

# Pokémon Tabletop Adventures: Character Sheet

Player Name: \_\_\_\_\_

Character Name: \_\_\_\_\_ Age: \_\_\_\_ Gender: \_\_\_\_ Height: \_\_\_\_ Weight: \_\_\_\_ Level: \_\_\_\_

Class: \_\_\_\_\_ Class: \_\_\_\_\_ Class: \_\_\_\_\_

| STAT      | VALUE | MOD                | Combat Stages |
|-----------|-------|--------------------|---------------|
| HP        |       | +1 every 2 over 10 | +25% each 10% |
| Attack    |       |                    |               |
| Defense   |       |                    |               |
| S.Attack  |       |                    |               |
| S.Defense |       |                    |               |
| Speed     |       |                    |               |

**Max HP:** \_\_\_\_\_ **Current HP:** \_\_\_\_\_ **Speed Evasion Bonus:** \_\_\_\_\_  
([HP Stat Value X 4] + [Trainer Level X 4]) (Speed Modifier, if positive)

**Perception:** \_\_\_\_\_ **Defense Evasion Bonus:** \_\_\_\_\_  
(Special Defense Modifier) (Defense Modifier, if positive)

**Arms User Damage:** \_\_\_\_\_ **S. Defense Evasion Bonus:** \_\_\_\_\_  
(Special Defense Modifier, if positive)

Overland: \_\_\_\_\_ Surface: \_\_\_\_\_ Underwater: \_\_\_\_\_ Other Skills: \_\_\_\_\_

Inventory:

Features:

Current Pokémon: \_\_\_\_\_ (Companion) \_\_\_\_\_

Stored Pokémon:

Badges, Ribbons, Medals, Trophies: