



Nickname: _____

Species: _____

Level ____ Shiny: ☐

Super	Not Very	Not
<div>GHOST</div>	<div>BUG</div> <div>POISON</div>	<div>FIGHT</div> <div>NORMAL</div> <div>GROUND</div>

Description (Rogue)

Ghost type Pokemon are the seek around rogue type Pokemon. They can break into places, steal things and even go invisible. They also are immune to a lot of attacks, but have a hard time hitting **Psychic** and **Normal** Pokemon with out taking **Poision Jab**.

They require staying **Cool** to do a that seeking around. All of there attacks are physical, requiring **Tough** but posses no real need for **Special**

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	0	Physical Attacks Protect Someone
Special	-1	Special Attacks

Luck	Harm	Unstable
Okay <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Doomed	Okay <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dying	<input type="checkbox"/>

Abilities

☒ **Levitate**

You can float up to 10ft off the ground. You are Immune to ground type moves.

☐ **Cursed Body**

Pokemon may not attack you with the same attack twice in a row (even if they attack another target between attacks)

Actions

☒ Night Shade

You can go invisible outside of combat. Making a roll of any kind (besides using this ability) will make you instantly visible again.

+Cool

While invisible you can try to hide from someone/something.

10+ You are undetectable.

7-9: what you are hiding from can not see you, but is still alerted to your presence in some way

Miss: what you are hiding from knows exactly where you are

☐ Shadow Sneak

When you break into a secure location, roll. **+Cool**

10+ hold three

7-9: hold two.

- you get in undetected
- you get out undetected
- you don't leave a mess
- you find what you were after

☐ Spectral Thief

When you steal something small, roll. **+Cool**

10+ you get it and they didn't notice you taking it.

7-9: Pick one

- you don't grab it
- you grab the wrong thing
- they remember you later

You cannot steal Mail


☐ Confuse Ray

When rooling to manipulate someone, you may use **Cool** instead of **Cute**

Attacks


☒ **Night Shade**

on a 10+ you gain the advantage:
take +1 forward, or give +1 forward to another pokemon.

Type	Category	Damage
<div>GHOST</div>		1 Harm


☐ **Dream Eater**

May only be used while asleep
Heal 1 for each harm delt with this attack

Type	Category	Damage
<div>GHOST</div>		1 Harm


☐ **Spectral Thief**

bypasses substitutes
On a 10+, steal a held item from the pokemon you are attacking

Type	Category	Damage
<div>GHOST</div>		1 Harm


☐ **Soul-Stealing 7-Star Strike**

If this is your first attack aganst an unsuspecting target, do +2 Harm.

Type	Category	Damage
<div>GHOST</div>		1 Harm


☐ **Confuse Ray**

Causes effected target be confused

Type	Category	Damage
<div>GHOST</div>		NA

☐ **Poison Jab**

Roll a d6. On a 1 or 2 the target is poisoned (Poison type Pokemon can not be poisoned)

Type	Category	Damage
<div>POISON</div>		1 Harm

Type:

GHOST

Super	Not Very	Not
<div>GHOST</div>		<div>PSYCH</div> <div>NORMAL</div>

Type:

POISON

Super	Not Very	Not
<div>BUG</div> <div>GRASS</div>	<div>POISON</div> <div>GROUND</div> <div>GHOST</div> <div>ROCK</div>	