



Nickname: \_\_\_\_\_

Species: \_\_\_\_\_

Level \_\_\_\_ Shiny: ☐

Super	Not Very	Not

Description (Intel/Connections)

You're electric typing and being party of the chosen Pokemon gives you clout in the church of The Energizer. Electric type pokemon can see into the fabric of the universe allowing them to have multiple venues of getting intel. They can also hack computers!

Most of these moves require **Clever** or **Special**

Stats

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

Luck	Harm	Unstable
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Abilities

☒ **Volt Absorb**

When hit with an electric move, you heal harm instead of taking it.

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# Actions

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## ☒ Thunder

You may seek the church of the energizer for advice  
roll **+Clever**

10+ You get an answer to your question

7-9: You chose, you can't be helped, or you can but you owe the church a favor

Miss: your question causes some trouble

## ☐ Eerie Impulse

You can see into the fabric of existence it self and glimpse the essence of a Pokemon.  
Roll **+Special**

12+ hold 3

10+ hold 2

7-9: hold 1

Miss: you cause some type of glitch, keeper takes a hard move

- Type
- An attack (can be asked more then once)
- Level and stats (Like if it has SPD or DF)

## ☐ Electroweb

When you hack into a computer system, roll  
**+Clever**

10+ pick two

7-9: pick one.

- leave no traces.
- learn something important.
- can leave misinformation in place.
- gain access to somewhere you want to get in to.

## ☐ Flash

You can light up a dark cave (or other area)


## ☐ Thunder Wave

You can use **Special** when making physical attacks

# Attacks

☒ **Thunder**

Roll at -1 **Special**  
If you roll a 10+, roll a d6. On a 1, 2, or 3 causes paralysis  
You can hit Pokemon in the semi-invulnerable state of fly

Type	Category	Damage
		2 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.

Type	Category	Damage
		1 Harm

☐ **Eerie Impulse**

Does something...

Type	Category	Damage
		

☐ **Electroweb**

On at +10, you take one less harm from your opponet's attack

Type	Category	Damage
		1 Harm

☐ **Thunder Wave**

Causes effected target to be paralyzed

Type	Category	Damage
		NA

☐ **Flash**

For the rest of the battle, roll your attacks at +1 **Special** (Does not stack)

Type	Category	Damage
		

Type: 

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