



Nickname: _____

Species: _____

Level ____ Shiny: ☐

Super	Not Very	Not
<div>ELECTRGRASS</div>	<div>FIREICEWATER</div>	

Description (Tinkerer)

Water Pokemon can asses, use, and create items! They start with a pokebag allowing them to have up to 3 items at a time! They can also swim and breath underwater and heal status effects.

They use **Clever** to navigate the open seas as well as identifying items

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
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"/> Dying	<input type="checkbox"/>

Starting Item

Pokebag (Does not count as a held item) - You can hold 2 extra items in your pokebag. As a move you may exchange an item in your pokebag with your held item.

Abilities

☐ **Razor Shell**

When attacked the attacker takes +1 harm if using a physical attack

☐ **Recycle**

Once per mystery, you may reuse a consumed item

Actions

☒ Surf

You can swim on any body of water and dive under water.
If you want to bring other Pokemon rool **+Clever**

10+: You all go where you wanted.
7-9: You don't quite manage it. Either you are all separated, or you all appear in the wrong place.
Miss: disaster strikes.

☐ Liquidation

You are a seasoned veteran of surplus auctions
When evaluating or identifying an item roll **+Clever**

10 +: You know exactly what the item does and how much it is worth
7-9: You partially know what the item does and have an idea about its worth
miss: You know nothing about the item

Can be used to identify a hostile Pokemon's held item
You also get +1 on rolls to **Manipulate Someone** when trying to mask the effect or value of an item

☐ Crabhammer

You can craft items with your crabhammer
Once per mystery, After 1 hour of uninterrupted work you can craft one of the items on the list.
If this is the first mystery, you can elect to start with one of these items instead.

- Assault Vest: +1 Special Defense (Max +2).
- Power Belt: +1 Defense (Max +2).
- Razor Claw: When you crit you also take -1 harm.
- Safety Goggles: Grants the holder immunity to powder and spore moves and immunity to damage from hail and sandstorm.
- Poke Doll: Consume item to escape instantly.
- Iron Ball: Holder always acts second and is susceptible to ground type moves, even when normally immune.
- Tin of Beans: Useful for cooking!


☐ Create Water

You create up to 10 gallons of clean water

Attacks

☒

Surf

Type	Category	Damage
		1 Harm

10+: you can deal 1 Harm to all enemies in a fight.

7-9: you can deal 1 Harm to all enemies in a fight. You also deal damage to your 2 closets allies.


Miss: You only damage your two closets allies.

Effective

Super	Not Very	Not
  	  	

☐

Razor Shell

Type	Category	Damage
		1 Harm



You have +1 **Defense** (Max +2) until your next turn.

Effective

Super	Not Very	Not
  	  	

☐

Liquidation

Type	Category	Damage
		1 Harm



Ignores Defense

Effective

Super	Not Very	Not
  	  	

☐

Crabhammer


Type	Category	Damage
		1 Harm

Roll with +1 **Tough**

Effective

Super	Not Very	Not
  	  	

☐ Haze

Type	Category	Damage
<div>ICE</div>		

Remove all status effects from everyone in an encounter
Also creates an obscuring mist.

☐ Ice Punch

Type	Category	Damage
<div>ICE</div>		1 harm

If this move hits, roll a d6. On a 1 the target is frozen.

Effective

Super	Not Very	Not
<div><div>DRAGON</div><div>FLYING</div><div>GROUND</div><div>GRASS</div></div>	<div><div>ICE</div><div>WATER</div></div>	