	Ö
Grass	Bug

Nickname	:	 	
Species: _			
Level	_ Shiny: □		

Description (Generalist)

Grass and **Bug** Pokemon are kind of a mixed bag. There are a lot of options, but perhaps nothing too single foucused. They also have sleep, in a lot of causes the best status effect move.

Grass pokemon can have amazing survivability if they have a source of healing. They also have the ability to move pokemon around.

Bug pokemon are good at finding hiden things or have better crits.

They use **Tough** to precisely cut and also move Pokemon around where they want them. Also **Cool** can be used for good first impressions

Stats

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

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

Grass

Effective

Super	Not Very	Not
BUG FIRE FLYING CE POISON	ELECTR GRASS GROUND WATER	

Bug

Effective

Super	Not Very	Not
FIRE FLYING POISON ROCK	FIGHT GRASS GROUND	

Ability
GRASS
□ Chlorophyll □
Any time your harm gets healed, heal an extra point. Additionally you can never be unstable in full sunlight.
BUG
Your Crits deal +2 Harm instead of +1
□ Compound Eyes
The keeper will alert you if you are close to something hidden (such as an item or a secret room)
Actions
⊠ Cut
You can cut through plants, tall grass, and some objects. You can also climb trees via a cut glitch.
If you can also attempt to cut through more sturdy things (like a brick wall) Roll + Tough
10+ You instantly Destroy what ever you where trying to cut down 7-9: You severely weaken what you are trying to cut down, but it takes a while to complete. This could draw unwanted attention in some situations. Miss: You fail to destroy what you are cutting and draw unwanted attention immediately
□ Vine Whip
You can grab any Pokemon or object (10 lbs or less) up to 30 ft away to move, lift, throw or grapple it.
If you are trying to move a non friendly pokemon roll +Tough
10+: You move the pokemon where you want to 7-9: You don't quite move the pokemon where you want to, or you do but they get to attack you. Miss: You don't get to move the pokemon at all and the keeper makes a hard move.
☐ First Impression
When you first meet a non legendary Pokemon, that doesn't already know who you are, you may roll +Cool
10+: They are immediately friendly to you and will be more likely to help you out 7-9: They are friendly too you but will not necessarily help you out for no reason Miss: They don't like you at all and will likely not help you with out a lot of convincing
□ Sleep Powder
You may use <i>Tough</i> instead of <i>Cool</i> to Act under pressure

Attacks

⊠ Cut



☐ Leech life

When you hit with this attack heal 1

Туре	Category	Damage
BUG	*	1 Harm

☐ Sleep Powder

Causes effected target be put to sleep

Туре	Category	Damage
NORMAL	③	NA

☐ Vine Whip

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

Туре	Category	Damage
CRASS	*	1 Harm

☐ Hyper Beam

Your opponent takes two moves against you.

Туре	Category	Damage
NORMAL	@	3 Harm

☐ First Impression

Only works on the first turn of combat. If this attack hits, your opponent automatically flinches

Туре	Category	Damage
BUG	*	1

Type HORMAL

Super	Not Very	Not
ROCK		GHOST

Type **BUG**

Super	Not Very	Not
GRASS POISON PSYCHO	FIGHT FIRE FLYING GHOST	

Type GRASS

Super	Not Very	
GROUND ROCK WATER	BUG DRAGON FIRE FLYING POISON GRASS	