 3 the damage dealt to the target.

Atck CS +1

Haunter

Belongs to Lisa. Knows Lick and Shadow Ball

Litwick

Belongs to Lisa. Knows Shadow Ball and Ember



Magnemite

Belonged to Hawthorne. Knows Thunderbolt

Marbleless

Belongs to Nurse Joy. Knows Marble Toss and Heal Pulse

Meowstic

Belongs to Looker. Knows Detect, Psyshock, and Confusion

Minccino

Belongs to Team Rise Member 1. Knows Pound, Tickle, Double Slap



Munchlax

Belongs to Benson. Knows Odor Sleuth, Lick, Defense Curl



Venipede

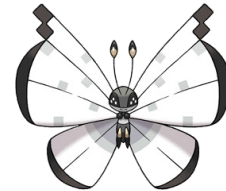
Belongs to Team Rise Member 2. Knows Pursuit, Poison Sting, Screech

Swirlix

Belongs to Benson. Knows Fairy Wind, Sweet Scent

Vivillon

Belongs to Mandy. Knows Struggle Bug, Stun Spore, Bug Bite



Yamask

Belongs to Manny. Knows Protect, Haze, Astonish



Stat	Base	Added	Total	Max HP	Injuries	Injured HP
HP	10	1	--	57		57
ATK	5	2	7	1/2 HP	29	Current HP
DEF	5	2	7	Evasion Bonuses		
SATK	5	2	7	Vs ATK	2	Tick
SDEF	5	2	7	Vs SATK	2	6
SPD	5	1	6	Vs Any	1	

Other Info

Combat Stage	Multiplier
-6	x 0.4
-5	x 0.5
-4	x 0.6
-3	x 0.7
-2	x 0.8
-1	x 0.9
0	x 1
+1	x 1.2
+2	x 1.4
+3	x 1.6
+4	x 1.8
+5	x 2
+6	x 2.2

Rank #	Rank Name	Dice Roll
1	Pathetic	1d6
2	Untrained	2d6
3	Novice	3d6
4	Adept	4d6
5	Expert	5d6
6	Master	6d6

END

The train has stopped. Its wheels have frozen on the tracks, the heat of the battle still cooling in your hearts. A man is dead. You reached your destination: Hulley.

The train has stopped, and with it the plans of your aggressors. But what happened here? Why did a man have to die? Who planned this? Your questions remain unanswered.

A police officer takes your accounts of the incident and writes his report. The woman is arrested and taken into custody. Looker stands in front of you all, sitting down in ambulances. He commends you.

You have arrived in Hulley, land of popularity, celebrities, and fame. A man in fancy clothes walks up to you, camera in hand. "Let me take a picture of ya! Heroes, you are!"