

Nickname	:	 	
Species: _		 	
Level	_ Shiny: 🗆		

## **Description (Mobility)**

**Flying/Dragon** Pokemon add a lot of maneuverability to a party. They can fly around scouting out an area and accessing places other Pokemon can't. They also have the ability to escape some bad situations.

They require *Cool* to perform there daring aerial acrobatics. There most damaging attacks are physical, requiring *Tough*. There *Special* moves are particularly good at hitting semi invulnerable Pokemon.

#### Stats

Ability	Score	Moves that use ability
Cute	-1	Manipulate Someone
Cool	2	Act Under Pressure Help Out
Clever	1	Investigate a Mystery Read a Bad Situation
Tough	1	Physical Attacks Protect Someone
Special	0	Special Attacks

Luck	Harm	Unstable
Okay □□□□□□ Doomed	Okay □□□ □□□□ Dying	

## Flying

Super	Not Very	Not
ELECTR I CE ROCK	BUG FIGHT GRASS	

## Dragon

Super	Not Very	Not
DRAGON   CE	ELECTR FIRE GRASS WATER	

#### **Abilities**

## 

You can fly freely in reasonable conditions.

## □ Sturdy

You have one extra Luck box

You always take only 1 harm for the first source of harm when at full health. Even if the source would instantly kill you.

## **Actions**

## **⊠** Fly

You can go instantly to anywhere you've visited before, or to a pokemon you know well.

When you carry other poekmon rool +Special

10+ you all go where you wanted.

7-9: you don't quite manage it. Either you are all separated, or you all appear in the wrong place

Miss: disaster strikes

#### ☐ Twister

You can attempt to gust away a monster in a giant typhoon Roll + Tough

10+ You gust away the monster to some where that is not here!

7-9: it takes a while, the monster has a few turns to act

Miss: Something is keeping it here. That's bad...

## ☐ Aerial Ace (Requires the ability to Fly)

You can attempt to fly under any extreme condition (Assuming there is room to fly)

#### rol +Cool

10+ You can fly freely as if conditions where ideal

7-9: You fly with some trouble. Either you don't quite get to where you are going or it takes you a long time.

Miss: you fail fantastically and end up somewhere you don't want to be

## ☐ Acrobatics (Requires the ability to Fly)

You can scout out an area that you can fly around

#### roll +Cool

10+ hold 2 7-9: hold 1

Miss: keeper holds a hard move

- Know where you need to be
- Get prepared and ready.

## **Attacks**

## 

Your opponent takes two moves against you. However for the first one you are semi- invulnerable (You could still be hit by swift for example).

Туре	Category	Damage
FLYING	*	2 Harm

## ☐ Dragon Dance

Your next attack deals +1 harm

Туре	Category	Damage
DRAGON	<b>③</b>	NA

## ☐ Aerial Ace (Requires the ability to Fly)

On a +10, you can move pokemon you are attacking, where you want it.

Туре	Category	Damage
FLYING	*	1 Harm

#### ☐ Brave Bird

Take one harm whenever you use this move

Туре	Category	Damage
FLYING	*	3 Harm

## ☐ Acrobatics (Requires the ability to Fly)

+1 harm if you are not holding an item

Туре	Category	Damage
FLYING	*	1 Harm

## ☐ Quick Attack

If you hit with this attack, you may attack with this again in the same action. Limit twice per action. Can not crit.

Туре	Category	Damage
NORMAL	*	1 Harm

## ☐ Twister

Roll a d6, on a 1 the target flinches.

Can hit semi-invulnerable Pokemon and deals +1 Harm to them.

Туре	Category	Damage
DRAGON	0	1 Harm

# Type **FIME**

Super	Not Very	Not
BUG FIGHT GRASS	ELECTR ROCK	

# Type HORMAL

Super	Not Very	Not
ROCK		GHOST

# Type DRAGON

Super	Not Very	Not
DRAGON		