Normal

Nickname: _____

Species: _____

Level _____ **Shiny:** ☐

Super	Not Very	Not
FIGHT		GHOST

Description (Support)

At first glance, normal Pokemon are the model support type Pokemon. However they have the ability to pick a move from any playbook, giving them a little flavor of what ever they want to be! They also have no required move, giving them more flexibility.

Cute is prominently featured in there abilities. Otherwise it depends on what move they happen to take from another playbook.

Stats

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

Luck	Harm	Unstable
Okay ☐☐☐☐☐☐ Doomed	Okay ☐☐☐|☐☐☐☐ Dying	☐

Abilities

☐ Dauntless Special Shield

You have 2 **Special Defense**. Does not stack with other sources of **Special Defense**

☐ Healer

+1 to rolls when using **Help Out** or **Wish**

Actions

☒ Mimic

You may take one action (excludes moves that are checked by default) from another playbook. You still need to meet the requirements to take that action.

☐ Sing

Roll **+Cute**.

10+ everyone stops to watch and listen until you finish your singing.
7-9: you pick one Pokemon to stop, watch and listen until you finish singing.
Miss: you're singing draws unwanted attention

Does not effect legendary Pokemon

☐ Wish

Your touch can heal injury and status effects.

Roll **+Cute**

10+ heal 2 harm or a status effect, plus they're stabilized.
7-9: you can heal the harm or status effect as on a 10+, but you take it into your-self.
Miss: your aura causes 1 harm.

Attacks

☒ Mimic

You may take one attack (excludes attacks that are checked by default) from another playbook. You still need to meet the requirements to take that attack.

☐ Reflect

Roll to **protect someone** and Gain 2 **Defense** against any harm that is transferred to you.
Does not stack with other **Defense**

Type	Category	Damage
NORMAL		NA

☐ Metronome

Roll A flat 2d6

On a 12, Pick any attack (excluding attacks that are checked by default) from a Pokemon starting playbook. Use that move as if you rolled a 12.
On an 11 do a 2 Harm attack with a random type; randomly physical or special
On a 10 you make a random party member immune to status effects for the duration of the encounter
On a 9 You may inflict a random status effect
On an 8 you create a random weather condition
On a 7 you do 1 harm attack with a random type; randomly physical or special
On a 6 you become confused
On a 5 you become poisoned
On a 4 you are asleep
On a 3 you use Fling
On a 2 you use self destruct. Deal 8 harm to the target and everyone in a 10 foot radius. You have fainted.

Type	Category	Damage
NORMAL		0 to 8 Harm?

☐ Helping Hand

On a hit, give +1 forward to another Pokemon.

Type	Category	Damage
NORMAL		1 Harm

☐ Rest

You are asleep
Heal 2 harm

Type	Category	Damage
NORMAL		NA

☐ Celebrate

Congratulate someone on their special day!

Type	Category	Damage
NORMAL		NA

Type NORMAL

Super	Not Very	Not
ROCK		GHOST