

Crafting and Recipes

STANDARD EDITION





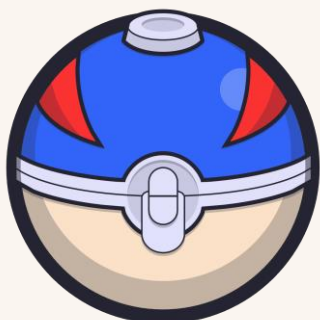
Poké Balls

During battle, a capture attempt can be made on a wild Pokémon instead of attacking.



Poké Ball

Roll 3 dice during a capture attempt.



Greater Ball

Roll 4 dice during a capture attempt.



Ultimate Ball

Roll 5 dice during a capture attempt.



Keystone Ball

Automatically succeeds during a capture attempt.

A capture attempt is successful if the rolled result is greater or equal to these values:



3+



4+



5+



6+



Apricorn Stews

Creating a stew from your apricorns can bring out powerful effects. Cannot be used in battle.



Hearty Stew

Fully heal damage and status effects from your entire party.



Alluring Stew

Encounter any non-Legendary Pokémon from your current climate and biome.



Refreshing Stew

Fully heal exhausted conditions from your entire party.



Secret Stew

Roll 3 dice, gain Journey Points equal to the result.



Held Items

Craft held items to give your team an edge during your adventure and in battle.



Lucky Egg

Gain an extra Journey Point when this Pokémon defeats a wild encounter.



Eviolite

Increase your health by half the evolution cost of this Pokémon rounded up.



Choice Band

The attack strengths of your moves are increased by 1. The same move must be used until switched out.



Life Orb

If the target is damaged, it takes 2 extra damage, and the user takes 1 damage.