



Nickname: _____

Species: _____

Level ____ Shiny: ☐

Super	Not Very	Not
GROUND ROCK WATER	BUG FIRE GRASS	

Description (Damage Caster)

Burn baby burn disco inferno. Sort of a shoot first deal with the consequences later type of Pokemon. You can cause large amounts of damage and destruction but often at a cost.

They have big attacks that use **Special**, and can be weak to **Special Defense**. They can also be a bit of a bully, able to effectively **Manipulate Someone** with **Tough**

Stats

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

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

Abilities

Fire pokemon pick one extra abiliy during pokemon creation

☒ **Burn Immune**

You can not be burned.

☐ **Reckless**

+1 to **act under pressure** when dealing with the consequences of your class actions or attacks. Works with Flamethrower drawback.

☐ **Heatproof (Requires Burn Immunity)**

You are immune to fire (Your moves can still damage you)

☐ **Slash**

+1 to rolls when using **Manipulate Someone**
If you miss, the keeper makes a hard move

Actions

☐ **Flamethrower (Requires having a fire type special attak)**

You can create fire in a controlled way (like to light a candle or burn down a house).

☐ **Will-O-Wisp**

Use can use **Tough** instead of **Cool** to **Act Under Pressure**

☐ **Smokescreen**


You can provide cover to hide or escape with

rool +**Clever**

10+ Youre smokescreen covers what you want it to. Pokemon/Things inside of it can not be detected by normal means
7-9 Youre smokescreen works, but perhaps there is some unwanted sideeffect or it doesn't quite cover what you want
Miss keeper makes a hard move. Likely there is fire envolved some how

Attacks

☒ Flamethrower

Type	Category	Damage
		2 Harm

Pick as many Benifits as you want. For each Benifit, you must pick any of the drawbacks.

### Benefits	### Drawbacks
<input type="checkbox"/> Deal +1 Harm	<input type="checkbox"/> On a 1-9 You take 1 harm ignore Special Defense
<input type="checkbox"/> Ignore Special Defense	<input type="checkbox"/> On a 1-9 deal one less harm
<input type="checkbox"/> Inflic burn on hit	<input type="checkbox"/> Requires a sucessful Act under Pressue roll to use. Works with Reckless
<input type="checkbox"/> Attack up to 3 targets	<input type="checkbox"/> On a miss the keeper holds a hard move

☐ Wild Fire

On a 7+ Creates a "fire wall" providing +1 **Defence**. When using physical attacks through the "fire wall" roll a d6, on a 1 or 2 inflicts burn.

On a miss, this attack draws immediate, unwelcome attention.

Type	Category	Damage
		1 Harm

☐ Firepunch

If this move hits, roll a d6. On a 1 or 2 the target is burned.

Type	Category	Damage
		1 Harm

☐ Fiery Dance

For the rest of the battle, roll your attacks at +1 **Special** and +1 to **Act Under Pressure** (Does not stack)

Type	Category	Damage
		


☐ Will-O-Wisp

Causes target to be burned

Type	Category	Damage
		NA

☐ Slash

On a 10+ you may also take or give +1 forward.

Type	Category	Damage
		1 Harm

Type

FIRE

Super	Not Very	Not
<div>BUG</div> <div>GRASS</div> <div>ICE</div>	<div>FIRE</div> <div>ROCK</div> <div>WATER</div> <div>DRAGON</div>	

Type

NORMAL

Super	Not Very	Not
<div>ROCK</div>		<div>GHOST</div>