

## POKÉ BALL CHART

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

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

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

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

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

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



# TRAVEL GEAR

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



## MEDICINES

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

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

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

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

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

## USING ITEMS

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

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

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

## BASIC RESTORATIVES

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

## X-ITEMS

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

## BANDAGES AND POULTICES

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

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

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

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

Item	Effect	Cost
<b>Bandages</b>	See attached Section	₩ 300
<b>Poultices</b>	See attached Section - Repulsive	₩ 225

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

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



## FOOD ITEMS

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

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

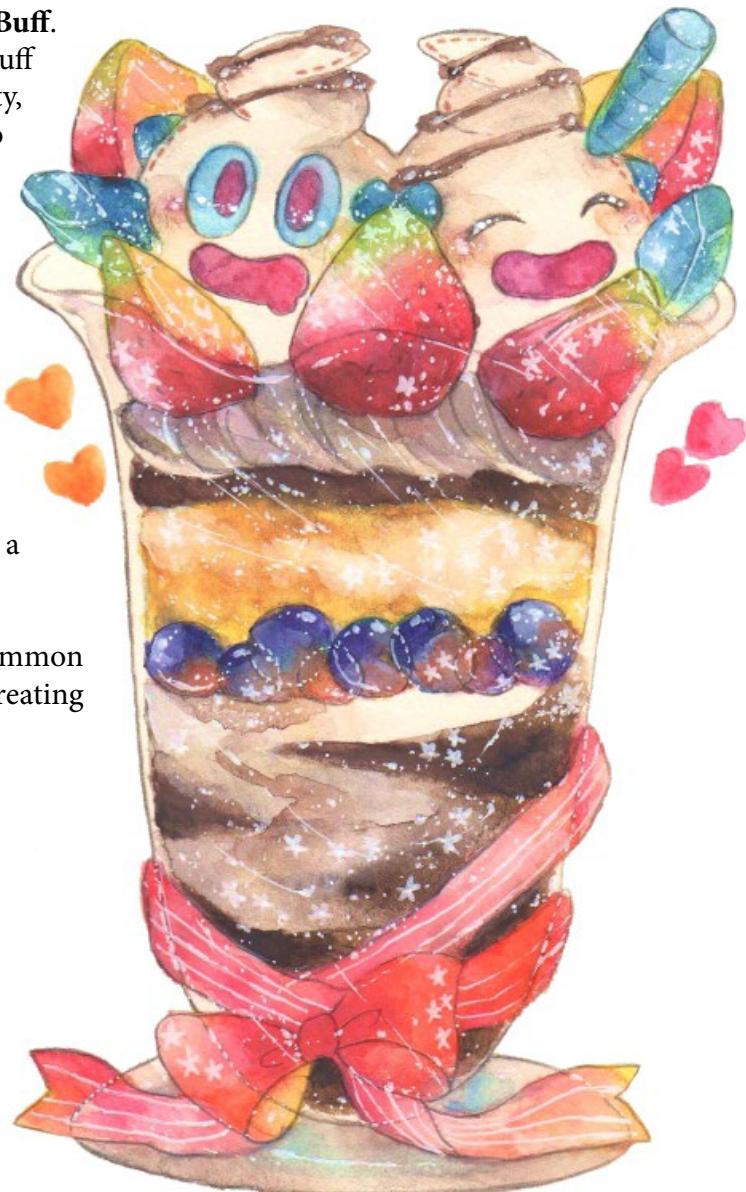
## SNACKS

Snacks may be consumed at any time by a Pokémon or Trainer as an Extended Action to grant a **Digestion Buff**.

A Pokémon or Trainer may only have one Digestion Buff stored at a time unless they have the Gluttony Ability, and they made trade in this Buff during battle to use the effect of the Snack. **Berries are considered snacks.**

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

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



## REFRESHMENT ITEMS

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

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

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

## MISCELLANEOUS FOOD

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

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



## APRICORNS, BERRIES, AND HERBS

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

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

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

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

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



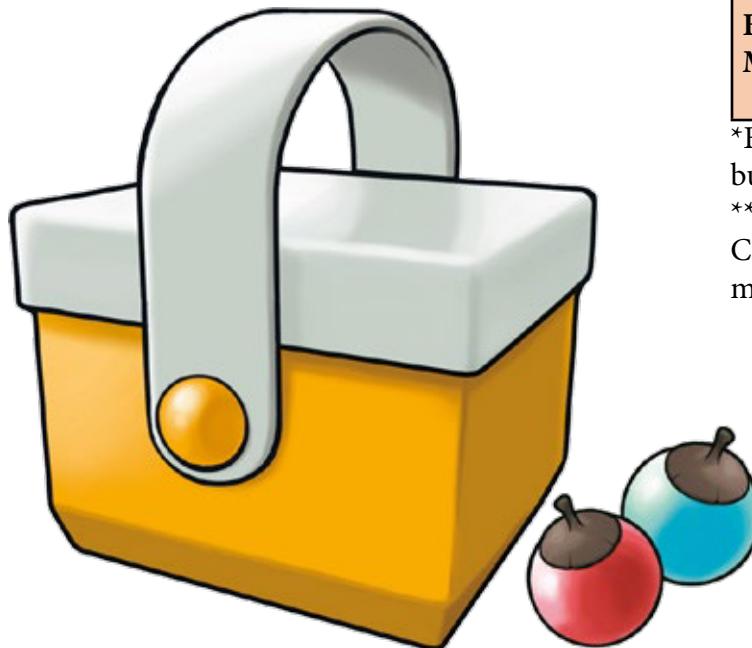
Tier	Berry List	Cost
1	Cheri Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Oran Berry, Persim Berry, Razz Berry (and similar).	₪ 150
2	Lum Berry, Sitrus Berry, Figy Berry (And similar), Liechi Berry (and similar), Pamtre Berry (and similar), Enigma Berry, Lansat Berry, Micle Berry, Cornn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

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

## APRICORNS

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

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



## HERBS

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

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

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

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

## BERRY CHART

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

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

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

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

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

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

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

# CRAFTING KITS

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

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

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

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

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

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



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

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

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

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

## SCRAP AND CRAFTING ITEMS

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

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

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

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

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

