

# Ash Ketchum from 3d6 and Go!

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Ash Ketchum from the town of Pallet! Pokémon was a large part of my childhood so it was good fun to design him in **GURPS**. This is mostly based on the TV show, but it has a little bit of the game in it.

## Designer's notes

Since there is no official Pokémon adaption for **GURPS**, designing Ash meant defining how a Pokémon game could be played. Most interactions can be boiled down to persuasion rolls (e.g. 'persuade' them to get into the pokéball to capture them, etc.)

For this build, I added a couple of things. First, this wildcard skill:

**Pokemon Trainer!** Use this skill in place of Animal Handling (All Pokémon), Expert Skill (Pokémon Trainer), rolls to persuade Pokémon and rolls to catch Pokémon.


Second, *Reputation* as badges. Pokémon seem to magically recognise a trainer with badges (at least in the game) so if you have sufficient reputation and manage to capture a Pokémon, then they will simply obey you. (This can be ruled as +4 (Captured) to persuasion roll, but I would probably handwave it.)

Pokémon trainers in the original games had 6 Pokémon which they could carry around at a time. I've modelled this as *Modular Abilities (Chip Slots)* where each 'slot' is actually 8 points of *Ally* (at least it's 8 points at Ash's initial level).

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## Ash Ketchum

1xHP: 7

0xHP: 0

-1xHP: -7

-2xHP: -14

-3xHP: -21

-4xHP: -28

-5xHP: -35

<b>ST:</b>	7	<b>HP:</b>	7	<b>DR:</b>	0	<b>BS:</b>	5
<b>DX:</b>	10	<b>Will:</b>	10	<b>SM:</b>	0	<b>BM:</b>	5
<b>IQ:</b>	8	<b>Per:</b>	8	<b>thr:</b>	1d-3	<b>Dodge:</b>	8
<b>HT:</b>	10	<b>FP:</b>	10	<b>sw:</b>	1d-2		


**Traits** Ally (Bulbasaur) (Point total (50% of your starting points); Appears constantly); Ally (Butterfree) (Point total (50% of your starting points); Appears constantly); Ally (Charmander) (Point total (50% of your starting points); Appears constantly); Ally (Pidgey) (Point total (50% of your starting points); Appears constantly); Ally (Pikachu) (Point total (75% of your starting points); Appears constantly); Ally (Squirtle) (Point total (50% of your starting points); Appears constantly); Enemy (Gary) (Equal Individual (100% of your starting points); Appears quite rarely; Rival); Enemy (Team Rocket) (Weak Group; Appears quite often); Modular Abilities (Pokemon as Allies; acts as Chip Slots 40; Obsession (Long term); Overconfidence (CR: 12); Reputation 2 (People Affected (Pokemon)); Sense of Duty (Misty and Brock); Sense of Duty (Pokemon))

**Skills** Pokemon Trainer! 8; Survival (Woodlands) 10

**Attacks**

- *Natural (Kick)* 8 *1d-3 cr Reach: C,1*
- *Natural (Punch)* 10 *1d-4 cr Reach: C*

## HP



## Pikachu

1xHP: 12

0xHP: 0

-1xHP: -12

-2xHP: -24

-3xHP: -36

-4xHP: -48

-5xHP: -60

<b>ST:</b>	5	<b>HP:</b>	12	<b>DR:</b>	0	<b>BS:</b>	10
<b>DX:</b>	15	<b>Will:</b>	14	<b>SM:</b>	-2	<b>BM:</b>	10
<b>IQ:</b>	8	<b>Per:</b>	8	<b>thr:</b>	1d-3	<b>Dodge:</b>	13
<b>HT:</b>	10	<b>FP:</b>	10	<b>sw:</b>	1d-2		

**Traits** Claws, Blunt (Hands); Combat Reflexes; Innate Attack (Burn) 1; No Fine Manipulators; Striking ST 3 (No Fine Manipulators.); Stubbornness

**Skills** Brawling 18; Innate Attack (Beam) 15; Jumping 17

**Attacks**

- *Claws, Blunt (Hands) (Punch)* 18 *1d-2 cr Reach: C*
- *Innate Attack (Burn) (Thundershock)* 15 *1d burn Range: 100/10*
- *Natural (Kick)* 16 *1d-2 cr Reach: C,1*

## HP