

Nickname:		
Species: _		
Level	_ Shiny: □	

Description (Physical Attacker)

Do you just want to punch things really hard? Well then look no further. **Rock** and **Fighting** Pokemon must beware of **Ghost** Pokemon, as they may have a hard time hitting them. Also there biggest attacks are physical, so they can have problems with **Special Defense** if they don't take **Ancient Power.**

Rock Pokemon have a bit more survivability while **Fighting** Pokemon can hit things even harder.

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	2	Physical Attacks Protect Someone
Special	1	Special Attacks

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

Rock

Super	Not Very	Not
FIGHT GRASS GROUND WATER	FIRE FLYING NORMAL POISON	

Fighting

Super	Not Very	Not
FLYING PSYCHC	BUG ROCK	

Abilities:

ROCK

図 Dauntless Shield

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

FIGHT

☐ Signature Move

Pick a physical move. You roll at +1 tough or special when attacking with that move.

☐ What Does Not Kill Me...

If you have suffered harm in a fight, you gain +1 ongoing until the fight is over.

Actions

⊠ Strength

You can move heavy things like boulders.

You can try to move something up to 7 tons (A really heavy elephant)

Roll + Tough

10+ You can move and carry it no problem

7-9: It takes a while, to move and you may not be able to move it exactly where you want it

Miss: You can not move it and the keeper holds a hard move

□ Revenge

Pick a Pokemon type during Pokemon creation

You get +1 ongoing when knowingly investigating, pursuing or fighting a Pokemon of that type.

☐ Rollout

When you charge into a dangerous situation

Roll +Tough

12+: Hold 3 10+: Hold 2 7-9: Hold 1

Miss: Your charging into a dangerous situation doesn't work out so well

- Inflict +1 harm on your first attack
- Reduce some ones harm by 1
- take +2 forward on act under pressure

☐ Ancient Power

Once per mystery, you can attempt to keep going despite your injuries.

Roll +Clever

10+ heal 2 and stabilize

7-9: stabilize or heal one

6 - you take one harm or become unstable (keepers choice)

Attacks

⊠ Strength

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



□ Revenge

You opponent moves first. If they do not deal damage, this attack automatically misses.

Туре	Category	Damage
FIGHT	*	3 Harm

☐ Close Combat

You lose 1 **Defense** for the rest of the combat. Can not use if you do not have at least 1 **Defense**

Туре	Category	Damage
FIGHT	*	3 Harm

☐ High Jump Kick

If you miss, take 1 damage (Ignore Defense)

Туре	Category	Damage
FIGHT	*	3 Harm

☐ Rollout

You can use this move no mater how much harm you have taken (even if you have feinted)

Туре	Category	Damage
ROCK	*	1 Harm

☐ Ancient Power

You gain 1 Defense (Max 2) for the rest of the combat

Туре	Category	Damage
ROCK		2 Harm

Type HORMAL

Super	Not Very	Not
ROCK		GHOST

Type ROCK

Super	Not Very	Not
BUG FIRE FLYING ICE	FLYING GROUND	

Type FIGHT

Super	Not Very	Not
NORMAL ROCK ICE	POISON FLYING BUG PSYCHC	GHOST