

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 PathLvl 2

Trainer PathLvl 5

Trainer PathLvl 9

Trainer PathLvl 15

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