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 recoginise 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).

Ash Ketchum

ST:	7	HP:	7	DR:	0	BS:	5
DX:	10	Will:	10	SM:	0	BM:	5
IQ:	8	Per:	8	thr:	1d-3	Dodge:	8
HT:	10	FP:	10	sw:	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 (Pidgeotto) (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*

1xHP:	7
0xHP:	0
-1xHP:	-7
-2xHP:	-14
-3xHP:	-21
-4xHP:	-28
-5xHP:	-35

HP

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Pikachu

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

1xHP:	12
0xHP:	0
-1xHP:	-12
-2xHP:	-24
-3xHP:	-36
-4xHP:	-48
-5xHP:	-60

HP

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