

Name

HP

AC

Prof.

Hit Dice

Hit Dice Left

Initiative

Speed

PokeLvls

Trainer Lvl

STR

INT

DEX

WIS

CON

CHA

Pokedollars

Background

Battle Phrase

Flaws

Ideals

Tool Proficiencies

Abilities

☐ Acrobatics (DEX)

☒ Animal Handling (WIS)

☐ Arcana (INT)

☐ Athletics (STR)

☐ Deception (CHA)

☐ History (INT)

☐ Insight (WIS)

☐ Intimidation (CHA)

☐ Investigation (INT)

☐ Medicine (WIS)

☐ Nature (INT)

☐ Perception (WIS)

☐ Performance (CHA)

☐ Persuasion (CHA)

☐ Religion (INT)

☐ Sleight of Hand (DEX)

☐ Stealth (DEX)

☐ Survival (WIS)

Pokéballs

Key Items

Consumables

In the PC

HP

LVL

HP

LVL

HP

LVL

HP

LVL

HP

LVL

HP

LVL

Specialization

Trainer Path

Trainer Path

Trainer Path

Trainer Path

Trainer Path

Trainer Leveling					Pokémon Leveling				
Level	PokéLvls Required	Prof Bonus	Features	Max Pokéslots SR	Level	XP Required	Prof Bonus	Features	STAB
1st	0	+2	Starter Pokémon, Specialization	3 2	1st	0	+2		+0
2nd	3	+2	Trainer Path	3 2	2nd	200	+2	New Move	+0
3rd	6	+2	Control Upgrade	3 5	3rd	800	+2	STAB Increase	+1
4th	9	+2	Ability Score Improvement	3 5	4th	2,000	+2	Ability Score Improvement	+1
5th	12	+3	Trainer Path Feature, Pokéslot	4 5	5th	6,000	+3	Proficiency/Damage Increase	+1
6th	20	+3	Control Upgrade	4 8	6th	12,000	+3	New Move	+1
7th	24	+3	Specialization	4 8	7th	20,000	+3	STAB Increase	+2
8th	28	+3	Ability Score Improvement, Control Upgrade	4 10	8th	30,000	+3	Ability Score Improvement	+2
9th	32	+4	Trainer Path Feature	4 10	9th	44,000	+4	Proficiency Increase	+2
10th	36	+4	Trainer's Resolve, Pokéslot	5 10	10th	62,000	+4	New Move/Damage Increase	+2
11th	50	+4	Control Upgrade	5 12	11th	82,000	+4	STAB Increase	+3
12th	55	+4	Ability Score Improvement	5 12	12th	104,000	+4	Ability Score Improvement	+3
13th	60	+5	Pokémon Tracker	5 12	13th	128,000	+5	Proficiency Increase	+3
14th	65	+5	Control Upgrade	5 14	14th	158,000	+5	New Move	+3
15th	70	+5	Trainer Path Feature, Pokéslot	6 14	15th	194,000	+5	STAB Increase	+4
16th	90	+5	Ability Score Improvement	6 14	16th	234,000	+5	Ability Score Improvement	+4
17th	96	+6	Control Upgrade	6 15	17th	278,000	+6	Proficiency/Damage Increase	+4
18th	102	+6	Specialization	6 15	18th	326,000	+6	New Move	+4
19th	108	+6	Ability Score Improvement	6 15	19th	382,000	+6	STAB Increase	+5
20th	114	+6	Master Trainer	6 15	20th	450,000	+6	Ability Score Improvement	+5