



Nickname: _____

Species: _____

Level ____ Shiny: ☐

Super	Not Very	Not
BUG	PSYCH FIGHT	GHOST

Description (Utility caster)

Psychic Pokemon have many extremely useful abilities. They can sense the future and tap into other Pokemon's minds. However they are absolutely terrible in a fight.

Special is the most important stat for a Psychic Pokemon.

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	-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"/>

Abilities

☒ Telepathy

you can read people’s thoughts and put words in their mind.

You can **Investigate a Mystery** or **Read a Bad Situation** without needing to actually talk. You can also **Manipulate Someone** without speaking. You still roll moves as normal, except people will not expect the weirdness of your mental communication.

You also get +2 to all special rolls when taking **Actions**

Actions

Psychic pokemon pick one extra action during pokemon creation

☐ **Miracle Eye**

You can gaze into the mind of a Pokemon (Legendary Pokemon with in a mile and regular Pokemon with in line of sight).

Roll **+Special**.

For a legendary Pokemon

10+ hold 3.

7-9: hold 1

Miss: The target becomes aware of you and what you are doing.

Spend one hold to ask the Keeper one of the following questions, and gain +1 ongoing while acting on the answers:

- Where is the creature right now?
- What is it planning to do right now?
- Who is it going to attack next?
- Who does it regard as the biggest threat?
- How can I attract its attention?

Regular Pokemon

10+ You can read surface thoughts

7-9: You can read surface thoughts but the Pokemon knows that you are

Miss: The Pokemon knows you are reading their mind and could become hostile

☐ **Magic room**

After one minute, you conjure an entrance to an extra dimensional room. You, and any Pokemon you designate, can enter the extra dimensional room as long as you keep the entrance open. While closed, the entrance is invisible (and inaccessible) from the outside.

Pokemon in the room can not use or be effected by, non combat psychic effects or any items.

☐ **Extrasensory**

You can tell when something bad is happening (or just about to happen) somewhere that you aren't.

roll **+Special**.

10+ You knew where you needed to go, just in time to get there.

7-9: You get there late – in time to intervene, but not prevent it altogether.

Miss: You get there just in time to be in trouble yourself.

☐ **Future sight**

At the beginning of each mystery, roll **+Special** to see what is revealed about your immediate future.

On a 10+, the Keeper will reveal a useful detail about the coming mystery.

On a 7-9 you get a vague hint about it.

On a miss, something bad is going to happen to you.

☐ **Amnesia**

You can cause a pokemon to forget some important piece of information or event for a time.

You pick an event for piece of infomation and roll **+Special**

10+ The target pokemon forgets everything about it for 1 hour



7-9: The target pokemon vaguely remembers something about an event or piece of information for an hour

Miss: The keeper makes a hard move

Attacks

☐ **Disable**

Disables one of a pokemons moves at random.
Roll a d6 to determin the disable duration


Type	Category	Damage
		

☐ **Teleport**

You are automatically successful in a run attempt.

When you attempt a teleport with other Pokemon, roll **+Special**

On a 10+ you all escape.
On a 7-9, you don't quite manage it. Either you are all separate or all get lost some how.

Type	Category	Damage
		NA

☐ **Extrasensory**

On a hit, roll a D6. On a 1 the opponent flinches.

Type	Category	Damage
		1 Harm



☐ **Future sight**

The keeper tells you what move the monster is going to make before you or your next ally make an attack

Type	Category	Damage
		1 Harm



☐ **Magic Room**

You can negate the effect of a single item for the rest of the combat

Type	Category	Damage
		NA

☐ **Swift**

Can hit semi invulnerable Pokemon.
Ignore **Special Defense**.
Ignore **Defense**.

Type	Category	Damage
		1 Harm

Effective

Super	Not Very	Not
<div>FIGHT</div> <div>POISON</div>	<div>PSYCHC</div>	

Type

PSYCHC

Super	Not Very	Not
<div>FIGHT</div> <div>POISON</div>	<div>PSYCHC</div>	

Type

NORMAL

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

Psywave (You can not take this move)

This is a move for a future monster

Type	Category	Damage
<div>PSYCHC</div>		Random Harm

Roll a d6, deals Harm = Roll * (Level-1). Re Roll anything less then a 2.