Chambers and Charizard, a Pokémon D20 Roleplaying game, handbook for Players and Arceus

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What is Chambers and Charizard?

I'm Philip Zendels. I've been a fan of the Pokémon franchise since before I could remember and it has always been a huge part of my life. Many of my earliest memories are of playing the card game, watching the TV show, and studying as much as I could in the books I had as Pokédexes. It was always a dream of mine to be a Pokémon Trainer, and live an immersive experience in the Pokémon World.

When I was in third grade, I learned about a game called Dungeons and Dragons. A game constructed with paper, pencil, some simple guide lines, and a set of polyhedral dice, this is so far the only game I've played that I believe the player can truly do anything. For those with a strong imagination, this game has few limits, and allows high enough level players to do the impossible. By imposing restrictions based on real life situations, such as eating and drinking, weather, and resting, but also adding aspects of fantasy combat, magic, and monsters, a limitless number of worlds could be created.

The Pokémon Video games themselves are adventure-style RPGs, in the idea that they give the player a chance to act as a character in the game and play through a set storyline. The player must make decisions of which Pokémon they will catch, how they will train them, and more. Additionally, numerous scenarios are based on the Pokémon world.

This has carried out many forms across multiple sources of media. I know that there are many dedicated forums specifically designed for role playing a trainer in the Pokémon world. However, this is not the immersive experience I have always yearned for. Sitting behind a keyboard with one person deciding if my actions are reasonable or not, and with the ability to

cheat and look up what is needed did not fit my tastes. I want to truly get to explore a Pokémon world.

The idea came to me late in 2012, when I was in 11th grade, the idea that you could create practically anything in D&D. I started collecting opinions from others and the idea was well received, a Pokémon themed Dungeons and Dragons campaign. This would give live action role playing with more structured limitations.

My first attempt was to convert almost every move from Pokémon to a spell in D&D, every spell to a move, ever Pokémon to a Monster with appropriate stats, and more. This was a huge amount of work, and I decided it was not the best idea. I ended up turning the game into more of a narrative themed in a Pokémon world. However, this still was not very structured.

Combining two huge franchises proved to be an extremely difficult task, and I decided to leave them as a heterozygous mixture early on. Players would act as humans in Dungeons and Dragons, but Pokémon would battle as they would in the video games. Unfortunately, in my promises of immersion, I said any Pokémon material that is canon could be presented. This created dodging attacks, move combinations, and strategies that did not fit well in the Pokémon world.

Additionally, I respect the original creators of Pokémon, and wanted to avoid adding my own ideas to the game. This prevented a lot of creativity on mine and the player's parts. Summing many of these factors together, it left me with a game promising to immerse yourself in a world of your own imagination. However, too many ideas opposed this, and left the players barely able to do anything, myself too busy to help them through, and the whole game became extremely complicated.

My first goal from that was to allow players more freedom. The original group had very lose restrictions, but I also was very limitless in power. I tried my best to keep them in check, and by implementing the dice from D&D in most of their ideas, the random chance created more variation. Slowly, as each of us got the hang of the game, I was able to incorporate more rules from Pokémon and from Dungeons and Dragons.

I recently concluded the second successful year of the campaign. This year provided new concepts to the campaign to help add to the limitations and make the campaign more realistic. Players now had risks to face, obstacles to overcome, and their own roleplaying perspectives, achieved through saving throws, skills, and class and general feats for players to obtain. Pokémon could gain personalities, better training, and more through things like natures, EVs, held items, etc.

All of these have been implemented over time, adding a few new mechanics every few months. However, because of this, and my own twists to keep the game as in-control yet free as I hoped, I often would not reveal this information. This book will provide the first public information of the combination from the two games, and information for playing through as a character or creating your own game as a game master.

Lots of material will be heavily borrowed from Dungeons and Dragons 3.5 edition (due to the OGL being published for free online), and Pokémon, owned by Wizards of the Coast and Nintendo respectively. Because of this, I intend to make no profits off the franchise, and encourage people to pay respect to these companies and the rights they hold over their franchises.

The main format of the game comes from Dungeons and Dragons revised 3rd Edition content, or 3.5E. I take a lot of inspiration directly from said content, but applying it to a new world required lots of changing. The OGL, or Open Gaming License allows me to use the d20 system. This is where most of the structure of Dungeons and Dragons comes from. Using the d20 system allows me to use the basic structure of Dungeons and Dragons without having to copy any direct rules from the game, as these are for public use. Inspiration has also been drawn from other games using the d20 system, notably Pathfinder and D&D 5th edition. 5th edition especially simplifies the rules and allows newer players to learn the game without reading immersive rule books in advance.

The d20 system simply rolls a d20 for most non-role-play events in game and adds or subtracts modifiers to the roll. This can then be checked against a DC, Difficulty Class, to determine whether the action or event is successful. This is used for things such as attempting a skill check, making a saving throw, checking for an attack's accuracy, and more. Most of these uses carry over into my Pokémon themed variation.

As far as structure of the game, this is the largest thing that comes from Dungeons and Dragons. Many noticeable aspects of the game such as classes, ability scores, feats, and more are also present, but those that I include are my own creation, mostly inspired by pre-existing classes, feats, and concepts from D&D. This book also will cover the second edition of Chambers and Charizard, so it will contain the, as of now, most recent attributes for the classes.

Most ideas from Pokémon that have been incorporated are stylistic and in the spirit of Pokémon. As mentioned above, I originally had the idea of incorporating all Pokémon canon

materials. The Game Master is allowed to set limitations and restrictions on what is allowed to be used from the Pokémon franchises. Most of the statistics used in this book present ideas using video game and some anime/manga logic. However, the Game Master may choose their own region, Pokédex, availability of moves, items, how these interact and more, just as Dungeons and Dragons does.

It is important to try and use more structured logic through Pokémon, thus, advised to follow the rules in this book to present a mixture of anime and video game logic. Although this can be changed to incorporate card games, trading figure games, or be more inclined to anime or video game as opposed to a mixture, solid rules ought to be used. Because of this, any fandom elements incorporated into the game world should be regulated.

People and Pokémon

The most complicated part of this system is that there are likely a dozen or more characters per main party. The Game Master will be responsible for most of them, including all the NPCs and Pokémon in a party. However, each player character will be responsible for playing their own character and raising a party, likely having up to 6 Pokémon. Because of this, Pokémon will be controlled by both the DM and the player, as appropriate. Many mechanical aspects will be controlled by the player, while personality and characteristics will be determined by the Game Master, much as familiars, cohorts, companions, and other NPCs are controlled in other editions of Dungeons and Dragons.

People are the easy part to understand. They are only controlled by one person at a time, either the Game Master controlling an NPC or a player controlling their own character. Under normal circumstances these characters are humans that will choose a class and alignment that will help them on their journey through the Pokémon world. They will take skills and feats to assist them on their journey as fit for their characters. Additionally, they are restricted by their own abilities. Ultimately, personality of the character designs their progress, as well as what the player wishes for the personality and mechanics of the character to develop.

Pokémon are much more complicated. They require input from both the Game Master and the Player Character. The personality is controlled by the Game Master, within reason (as explained later) and should the personality agree with the trainer, then the mechanical aspects are controlled by the trainer of the Pokémon (or the Game Master, if the trainer is an NPC or the Pokémon is wild). Based on the connection between the two, the game master may determine the attitude and the likeliness a Pokémon is to misbehave and break normal mechanics. This normally happens as a result of obtaining an initially incompatible Pokémon based on alignment

or a Pokémon that is obtained at a higher level than the trainer is capable of training at the current time. As long as these qualities are not met, then the personality of the Pokémon should work in favor with the trainer, and the two will get along.

Mechanically, should the two share a strong connection, the Player Character of the trainer will control their Pokémon. They will roll all in game skill and ability checks, be responsible for updating Pokémon character sheets, deciding how they want their Pokémon to develop as they do with their Player Character, and more. Certain character classes allow more access for players to use different skills with each of their Pokémon, such as Rangers encouraging Pokémon usage outside of battle, Breeders being best at training Pokémon, and Trainers being best at using Pokémon themselves. Because of this, the mechanics will vary from character to character, but trainers should generally have mechanical control over their Pokémon within the boundaries of the rules and the Game Master's acknowledgment of the cooperation between the trainer and Pokémon.

On Pokémon as a player character:

So you want to play as a Pokémon? IT CAN BE DONE! Caution should be taken to make sure that the trainers in the party are willing to have an independent Pokémon journey alongside them, and the Game Master must be willing to work with it. For a group of low level trainers, level 3 and lower, an independent Pokémon should have a base stat total of 410-430 to be on equal level, and should have no more than two stats above 90. All Pokémon are considered intelligent enough to be a player character in the original D&D system, but it is best to avoid Pokémon with low special attack as an independent Pokémon. Significant story considerations and the feat, Independent Pokémon, must be taken for a character to use this, and it will be described in more detail later. Typically, it applies only to legendary and other powerful

Pokémon to be used as NPCs, though it can create certain interesting narratives for player characters. Pokémon CANNOT take levels in trainer classes, they level up through battling and gaining experience as normal. This causes them to progress through levels as a Pokémon, gaining bonuses in their base stats, but they do not gain bonuses in ability scores, feats, etc. Additionally, a Pokémon can attempt to learn new moves on their own, also described in more detail later.

Character Creation Basics:

Creating a character is mostly done by filling out the Chambers and Charizard character sheet. By going through the chapters in this book, you can easily create a character by following simple steps. Some story considerations should be taken into account when creating a character. After that, choosing a class is the first step. Each class has different ability scores it is based on. There are 6 ability scores, STR for Strength, DEX for Dexterity, CON for Constitution, INT for Intelligence, WIS for Wisdom, and CHA for Charisma.

For a player character, roll these as normally would be done in the d20 system. Roll 6 sets of 4d6, dropping the lowest die with each roll. Assign these to your character's abilities in any order you see fit, as will help with their classes and other skills. The ability moderator bonuses are shown below. If the total of the moderator bonuses is below +1, reroll all ability scores, or take an elite array of 15, 14, 13, 12, 10, 8. Some Game Masters will allow other rolling systems, arrays, or point-builds. The ability moderator bonuses, or penalties, in some cases, apply to checks using that ability, as described in chapter 6 for skills. No ability should be below 3 or above 18 at first level. Pokémon ability scores have much wider variety and are calculated from base stats in formulas, as described later.

Score	Mod.	Score	Mod.	Score	Mod.	Score	Mod.	Score	Mod.
1	-5	10-11	0	20-21	+5	30-31	+10	40-41	+15
2-3	-4	12-13	+1	22-23	+6	32-33	+11	Etc.	
4-5	-3	14-15	+2	24-25	+7	34-35	+12		
6-7	-2	16-17	+3	26-27	+8	36-37	+13		
8-9	-1	18-19	+4	28-29	+9	38-39	+14		

A character begins by taking a level in one of the eight classes presented in the following chapter, Breeder, Connoisseur, Legend Speaker, Master, Performer, Ranger, Researcher, or Type Specialist. Additionally, they take 2 feats at first level. At levels 4, 6, 8, 10, 12, and 14 they take another feat, and at levels 3, 6, 9, 12 and 15, they can raise any of their ability scores by 1. Class advancement dictates other features gained through leveling up, such as skills, saving throws, and catch bonuses.

For humans, you can take up to 12 levels in your class. Pokémon can reach a total level of 20. For all classes, a Pokémon that is a higher level than the trainer when it is obtained will not listen to the trainer as long as the trainer's level is less than the Pokémon's. However, if a Pokémon is obtained at an equal or lower level than the trainer and is raised to be at a higher level, it will still listen. For example, a trainer who obtains a level 4 Pokémon at level 2 will be unable to control it with reason until the trainer reaches level 4. If that Pokémon again is a higher level than the trainer, it won't listen.

One other thing to consider when creating a character is alignment, as usual in D&D and similar roleplaying systems. There are 9 alignments, representing perspectives an individual has on morals and ethics. More information on the alignments is presented in the SRD. Pokémon also have alignments, as shown on the table below.

Alignment and personality of wild Pokémon should be dictated by nature. However, an individual Pokémon may change in alignment and personality, but they may not change their nature. A trainer more than one step away from a Pokémon's alignment will initially start off one step lower in connection. Once the Pokémon becomes friendly, as appropriate, the alignment of the Pokémon may shift in one direction towards the player. A fanatic Pokémon will likely share

personality traits with the trainer, and may shift their alignment another step closer, or to match the trainer's alignment directly, if the trainer chooses.

Lawful Good: Bashful, Gentle, Calm, Careful	**Neutral Good**: Brave, Jolly, Modest, Quirky	**Chaotic Good**: Hardy, Lonely, Hasty, Rash
Lawful Neutral: Timid, Serious, Mild, Sassy	**True Neutral**: Docile, Relaxed, Lax, Naïve, Quiet	**Chaotic Neutral**: Adamant, Naughty, Bold, Impish
Lawful Evil:	**Neutral Evil**:	**Chaotic Evil**:

"Pokémon not bad guys … Pokémon do bad things, because master bad." – Jessie's

Ekans, Island of the Giant Pokémon.

Though many Pokémon have intelligence scores well above 3 in this system, sometimes well above 18, and standard D&D suggests that any intelligent creature is capable of recognizing morals and ethics, Pokémon cannot have an evil alignment to begin with. This may be a personal touch to the system, but many villains have motivation. A person who truly believes themselves to be evil is rare, and in that circumstance, the Pokémon's alignment may shift to match the trainer. Other rare circumstances, such as the reoccurring Malamar from XY, can be considered evil. Most Pokémon will never be considered evil though, and trainers should rarely be labeled as such as well.

Classes:

As described above, player characters who are not Pokémon can choose from one of eight classes to play as. As a player levels up in each class, they will roll a die to gain new hit points, gain a certain number of skill points as dictated by their class, and gain other bonuses associated with their classes. Many classes have a catch bonus of some sort, proficiencies and free items, and all classes have bonuses to Fortitude, Reflex, and Will saves. Additionally, classes list features that you gain as you progress through the class, and how these features may change. All of these bonuses are listed in a table for each class, along with details explaining non-unique class features below the table.

Classes are what determine a players' progression through the game. Each player picks a class to start out as for level one, and as they meet their level up requirements, they can continue progressing through their class. Each of the classes presented below has 12 levels. However, players have a maximum of 15 level slots they can fill. A player may choose to multiclass, taking on more than one class, and gain some features from each to fill all 15 levels, should the campaign they play in go that high. They may do 12 levels in one class and 3 in another, 8 and 7, or any combination that adds up to 15. More than 2 classes can be taken, but multi-classing in general is a difficult feature to accomplish.

Unlike many systems of roleplaying games, multi-classing is difficult to accomplish. Each class levels up through different methods, with a few universal methods for leveling up. A trainer must dedicate significant effort in order to take levels in a new class. This process requires meeting the requirements of leveling up in the new class twice without meeting the requirements of your current class interrupting them. After this, the trainer loses a level in their current class and takes a level in the new class. The exception to this is the Connoisseur, who

may freely multi-class, or a character with the "multi-class" feat. These characters must still meet the pre-requisite of leveling up once and they do not need to give up a level. Once a character has obtained a second class, they may gain levels in either class in an ordinary manner. Any character can level up by completing the regional dex, the national dex, or competing in a non-league sponsored gym battle, contest, judging event, or other encounter usually specific to a class.

Breeder:

A Breeder is skilled in taking care of Pokémon and helping them grow without battling. Taking care of the Pokémon they raise is his top priority, and his party will often consist of many low-leveled Pokémon rather than a few well-trained, high-leveled Pokémon. This does not mean the training a Breeder offers is poor, in fact, his training is usually some of the best. Because of his attention to health, Constitution is an important investment for a breeder, as well as Intelligence, as it aids in knowledge about Pokémon.

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Egg Caring
2	+1	+3	+0	+1	
3	+2	+3	+1	+1	Guidance +1
4	+3	+4	+1	+2	
5	+3	+4	+1	+2	Guidance +2
6	+4	+5	+2	+3	Healing Touch

| 7	+5	+5	+2	+3	Guidance +3
8	+6	+6	+2	+4	
9	+6	+6	+3	+4	Day Care, Guidance +4
10	+7	+7	+3	+5	
11	+8	+7	+3	+5	Guidance +5
12	+9	+8	+4	+6	Healing Power

Skills – Concentration, Craft, Diplomacy, Heal, Knowledge (Pokédex), Knowledge (Pokémon), Motivate, Perception, Profession, Search, Sense motive, Train Pokémon, Use Rope, (2+int) skill points per level, d8 hit die.

To Level Up: A trainer must level up a Pokémon that belongs to another trainer 4 times or successfully breed a Pokémon in order to level up in the Pokémon Breeder Class.

Proficiencies: Members of the Breeder class are proficient with Poké balls and are given a trainer's license and an incubator in addition to other starting equipment.

Level 1: Egg Caring – A breeder can handle a Pokémon egg. This counts as having a Pokémon in your party, although it is unusable in battle and outside of battle. With a Knowledge (Pokémon) check of DC 18 the breeder may identify the primary type of the Pokémon that will hatch from the egg. DC 23 reveals both types and a DC of 20 reveals the Pokémon species.

Level 3: Guidance – A breeder excels at teaching Pokémon moves and skills. A number of times per day equal to his intelligence modifier, minimum one, a breeder may add a bonus to a Train Pokémon check as shown on the table above. This bonus starts as +1, and increases every other level. This check only applies when training a Pokémon a new skill or move.
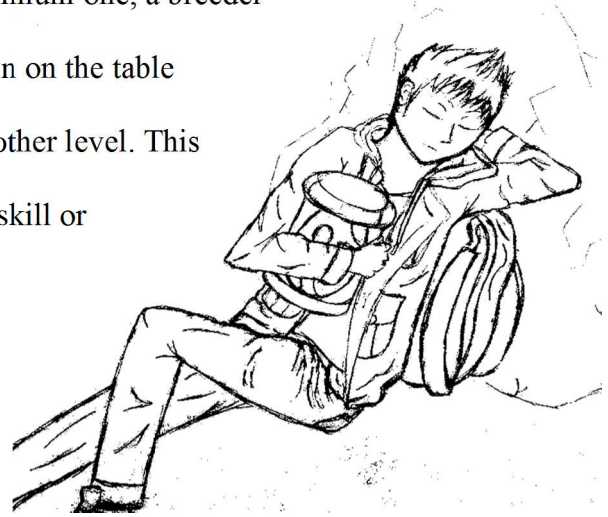
Level 6: Healing Touch – Once per short rest, a Breeder of 6th level or higher may cure status effects, such as Burn, Paralysis, Poison, and more, that affect a Pokémon outside of battle.

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Level 9: Day Care – A breeder may select two Pokémon from his party or a companion's party, if the other trainer wishes, to gain experience at an amount that is equal to the Breeder's level each day. These Pokémon may not battle or use skills during this period, but may learn new skills and moves as a result of leveling up. Additionally, if they are in compatible egg groups, have opposite genders, and are within 2 steps of alignment (or the Game Master rules they have similar personalities), the Pokémon have a 20% chance of laying an egg together each day. This increases to 50% if they are from different trainers or are both the same species, and 70% if both of these conditions are met (40%, 80%, and 88%, respectively, with an oval charm.)

Level 12: Healing Power – Once per day, a breeder can revive a fainted Pokémon or trainer outside of battle to full health. This takes 10 minutes/level of Pokémon or trainer.

Connoisseur:

A Connoisseur focuses on the connection between Pokémon and their trainers. A connoisseur is skillful, and he gains many talents that assist him in further exploring his interests. Also, as he progresses through the connoisseur organization, he gains a fame among other connoisseurs and individuals, making him more recognizable. Intelligence, Wisdom, and Charisma are all useful abilities, as well as any ability that a connoisseur chooses to invest his specialization skills in.

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Specialization, Evaluation Time, Class C
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	Bonus Feat
5	+2	+1	+1	+4	Extra-Special
6	+3	+2	+2	+5	Class B, Name Rater
7	+3	+2	+2	+5	Foresight Evaluation
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Class A
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6	+4	+4	+8	Class S

Skills – Appraise, Bluff, Concentration, Craft, Diplomacy, Disguise, Gather Information, Knowledge (any three), Motivate, Profession, Sense motive, Train Pokémon, (6+int) skill points per level, d4 hit die

To Level Up: A trainer must assist another trainer who is having difficulties with their Pokémon or evaluate Pokémon at a major, league-sponsored event as a judge or referee in order to level up in the Pokémon Connoisseur Class.

Proficiencies: Members of the Connoisseur class are proficient with Poké balls and are given a trainer's license in addition to other starting equipment.

Level 1: Specialization – A connoisseur may choose three skills, up to one of which may be cross-class, to specialize in. In each of these skills, the player may gain a +3 specialization bonus to the skill check.

Level 1: Evaluation Time – A connoisseur may judge the connection between a Person and their Pokémon. By studying a trainer and their Pokémon for a minute, with a specialized level check (d20+connoisseur level) plus their wisdom modifier, the connoisseur can assess the relationship of the two. A DC of 2(Pokémon's Level) + Trainer's level is required to complete the check successfully. The result provided is given as an attitude of Hostile, Unfriendly, Indifferent, Friendly, Helpful, or Fanatic. This check may only be tried once per day per trainer.

Level 1: Class C – this grants a Connoisseur a +1 reputation bonus in all charisma checks.

Level 4: Bonus Feat – A Connoisseur gains either the Multi-Class feat or the Referee feat as a bonus feat.

Level 5: Extra-Special – Specialization gains an additional +3 specialization bonus in the skills they chose earlier, a total of +6. Connoisseurs may also take a 10, even under distracting conditions.

Level 6: Class B – Higher Ranking than Class C, a Connoisseur gains another +1 bonus in all charisma checks, raising his total to a +2. Additionally, a Connoisseur gains a +5 reputation bonus on Evaluation checks.

Level 6: Name Rater – A Connoisseur may evaluate the nicknames of Pokémon, and offer suggestions to change it if the other trainer agrees.

Level 7: Pure Evaluation – An Opponent's Pokémon's ability and 2 moves are automatically known as soon as they send out their Pokémon with a successful evaluation check. They may make this check as a move action at a -10 penalty. These moves are chosen randomly.

Level 9: Class A – Again, a higher ranking than Class B, the Connoisseur gains an additional +1 bonus in all charisma checks, for a total of +3. The bonus on evaluation checks raises as well, for a total of +10.

Level 12: Class S – A connoisseur to achieve this ranking can automatically perform an Evaluation Time check, without needing to roll. They still must roll for pure evaluation, but the bonus again increases, for a total of +15 to his roll.

Legend Speaker:

Legend Speakers are individuals who dedicate their life to discovering and learning about the rarest, most powerful Pokémon. Rather than catching Pokémon, they befriend Pokémon they

encounter temporarily. Additionally, Legend Speakers get unique features known as Charms.

Charms are strange powers, normally specific to Pokémon, which can cause a variety of effects, usually aiding the Legend Speaker's pursuit of knowledge and friendship. Many of the Charms are most effective with a high wisdom score, and Charisma helps in befriending Pokémon. Additionally, Constitution is necessary for concentration checks and health.

Level	Befriend Bonus	Fort	Ref	Will	Special	Charms per day		
						L	I	G
1	+0	+0	+0	+2	Befriending, Legend Path	1	-	-
2	+1	+0	+1	+3	New Charm (L), Battle Partner	1	-	-
3	+1	+1	+1	+3		2	-	-
4	+2	+1	+2	+4	New Charm (L)	2	-	-
5	+2	+1	+2	+4	Replace Charm (L)	3	1	-
6	+3	+2	+3	+5	New Charm (I)	3	2	-
7	+3	+2	+3	+5	Journey Companion	3	2	-
8	+4	+2	+4	+6	New Charm (I)	4	3	-
9	+4	+3	+4	+6	Replace Charm (L or I)	4	3	1
10	+5	+3	+5	+7	New Charm (G)	4	3	2
11	+5	+3	+5	+7		4	4	2
12	+6	+4	+6	+8		5	4	3

Skills – Appraise, Athletics, Concentration, Diplomacy, Disguise, Heal, Knowledge (Pokémon), Knowledge (Region), Knowledge (History), Knowledge (Religion), Ride, Sense motive, Sleight of Hand, Spellcraft, Stealth, Tinker, Use Magic Device, (4+Int) skill points per level, d6 hit die

To Level Up: A trainer must visit the site of a legendary Pokémon or have gone through significant study in order to level up in the Legend Speaker Class.

Proficiencies: Members of the Legend Speaker class do not gain any proficiencies or items.

Level 1: Befriending – A Legend Speaker is not great at catching and training Pokémon normally. Instead, she befriends wild Pokémon she encounters. When encountering a wild Pokémon, the Pokémon makes a Will Save (DC 10+ ½ Legend Speaker Level (the befriend bonus on the table) + Legend Speaker's charisma modifier). If they fail the save, they become friendly towards the Legend Speaker. As long as the Legend Speaker does not battle with the wild Pokémon, then until the speaker leaves the area, the Pokémon will accompany the legend speaker on her journey. A Legend Speaker's befriended Pokémon count towards her party total, which cannot exceed 6.

Level 1: Charms – A Legend Speaker has a direct connection with Pokémon, and is able to manipulate strange powers known as charms because of this. At Level 1, a Legend Speaker knows one Lesser Charm from the list, plus the Lesser Charm given to her by her Legend Path.

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As she levels up, she learns additional charms. She can only use her charms a limited number of times per day as shown on the table above. First, she chooses which charm, out of any of her known list, to use. She must have at least one use of that level or higher (for example, a lesser charm may use an intermediate charm slot). To use a charm, a legend speaker must first make a concentration check. The DC is 15 for a lesser charm, 20 for an intermediate charm, and 25 for a greater charm, modified by any distracting factors as normal for concentration checks.

Following this, a Legend speaker announces the charm and makes the appropriate gestures (requiring at least one free hand) to activate the ability. Sometimes, a charm requires additional concentration or sacrifice. If a Legend Speaker is interrupted in concentrating, speaking, or additional supplements, the slot for using the charm is not lost, but the charm is not used.

Additionally, a Legend Speaker gains extra charms per day for a high charisma score. With a charisma score of 15 or higher, a Legend Speaker gains an extra slot for a Lesser Charm. With a charisma score of 17 or higher, a Legend Speaker gains an extra slot for an Intermediate Charm, plus the lesser charm slot from before. Finally, with a Charisma of 19 or higher, in addition to the other two slots, a Legend Speaker gains an extra Greater Charm slot. These do not add to charms known. The slots for Intermediate charms are only given at levels 5 and higher, and the slots for Greater Charms are only given at levels 9 and higher. When a Legend Speaker obtains a

new type of Charm, unless she also gains a new general Charm at that level, she only knows the Charm of her Legend Path. The list of all general charms and all legend paths can be found at the end of this chapter.

A charm that has an effect such as a duration per level uses the Legend Speaker's Class level. Charms have a range of the distance a legend speaker can perceive (through sight or hearing) or 100 feet times her class level, whichever is lower.

Level 1: Legend Paths – (The Game Master can choose to outlaw any of these paths based on available Pokémon in the region, or make new paths available.) A Legend Speaker chooses one of the following paths (listed with other charms) to follow, each one being based on a group of legendary Pokémon. Instead of getting a normal starter Pokémon, each path grants a Pokémon a Legend Speaker has befriended already. This Pokémon will never leave the side of the Legend Speaker, even if a charm would cause it, as the two share a deep, spiritual bond. Additionally, the befriended starter will travel and battle with the Legend Speaker, regardless of either of their levels. Unless they catch others, this is the only permanent Pokémon a Legend Speaker has.

New Charm: At levels 2, 4, 6, 8, and 10, a Legend Speaker adds a new Charm to her Charm's known list. The charm learned is lesser at levels 2 and 4, Intermediate at 6 and 8, and greater at level 10. A Legend Speaker will know 3 Lesser Charms, 2 Intermediate Charms, and 1 Greater Charm, plus one of each level from her Legend Path at level 12, but can cast these in any permutation as permitted on the table.

Level 2: Battle Partner – A Legend Speaker of 2nd level or higher may battle with or against any befriended Pokémon without them leaving. The partner may be battled with or against a number of times up to the Legend Speaker's class level, and after that the Pokémon will leave.

The Pokémon retains a friendly attitude towards the Legend Speaker, but it may not be befriended again for another week.

Replace Charm: At level 5, a Legend Speaker may choose to replace one of her Lesser Charms that she knows with a different Lesser Charm from the list. She can no longer cast the original Charm, but learns the new one. At level 9, a Legend Speaker may replace a Lesser Charm or an Intermediate Charm, but she may not learn a new Intermediate Charm in place of a Lesser Charm.

Level 7: Journey's Companion – Pokémon befriended by a legend speaker will now accompany them when leaving the area they were befriended in. They will still leave the Legend Speaker under certain conditions, such as a lot of battling, or certain charms being used.

Master:

A Pokémon Master trains to attempt and catch as many Pokémon and raise them to as strong as they can be. He is willing to work with all individuals, People and Pokémon, to help them reach their greatest potential, as he can learn from their experiences as well. Though battling is the main focus of a Pokémon Master, he also gains a special focus in working directly with his companions, aiding them and sharing a deeper connection than many characters can have. Because of this, Charisma is an important skill for a Pokémon Master, dictating his Train Pokémon checks as well as many other class abilities. Additionally, due to the hard work required to train and catch Pokémon. Constitution and Strength are both important ability scores to invest in.

Level	Catch Bonus	Fort	Ref	Will	Special	General Training Bonus
1	+1	+2	+0	+0	General Training	-
2	+2	+3	+1	+0	Move Replacement	+1
3	+3	+3	+1	+1	Encouragement	+1d2
4	+4	+4	+2	+1	Move Replacement	+1d2
5	+5	+4	+2	+1	Move Replacement	+1d3
6	+6	+5	+3	+2	Caring Friend	+1d3
7	+7	+5	+3	+2	Move Replacement	+1d3
8	+8	+6	+4	+2	Move Replacement	+1d4
9	+9	+6	+4	+3	Empathy	+1d4
10	+10	+7	+5	+3	Move Replacement	+1d4
11	+11	+7	+5	+3	Move Replacement	+1d4
12	+12	+8	+6	+4	True Master	+1d6

Skills – Acrobatics, Athletics, Bluff, Ride, Search, Survival, Train Pokémon, Use Rope, (2+int) skill points per level, d10 hit die

To Level Up: A trainer must defeat a gym leader in to level up in the Pokémon Master Class.

Proficiencies: Members of the Master class are proficient with Poké balls and are given a trainer's license in addition to other starting equipment.

Level 1: General Training – Once per short rest, a trainer may choose one Pokémon to train outside of battle. This training is made separate from training to learn new moves or skills, rather, it is used to gain experience directly. General Training takes 1 hour plus 10 minutes per

level of the Pokémon that is gaining experience. To gain experience, the trainer makes a Train Pokémon Check. Divide the result by (12-The Character's Total Level), minimum 1, and add the General Training Bonus to the total.

Move Replacement – At levels 2, 4, 5, 7, 8, 10, and 11, a Pokémon Master may change any one move on one of his Pokémon's known move lists. The move the Pokémon learns requires no Train Pokémon check, but the Pokémon must be able to learn it by leveling up normally at their level times 5 or lower in the video game. Once the Pokémon reaches level 7, the trainer may teach moves from their TM, move tutor, or egg-move lists, or a move not on the list with the Game Master's approval.

Level 3: Encouragement – Once per short rest, a Master may encourage a Pokémon or another Trainer to receive +4 competence bonus on a roll or task.

Level 6: Caring Friend – Wild Pokémon a master catches are automatically considered friendly to him as opposed to indifferent.

Level 9: Empathy – A Pokémon Master may choose a number of Pokémon equal to his Con modifier that he has obtained. These Pokémon are automatically considered fanatic to the trainer. Additionally, the trainer does not need to announce or signal for the chosen Pokémon to understand simple commands, such as Dodge, Using a Skill, or Attacking (but not a specific attack). This does not apply to other fanatic Pokémon under the trainer's possession.

Level 12: True Master – All Pokémon under a Pokémon Master's ownership below his total character level will listen to the Master as if they have a friendly or stronger connection. Additionally, any other trainers may choose to have their Pokémon listen to a True Master for individual commands. Finally, Wild Pokémon will change their nature to indifferent and leave a

battle if the Pokémon Master wishes unless they make a will save equal to (16+The Pokémon Master's Con Modifier).

Performer:

Performers learn how Pokémon can use their normal abilities and moves outside of battle for arts and show, as well as other uses. She trains her abilities to match her Pokémon, understanding how to make everything artistic and entertaining. Even battles will have elements of style or fashion somehow involved. Because of the constant movements and rigorous practice, Dexterity is one of the most important abilities for a Performer. Constitution is useful for Trainer Feats, allowing her Pokémon to use moves in creative and artistic ways. Additionally, the fashion, arts, and performances she will use, she will need to tune her own charisma to match or be higher than that of her Pokémon.

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Performance, Simple Routine
2	+1	+0	+3	+1	Routine Advancement, Trainer Feat
3	+2	+1	+3	+1	
4	+3	+1	+4	+2	Majestic, Routine Advancement
5	+3	+1	+4	+2	Complex Performance
6	+4	+2	+5	+3	Routine Advancement
7	+5	+2	+5	+3	
8	+6	+2	+6	+4	Routine Advancement

9	+6	+3	+6	+4	
10	+7	+3	+7	+5	Multi-Task, Routine Advancement
11	+8	+3	+7	+5	
12	+9	+4	+8	+6	Routine Advancement, Elegance

Skills – Acrobatics, Concentration, Disguise, Motivate, Perception, Perform (All), Ride, Stealth, Train Pokémon, Use Rope, (4+int) skill points per level, d6 hit die

To Level Up: A trainer must achieve at least 4th place in a Pokémon performance such as a Contest to level up in the Pokémon Performer Class.

Proficiencies: Members of the Performer class are proficient with Poké balls and are given a trainer's license in addition to other starting equipment.

Level 1: Performance – Performers participate in performances such as contests, musicals, showcases and more. These performances require more than a Pokémon's battle capabilities, and as such a performer learns how to train her Pokémon to use moves and skills in more creative ways. A performer should practice her routine outside of the contest so that the GM recognizes what she is trying to emphasize in her moves and make sure it is appropriate and creative. A Performer's Pokémon automatically gain a rank in Perform (Contest) each time they level up under the Performer. (For Pokémon who have less ranks in Perform (Contest), skill points may still be invested to raise their skill to its maximum.) Additionally, a Performer may use a routine outside of contests to try and impress others.

Level 1: Simple Routine – A Routine created by a Performer can have one move or skill in it. The DC to resist it is equal to Perform Check (either her own perform check or her Pokémon's, using the appropriate charisma mod) + number of moves used + Disguise Check/10 rounded

down. A level one coordinator can only use one move or skill per routine. Those who fail a Will Save become fascinated for one round/level. A simple routine may be used a number of times per day up to the user's charisma modifier. A routine must be practiced a number of times equal to the Performer's class level + number of moves used or else the check has a -2 penalty for each time it is not practiced.

Level 2: Trainer Feat – At level 2, a Performer may select a Trainer Feat as a Bonus Feat, provided she meets the prerequisites.

Routine Advancement – At every even level, a Performer may add an additional moves, skill, items, or other events to their routine (a limit of moves equal to one-half your performer level), increasing the DC by 1. Each additional move or skill takes another minute in the performance. At level 6 and above, those who fail the save against the routine by 5 or more are both fascinated and dazed. At level 10 and above, those who fail the save by 10 or more are both fascinated and stunned. Pokémon can perform multiple events at once, but it requires a separate concertation check by the Performer (DC 10 + 5 for each additional event) for each.

Elise

Level 4: Majestic – A Performer may involve herself in the performance of her Pokémon. She may not disguise herself, but she can use skills or Pokémon moves, if possible. She can replace the disguise check used on her Pokémon with her own Perform check to add a bonus to the DC. If she acts simultaneously to her Pokémon, she still must perform her concentration checks.

Level 5: Complex Performance – A Performer's Pokémon can use moves to assist in certain skills outside of battle. Depending on the skill and move, and the GM's ruling, a Pokémon's

moves may assist on Acrobatics, Bluff, Craft, Disguise, Motivate, Perform, Stealth, and Use Magic Device checks. Regardless of whether they have ranks in the skill or not, a Performer's Pokémon may aid their trainer in any of these skills with their moves, granting a +2 bonus.

The Pokémon may also invest ranks into these skills. Beginning at level 5, a Performer may give a number of skill points to a Pokémon whenever she levels up. When she does, the Pokémon gains a number of skill points equal to its intelligence modifier, which can be distributed only to the skills listed above.

Level 9: Multi-task – Performers learn how to concentrate on multiple events at once, gaining a +4 enhancement bonus on all concentration checks. Additionally, two events may occur at once without a concentration check being required, but any more than that requires additional concentration checks.

Level 12: Elegance – A Performer automatically gains a +2 inherit bonus to both Charisma and Dexterity.

Ranger:

Rather than battling with Pokémon, Rangers work together with Pokémon in order to help others. Using field moves as opposed to standard attacks, Rangers are equipped to handle many field situations to assist others. Additionally, rather than normal catching of Pokémon, Rangers are trained in using capture stylers, to temporarily hold a Pokémon with friendship to assist the Ranger on their goal. Using stylers requires quick skills and thinking, so Dexterity and Intelligence are useful, along with Wisdom for the survival skills a ranger generally uses.

Level	Capture Bonus	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Partner, Capture Check, Track
2	+2	+1	+3	+0	Field Abilities, Improved Styler
3	+3	+1	+3	+1	Environment Awareness
4	+4	+2	+4	+1	Improved Styler
5	+5	+2	+4	+1	
6	+6	+3	+5	+2	Improved Styler, Environment Awareness
7	+7	+3	+5	+2	
8	+8	+4	+6	+2	Improved Styler
9	+9	+4	+6	+3	Environment Awareness
10	+10	+5	+7	+3	Improved Styler
11	+11	+5	+7	+3	
12	+12	+6	+8	+4	Ranching, Improved Styler

Skills – Acrobatics, Athletics, Disguise, Heal, Knowledge (Geography), Perception, Ride, Sleight of Hand, Stealth, Survival, Use Rope, (4+Int) skill points per level, d10 hit die

To Level Up: A trainer must assist in clearing a hazard or saving individuals from an immediate danger to level up in the Pokémon Ranger Class.

Proficiencies: Members of the Ranger class are proficient with Capture Stylers and are given a ranger's license (which functions the same as a trainer's license) in addition to other starting equipment.

Level 1: Partner – A Ranger has one Pokémon as a partner Pokémon. This Pokémon is a starter that varies depending on the region. It does not require a capture check and will always stay with the Ranger. Though not restricted to the following list, a GM should give Ranger's an option of 3 Pokémon that do not follow the Fire-Grass-Water triangle. Examples are shown in the table below.

Since the partner does not battle the same way other Pokémon do, it does not gain experience from defeating other Pokémon. Instead, it levels up every time the Ranger levels up, and levels up twice at levels 5, 7, and 11. A level 6 Ranger from Kanto, for example, may have a level 7 Pikachu as his

Region	Starter	Starter	Starter
Kanto	Spearrow	Pikachu	Sandshrew
Johto	Hoothoot	Chinchou	Phanpy
Hoenn	Taillow	Elektrike	Baltoy
Sinnoh	Swinub	Starly	Shinx
Unova	Rufflet	Blitzle	Drillbur
Kalos	Doduo	Bunnelby	Heliolisk
Alola	Sandile	Pikipek	Grubbin

partner, provided his Pikachu has not evolved yet. If the ranger takes a level in any other class, his Pokémon will be able to freely gain experience normally, having the minimum required for its current level.

Level 1: Capture Check – A ranger currently using less than 2 Pokémon may make a capture check instead of throwing a Poké ball in battle. This is done with a d20 + Capture Bonus + Dex Mod. The opposing Pokémon has a DC equal to $(.15*(255 – \text{Catch Rate}) + 1.55) + \text{Dex Mod}$. (A Ranger rolling a Natural 1 and Natural 20 count as automatic failure and success, respectfully.) A Ranger may release a captured Pokémon at any time he chooses, after he feels it has assisted with battling, skills, or other purpose.

Level 1: Track – A Ranger gains the track feat as a bonus feat, allowing him to use the survival skill to follow tracks.

Level 2: Field Abilities – The Pokémon of a ranger may use their attacks, skills, or abilities to help out of battle. Using their field moves, a ranger's Pokémon may automatically make checks in one of: acrobatics, athletics, diplomacy, gather info, heal, search, survival or use rope. If they don't have any ranks in these skills, they use the Ranger's level, and it may only be done once per day. If they do have ranks in the skill, this limitation does not apply. Regardless of whether they have ranks in the skill or not, a Ranger's Pokémon may aid their trainer in any of these skills with their moves, granting a +2 bonus.

The Pokémon may also invest ranks into these skills. Beginning at level 2, a Ranger may give a number of skill points to a Pokémon whenever he levels up. When he does, the Pokémon gains a number of skill points equal to its intelligence modifier, which can be distributed only to the skills listed above.

Improved Styler: At every even level 2-12, a ranger gains an upgrade to their capture styler. This increases the number of Pokémon they can capture and have in their party by one each time, to a maximum of 7. Additionally, each time this ability is gained, the ranger gets a +1 bonus on their capture check.

Environment Awareness: At levels 3, 6, and 9 a ranger gains experience dealing with potentially difficult terrain. Each time a ranger gains this class feature, he may choose one of: aquatic, cold desert, temperate/warm desert, cold/temperate forest, warm forest, hills, marsh, mountains, plains, and underground. In the environments he chooses an environment, he is considered to have the feat endurance in that location. Additionally, he gains a +2 bonus on Stealth, Perception, and Survival while in these locations.

Level 12: Ranching – Each week, a Ranger may add a number of Pokémon up to their wisdom mod to their ranch. A ranger must designate a home area as the ranch with sufficient space to hold their Pokémon. Any captured Pokémon may be sent to the ranch. As long as the Ranger visits and cares for the Pokémon each week, they will all maintain their relationship with the ranger and can be captured with a plus +10 bonus to the Ranger's check. A ranger may store as many Pokémon in their ranch as they have space for, and these Pokémon do not count against a Ranger's party limit of 7.

Researcher:

Determined to study these mysterious monsters known as Pokémon, a researcher learns all sorts of details other trainers might never have access to. With plenty of skill points and skills to invest them in, a researcher can understand and be proficient in many fields. Perhaps the most impressive of these skills is access to a wide variety of knowledges, with bonuses being granted as the research progresses in the class. Intelligence is easily the most important skill for a researcher.

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Improved Initiative, Pokédex
2	+1	+1	+0	+3	
3	+1	+1	+1	+3	Field Specialization
4	+2	+2	+1	+4	Bonus Language
5	+2	+2	+1	+4	Item Analysis

6	+3	+3	+2	+5	Value Training, Specialization Item
7	+3	+3	+2	+5	
8	+4	+4	+2	+6	Bonus Language
9	+4	+4	+3	+6	Field Capability
10	+5	+5	+3	+7	
11	+5	+5	+3	+7	Egg Caring
12	+6	+6	+4	+8	Field Recognition

Skills – Concentration, Craft, Diplomacy, Disguise, Gather Information, Heal, Knowledge (All), Perception, Search, Tinker, (6+Int) skill points per level, d4 hit die

To Level Up: A trainer must contribute new knowledge related to their own studies to a group such as an organization or business, or a researcher of a higher level to level up in the Pokémon Researcher Class.

Proficiencies: Members of the Researcher class are proficient with Poké balls and are given a trainer's license and a Pokédex in addition to other starting equipment.

Level 1: Improved Initiative – A Researcher gains the improved initiative feat as a bonus feat, giving him a +4 bonus to all initiative checks.

Level 1: Pokédex – A Researcher gains a Pokédex at first level. This item weighs one pound and can be used to learn additional information about Pokémon. With a successful Tinker Check (DC 15 – this check does not require tinker tools, and does not receive penalties or bonuses from the presence or absence of them) made as a free action, a Researcher gains a +2 bonus on any

Knowledge (Pokédex) and Knowledge (Pokémon) checks. Additionally, he can use Knowledge (Pokédex) untrained, but only when using a Pokédex.

Level 3: Field Specialization – A researcher gains the ability to specialize in a field of research in studying Pokémon. The researcher may choose which professor they have studied under, and will gain further benefits at higher levels. The professor must be consistent at each level. Depending on professors they have studied under, they can gain bonuses in the following effects (the Game Master may choose to add or remove other professors):

- Oak: +2 competence bonus on all Gather Information and Search checks.

- Elm: +2 competence bonus on all Knowledge Pokémon checks.

- Birch: + 2 competence bonus on all Knowledge Region and Knowledge Geography checks.

- Rowan: +2 competence bonus on all Knowledge Religion and Knowledge History checks.

- Juniper: +2 competence bonus on all Craft (of one type of the Professor's choice) and Tinker checks.

- Sycamore: +2 competence bonus on diplomacy and sense motive checks with Pokémon.

- Kukui: +2 competence bonus to Train Pokémon checks for the purpose of teaching a Pokémon a new move that has never been practiced before. This does not apply on the following checks to reinforce the move.

Bonus Language – At levels 4 and 8, a researcher may choose a bonus language from the following list: Foreign, Glyph, Unown, Braille, Latin, or other languages, as the GM finds appropriate.

Level 5: Item Analysis – Researchers can observe items and figure out how to craft them. By making a tinker check on a magic item, a researcher may examine what moves or abilities are required to create a magic item. The researcher must have the item present, and the DC is equal to the spellcraft DC to create the item. Additionally, a researcher may remove cursed items from the held item slot from their Pokémon, though this does not remove the curse.

Level 6: Value Training – A Researcher of 6th level or higher understands more values about Pokémon than commonly understood. When training a Pokémon, he may declare a stat he would like to focus on training such as attack or speed. His Pokémon will begin gaining benefits of that stat as if they were EV (Effort Value) training. Additionally, when having Pokémon bred and catching new Pokémon, the Researcher may examine the Pokémon to understand their IV (Individual Values). Finally, a researcher understands how IVs are affected by a Pokémon's nature.

Level 6: Specialization Item – A researcher gains specific items that relate to his research. This again depends on which professor they did his initial research under, the same one as his level 3 choice for field specialization. Many of these items requires a specific feat or skill to use, detailed with the item below:

- Oak: A researcher who studied under Professor Oak understands Poké ball technology. By studying ancient Poké balls and apricorns passed down to him, a researcher gains a +2 bonus on all Craft (Poké ball) checks and a +1 bonus on catching Pokémon. In addition, the researcher may craft a number of standard Poké balls per day equal to their intelligence mod, rather than the limit of 1 per week.

- Elm: A researcher who studied under Professor Elm gains an incubator and the ability to care for an egg. See the details for the ability under Breeder Level 1 or Researcher Level 11.

- Birch: A researcher who studied under Birch has read many of the books in his library. Each morning, a researcher may spend an hour to study one of the books to gain one of the following effects for the day (The GM may add or remove books from the library, giving the players different options. The books should relate to field work.):
  - Not suffering penalties from warm environments
  - Not suffering penalties from cold environments
  - Resistance to energy 20 (one of Acid, Cold, Fire, Lightning) from Non-Pokémon sources
  - Damage Reduction against moves 5/-
  - +10 bonus to survival checks

- Rowan: A researcher who studied under Professor Rowan understands evolution and has learned how to craft devolution spray. Once per day a researcher can craft devolution spray. In battle, using the spray is a full-turn action that targets one Pokémon on the field. That Pokémon must make a fortitude save (DC 10+ ½ professor level + Int mod) or else it reverts to its previous evolutionary form, if it had one (if it does not have a previous form, this item has no effect. A researcher can use Knowledge Pokémon to learn about previous evolutionary forms). This changes its stats to that of its previous form and randomly removes one move if the Pokémon had 4. A researcher can only use one devolution spray per battle, and at the end of the battle any affected Pokémon revert to their normal, fully-evolved state. A referee may choose not to allow this in a battle.

- Juniper: A researcher who studied under Professor Juniper gets a dream reader. At the beginning of a battle, a researcher may make a Knowledge Pokédex check to identify the opponent Pokémon's current ability and their potential hidden ability as a free action. A number of times per day equal to his intelligence mod, after the opposing Pokémon is revealed, the researcher can force that Pokémon to have their hidden ability instead of their normal ability. This ability only works on wild Pokémon.

- Sycamore: A researcher who studied under Professor Sycamore gains a Key Stone for Mega Evolution. He also gains a Mega Stone for evolving one of his Pokémon, if applicable. If the Pokémon has maximum friendship, then as a free action during a battle, his Pokémon will mega-evolve if it is sent out. Only one of his Pokémon may mega-evolve per battle.

- Kukui: A researcher who studied under Professor Kukui gains a Z-Ring and a Z-crystal for the primary type of their starter Pokémon. Only one Z move may be used per battle.

Level 9: Field Capability – A researcher's field skills have increased greatly over his journey. Based on what he has studied underneath his professor, he gains new class features that aid him in his studies and knowledge of Pokémon.

- Oak: A researcher may judge the connection between a Person and his Pokémon, similarly to a connoisseur. By studying a trainer and his Pokémon for a minute, with a specialized level check (d20+professor level) plus his wisdom modifier, the researcher can assess the relationship of the two. A DC of 2(Pokémon's Level) + Trainer's level is required to complete the check successfully. The result provided is given as an attitude of Hostile, Unfriendly, Indifferent, Friendly, Helpful, or Fanatic. This check may only be tried once per day per trainer.

- Elm: A researcher may select two Pokémon from his party or companion's party, if the other trainer wishes, to gain experience at an amount that is equal to the Researcher's level each day. These Pokémon may not battle or use skills during this period, but may learn new skills and moves as a result of leveling up.

- Birch: A Researcher's Pokémon can use moves to assist in certain skills outside of battle. Depending on the skill and move, and the GM's ruling, a Pokémon's moves may assist on Acrobatics, Bluff, Craft, Disguise, Motivate, Stealth, and Use Magic Device checks, and otherwise gains the related bonuses of Complex Performance as a 5tj level Performer.

- Rowan: A Researcher gains a +3 bonus on catching Pokémon if they already have another Pokémon from the same evolutionary family in their possession. For each Pokémon beyond the first, they gain another +1 bonus that stacks.

- Juniper: A researcher is aware of Legendary Pokémon and their capabilities. He may choose one Lesser Charm from the Legend Speaker's general charm list. He may now use this charm, using the same restrictions as charms normally have, 3 times per day.

- Sycamore: Wild Pokémon you catch are automatically considered friendly as opposed to indifferent

- Kukui: A researcher who studied under Kukui may change a number of moves equal to his Intelligence modifier across any of his Pokémon's known move lists. The move the Pokémon learns requires no Train Pokémon check, but the Pokémon must be able to learn it by leveling up normally at their level times 5 or lower in the video game, through a TM, move tutor, egg-move, or a move not on the list with the Game Master's approval.

Level 11: Egg Caring – If he does not have the ability to already, a researcher can handle a Pokémon egg (If he does, he can instead choose another feat he meets the requirements for). This counts as having a Pokémon in your party, although it is unusable in battle and outside of battle. With a Knowledge (Pokémon) check of DC 15 the researcher may identify the primary type of the Pokémon that will hatch from the egg. DC 17 reveals both types and a DC of 20 reveals the Pokémon species.

Level 12: Field Recognition – A researcher has made significant progress in his field and gains recognition for his studies. At this point, a researcher gains a +1 reputation bonus on all charisma checks due to his fame in his studies. Additionally, the amount of work he has published has granted him some general fame, and other individuals can make a Knowledge (History) check (with a DC equal to 20-Researcher's Class Level) to learn about the Researcher's studies and recognize who he is. Finally, a researcher can gain assistants and students who gain class features relevant to the researcher's studies (with the GM's approval).

Type Specialist:

Pokémon come in 18 unique types, and each of them behave, battle, speak, and perform differently. Because of this, being a Master of all Pokémon sometimes is harder and less rewarding than honing skills on a few. A Type Specialist chooses two types to truly understand and master, and as she levels up she becomes better and better at using Pokémon of her chosen type. She is similar in many ways to a Master and a Legend Speaker, so Charisma, Constitution, and Strength are all important abilities.

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Specialty Types, Granted Ability, Catch Bonus +3
2	+1	+3	+1	+0	
3	+2	+3	+1	+1	Caring Friend
4	+3	+4	+2	+1	Language, Experience Bonus
5	+3	+4	+2	+1	Catch Bonus +4
6	+4	+5	+3	+2	Encouragement, Rebuking
7	+5	+5	+3	+2	
8	+6	+6	+4	+2	Language, Training Bonus
9	+6	+6	+4	+3	Catch Bonus +5, Rebuking Bonus
10	+7	+7	+5	+3	
11	+8	+7	+5	+3	
12	+9	+8	+6	+4	Empathy, Rebuking Bonus

Skills – Acrobatics, Athletics, Concentration, Diplomacy, Knowledge Pokémon, Ride, Search, Survival, Train Pokémon, Use Rope, (4+int) skill points per level, d8 hit die

To Level Up: A trainer must reach the requirements of leveling up as a Breeder, Legend Speaker, Master, or Performer, and it may not be the same class twice in a row, using only Pokémon that each have one of her chosen two types to level up in the Type Specialist Class.

Proficiencies: Members of the Type Specialist class are proficient with Poké balls and are given a trainer's license in addition to other starting equipment.

Level 1: Specialty Types – At first level a Type Specialist must choose her two types to specialize in. This choice is permanent. These two types must have common overlap from one of a few sources. If two or more Pokémon from discovered egg groups[1] and separate evolutionary families share the type combination (alternate forms do not count as having the type combination) of the two specialty types, these are appropriate types to specialize in (This allows the national dex, it is not limited to families in the regional dex, however, it is recommended that at least one family be present in the regional dex with the combination). Additionally, according to the most recent editions of the TCG, if multiple types share the same energy (delta species do not count in most instances, see below), then these types may be chosen to specialize in. Lastly, Electric/Normal is an appropriate type combination, despite not meeting either rule presented above[2].

Level 1: Granted Ability – Once two types are chosen, a Type Specialist gains permanent bonuses related to their types. Additionally, she is considered to be both of her types, instead of normal type, if she makes a concentration check as an immediate action (DC 20) for the purpose of using or being affected by moves should the situation occur.

Bug	A trainer who specializes in Bug types automatically recognizes other type specialists and what types they specialize in.
Dark	A trainer who specializes in Dark types gains Darkvision out to 60 feet.
Dragon	A trainer who specializes in Dragon types gains Use Magic Device as a class skill and gains a +3 specialization bonus to it on all checks.
Electric	A trainer who specializes in Electric types gains a +10 enhancement bonus to her movement speed.

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[1] Nidoqueen and Nidoking allow for Poison/Ground to be an acceptable combination.
[2] When first written, there were no combinations for Electric types that meet the rulings listed above. In the TCG, Holon's Voltorb and Holon's Magnemite provide colorless energy, due to waves of energy causing delta species. Similarly, their evolved forms provide rainbow energy. This, along with Helioptile and Heliolisk, allow Electric/Normal for Type Specialists.

Fairy	A trainer who specializes in Fairy types gains a +1 bonus on all saves against Pokémon status moves and Legend Speaker Charms.
Fighting	A trainer who specializes in Fighting types can attack with an unarmed strike using her catch bonus as a base attack bonus. Each attack does 1d6+Str mod damage, and she can choose if it is lethal or non-lethal.
Fire	A trainer who specializes in Fire types never suffers from effects of warm weather.
Flying	A trainer who specializes in Flying types gains a +3 specialization bonus on all acrobatics checks.
Ghost	A trainer who specializes in Ghost types rolls a d12 for their hit die instead of a d8.
Grass	A trainer who specializes in Grass types can grow berries, apricorns, and other plants at twice speed. Additionally, these trainers get a +3 bonus to survival checks to find these items.
Ground	A trainer who specializes in Ground types cannot be bull rushed, tripped, or otherwise knocked prone as long as she stands on firm ground.
Ice	A trainer who specializes in Ice types never suffers from effects of cold weather.
Normal	A trainer who specializes in Normal types can gain a +1 bonus on any roll once per short rest, after seeing the result but before the outcome is declared.
Poison	A trainer who specializes in Poison types is immune to poisons.
Psychic	A trainer who specializes in Psychic types gains a +2 bonus to will saves.
Rock	A trainer who specializes in Rock types gains a +2 bonus to fortitude saves.
Steel	A trainer who specializes in steel types gains Tinker as a class skill and gains a +3 specialization bonus to it on all checks.
Water	A trainer who specializes in Water types can hold her breath underwater for 5xCon mod minutes, instead of the normal 2xCon mod rounds.

Level 1: Catch Bonus – A Type Specialist gains a +3 specialization bonus on catching Pokémon of her type. At Levels 5 and 9, this bonus increases to +4 and +5, respectively.

Level 3: Caring Friend – Wild Pokémon of a Type Specialist's Type caught are automatically considered friendly to her as opposed to indifferent.

Level 4: Language – A Type Specialist has dedicated so much time to Pokémon of her types that she has picked up on the language of her Pokémon. She may choose one of her types and can speak to Pokémon of that type in their language. At level 8, she gains the language of her other type.

Level 4: Experience Bonus – Type Specialists understand how to train their Pokémon better than most. Pokémon of her type gain a bonus to experience after each battle equal to ½ her class level. However, Pokémon that are not of her type have a penalty to their experience after each battle, gaining at least one experience each time.

Level 6: Encouragement – Once per short rest, a Type Specialist may encourage a Pokémon of her type to receive +4 competence bonus on a roll or task.

Level 6: Rebuking – Once per day, a Type Specialist may Rebuke or Command wild Pokémon of her type similarly to a Cleric turning undead. First, a rebuking check (1d20 + charisma mod) can be rolled as a full-round action. Rebuked Pokémon stay still and have -2 to their AC and are flat-footed (don't add their dexterity mod). If a Type Specialist has 4 hit die more than the Pokémon she is rebuking, she may instruct it to assist her in skills or battle, though it still acts independently, using whatever checks or moves it feels appropriate. If she does not, the rebuked Pokémon will calm down and

Rebuking Check Result	Highest Level Pokémon Affected
-0	Type Specialist Level - 4
1-3	Type Specialist Level - 3
4-6	Type Specialist Level - 2
7-9	Type Specialist Level - 1
10-12	Type Specialist Level
13-15	Type Specialist Level + 1
16-18	Type Specialist Level + 2
19-21	Type Specialist Level + 3
22+	Type Specialist Level + 4

stop attacking if they were previously, and will do nothing until the duration has ended. Rebuked Pokémon cannot be caught within 24 hours after rebuking them. Either of these effects last for 10 rounds or if they are attacked. If the 10 rounds expire, the Pokémon will leave with an indifferent attitude. If the Pokémon is attacked, the effects of rebuking end and it returns to normal. A referee may choose not to allow rebuking in a battle.

Level 8: Training bonus – A Type Specialist knows that moves are just as unique to a type as the Pokémon that learns them. She gains a +6 specialization bonus on Train Pokémon checks to

teach a Pokémon of one of her types a move of one of her types. The Pokémon and move being learned don't have to be the same type, as long as both are the type specialist's type.

Rebuking bonus – At level 9, a Type Specialist adds 1 to her turning check and 2 to her level to the purpose of rebuking and instructing Pokémon of her types. At level 12, these bonuses increase to 3 and 5, respectively. Each bonus also lets her rebuke an additional time per day, though it can only be done once per short rest.

Level 12: Empathy – A Type Specialist may choose a number of Pokémon equal to her Con modifier that she has obtained that have at least one of her chosen types. These Pokémon are automatically considered fanatic to the trainer. Additionally, the trainer does not need to announce or signal for the chosen Pokémon to understand simple commands, such as Dodge, Using a Skill, or Attacking (but not a specific attack). This does not apply to other fanatic Pokémon under the trainer's possession.

General Charms:

Lesser:

-Meditation – A Legend Speaker may take a 10 on any one skill check. Concentrating for this charm can be done as a free action.

-Peaceful Encounter – Before the encounter, a Legend Speaker decides whether or not she wants to catch the next Pokémon she finds. If she has no intention to catch or befriend it, and no intention to battle it, the Pokémon will have a friendly attitude to her.

-Land's calling – A Legend Speaker may automatically know the most common type of Pokémon in the area.

-Foreign tongue – A Legend Speaker may learn how to speak the language of one type of Pokémon, or one of Unown, Braille, or Glyphs for 10 minutes/level. The Language is chosen upon making the concentration check.

-Power of the Land – When using a natural substance, such as a berry, in a heal check, the Legend Speaker may apply the benefit twice to one Pokémon or once to two difference Pokémon.

-Slumber Status – A Legend Speaker who knows of powerful Pokémon in the region can learn if they are mythical or present, and if they are present if they are dormant, power ascending, or active, representing what their current activity is.

-Danger Sense – A Legend Speaker may spend 1 minute in thought to determine if an area is appropriately safe to explore for her and her companions or not.

-Power of Truths – A Legend Speaker receives a +5 sacred bonus on Sense Motive for 1minute/level.

-Power of Ideals – A Legend Speaker receives a +3 sacred bonus on Diplomacy checks for 1minute/level.

-Token of Luck – A Legend Speaker can create an item representing a Legendary Pokémon. This item can be spent immediately after seeing the result of a roll, but before knowing the outcome, to reroll on the check. The new outcome must be taken, regardless of which was higher. Regardless of how many charms she can use per day, she may only use this one once per day.

Intermediate:

-Illusion Replication – A Legend Speaker may disguise herself or a Pokémon she has befriended as another Person or Pokémon she has encountered within the past week. A Will Save of DC 13+Legend Speaker's Wisdom modifier is needed to see through the disguise, though all Pokémon befriended by the Legend Speaker can see through it. This gives a +10 bonus on disguise checks to portray that individual.

-Bond Artifact – A Legend Speaker may create an artifact that represents a close bond they have shared with a specific Pokémon. If a Legend Speaker or another character brings the artifact to the area where she met the Pokémon, she may make a Use Magic Device Check (DC 10+Pokémon's level) to alert the Pokémon of their presence. If the Pokémon is within 5 miles, they can know who is using the device (in case somebody other than the original Legend Speaker is using it) and choose to approach or not.

-Telepathic Bond – A Legend Speaker may choose one Pokémon or person per day to communicate directly with. The Legend Speaker may share thoughts with them at any given time and hear any thoughts in a direct response. A Legend Speaker may read the mind of their chosen individual unless the individual succeeds on a will Save (DC 13 + Wisdom Modifier).

-Transcend Confines – A Legend Speaker communicates directly with a Pokémon or person. She cannot articulate specific details unless she can speak with the individual normally. For the duration of this charm, both of them are considered unconscious until the target makes a will save, which it can attempt immediately, (DC 14 + Legend Speaker's Wisdom Modifier) and the Legend Speaker remains unconscious for one turn beyond that. Only ideas related to emotions and survival can be communicated, as well as references to other individuals (again, unless they can speak normally, an example of something appropriate is "I'm hurting, running for help" but not, "I was attacked by 2 people wearing 'R's who tried to put me in a net and I escaped"). After

three successful turns of communicating, the Legend Speaker can force the target to make a fortitude save (with the same DC, +1 for each turn after three spent communicating) to calm their emotions. The Legend Speaker can attempt to keep calming emotions until the Will Save to regain consciousness is made. All calming effects make targets indifferent at worst and are described with "Calm Emotions" in D&D.

-Restoration – A Legend Speaker can revive a fossilized Pokémon from a fossil in its lowest evolutionary form at level 2, immediately encountering it (or directing it the encounter to another person) as a wild Pokémon.

-Overwhelm – With successful concentration for three turns, a Legend Speaker may stun or paralyze 3 people or Pokémon. For each additional turn spent in concentration, another one may be stunned or paralyzed. These individuals make a fortitude save (DC 14+ Wisdom Modifier), on a successful save they are only paralyzed for one turn.

-Remove Curse – A Legend Speaker may remove the curse off of an item, making it able to be removed from their Pokémon.

Greater:

-Gift of True Knowledge – A Legend Speaker may sacrifice health to increase the Wisdom Score of another human or herself. For every 10 points sacrificed, the character receiving the bonus gains +1 sacred bonus to their wisdom for one hour. The Legend Speaker regains the health over time as normal. If used on a Pokémon, that Pokémon gains 5% of its health total back and a +1 bonus to wisdom for one hour, but this wisdom does not apply to their special defense.

-Tears of the Pokémon – A Legend Speaker's tears may bring back the life of a deceased human. This takes 10 minutes and costs the Legend Speaker materials worth 10,000 Pokédollars and the

one being revived a level from their class. If a level cannot be lost, the person cannot be revived. Any befriended Pokémon leave the legend speaker after the ritual is complete except for their starter.

-Trace – A Legend Speaker may know the general location of an active or Power Ascending legendary Pokémon.

-Polyglot – A Legend Speaker may speak to any Pokémon for 1 hour/level.

-Z-Channel – Once per battle, a Legend Speaker may channel the power of a Z-crystal. When choosing this charm, pick a Type of Pokémon. As a standard action in battle, instead of a Pokémon using its standard attacks, if it has a move that matches the type the Legend Speaker chose, it may use the corresponding Z-move.

Legend Paths: (The Game Master can choose to outlaw any of these paths based on available Pokémon in the region, or make new paths available.) A Legend Speaker chooses one of the following paths to follow, each one being based on a group of legendary Pokémon. Instead of getting a normal starter Pokémon, each path grants a Pokémon a Legend Speaker has befriended already. This Pokémon will never leave the side of the Legend Speaker, even if a charm would cause it, as the two share a deep, spiritual bond. Additionally, the befriended starter will travel and battle with the Legend Speaker, regardless of either of their levels. This is the only permanent Pokémon a Legend Speaker has.

Guardian of the Sea: (Articuno, Zapdos, Moltres, Lugia) Starter: Psyduck

-Seafarer (Lesser): A Legend Speaker automatically succeeds all swimming based athletics checks for 1 hour/level, though they cannot breathe underwater.

-Currents flowing (Intermediate): A Legend Speaker may apply a Knowledge (Geography), or a Knowledge (Region) check to any region, not just the region they are from.

-Mass Migration (Greater): A Legend Speaker calls all Pokémon within a 10 mile Radius to its location, they will all try to come to the best of their ability unless they make a will save (DC 11+1/2 Legend Speaker Level + Wisdom Modifier). All current befriended Pokémon will leave, though they will still be present in the migration. They cannot be befriended again for another week, as per usual rules.

Destruction Tower: (Raikou, Entei, Suicune, Ho-Oh) Starter: Bellsprout

-Reaction Storm (Lesser): A Legend Speaker may choose to either do 1d4 fire type damage to anything in an adjacent 5-foot square to her, 1d4 water damage to anything in a 10*10-foot square within 20 feet of her, or 1d8 electric damage to any one target within 60 feet of her. A reflex save (DC 11+ Wisdom Modifier) for half damage can be made.

-Roaming (Intermediate): A Legend Speaker may teleport to another town she has visited randomly, only bringing herself, her items and her befriended Pokémon with her. She may do this even while in a battle, automatically escaping.

-Rainbow Reincarnation (Greater): A Pokémon that has been killed because of an effect (such as a fire type that was caught in a forest fire, regardless of the initial cause of the fire) of its own type can be revived as a new Pokémon of a completely different type, randomly.

Era of Civilization: (Regirock, Regice, Registeel, Regigigas) Starter: Bronzor

-History Revealed (Lesser): A Legend Speaker who encounters ruins or artifacts from an ancient society (sometimes including Pokémon) can automatically receive a +30 bonus on a Knowledge (History) check about the area.

-Pokédevice (Intermediate): A Legend Speaker can create a device that stores a Pokémon move in it. A Legend Speaker must have a befriended Pokémon who knows the move. The Legend Speaker makes a Use Magic Device check (Pokémon's Level + 7-(Move's Base PP/5)) to create the device. Activating it uses a turn in battle, and can be accomplished by a successful Tinker check (Same DC as the one to make it +5) and the move is performed as if the Pokémon used it, using the same stats, even though it is used by a human. The device is consumed after use.

-Construct Pokémon (Greater): A Legend Speaker may create a Pokémon if she concentrates for an hour. All befriended Pokémon leave if this is done. A Legend Speaker creates a level 1 Porygon, Bronzor, Sigilyph or Golett, with any ability or moves it can have. The Pokémon will assist the Legend Speaker for 1 day/level, or until it reaches level 3, at which point it will leave.

Ancient Weather: (Groudon, Kyogre, Rayquaza) Starter: Slowpoke

-Security of the Mind (Lesser): A Legend Speaker and her Pokémon may exist comfortably in even the harshest of weather for 1 hour/level. Additionally, a Legend Speaker who uses this charm in the morning can predict weather conditions for the remainder of the day.

-Air Lock (Intermediate): A Legend Speaker may cancel the effects of weather in a 300ft radius surrounding them for 1 minute/level.

-Primal Reversion (Greater): A Legend Speaker selects one target, human or Pokémon, though this target cannot be themselves. For one turn per level, or until the legend speaker fails to maintain concentration (with a DC 25 concentration check, not including distractions, each turn), the target gains a +8 enhancement bonus to strength and a +8 enhancement bonus to intelligence. The Legend Speaker may choose to end concentration early. At the end of the duration, the target takes a -8 penalty to both the scores (though this cannot bring them below 0) for one hour/turn the Legend Speaker concentrated for.

Balance of Consciousness: (Uxie, Mespirit, Azelf, Arceus) Starter: Darumaka

-Sanctuary (Lesser): A Legend Speaker may declare a small, natural area to be a safe spot for her and any befriended Pokémon. An area no larger than 25 feet by 25 feet will automatically cancel out any Pokémon's moves. This area lasts for 1 hour/level.

-Super-Ego (Intermediate): A Legend Speaker gains a +3 sacred bonus on Motivate checks, all Knowledge checks, and Will saves, for 1 hour.

-Balance of Time and Space (Greater): A Legend Speaker may grant herself or another individual an extra full-round run action (generally moving 4 times their normal speed), in addition to their normal actions, each turn. She can select who gains this bonus each turn. This lasts for 1 turn/2 levels. At the end of the duration, all befriended Pokémon leave the Legend Speaker, and anybody who gained the benefit of this charm is exhausted for 1 turn for each turn they had the benefits for, and then fatigued.

Time-Space Axis: (Dialga, Palkia, Giratina, Arceus) Starter: Clefairy

-Chronological Whisper (Lesser): A Legend Speaker may immediately reroll any roll and choose the better of the two results. She does not need to concentrate before using this charm, but if she doesn't or she fails the concentration check, she takes 1d10 damage.

-Wave Reverse (Intermediate): A Legend Speaker may choose a target. For the next check the target makes, any bonuses become penalties, and any penalties become bonuses.

-Space Compression (Greater): A Legend Speaker may instantly teleport to any location of their choice. All befriended Pokémon leave before the teleportation occurs if the teleportation would separate them by more than 1 mile. Your starter Pokémon accompanies you, but all befriended Pokémon and any teammates must catch up.

Swords of Justice: (Kobalion, Terrakion, Virizon, Keldeo) Starter: Honedge

-Aligned bond (Lesser): A Legend Speaker can wield her Honedge as if it were a sword. Honedge can communicate to the player if any Pokémon it battled in the previous battle (and made contact with) were considered evil in alignment, as that bond had to come from a close bond to an evil trainer.

-Justified bond (Intermediate): A Legend Speaker wielding her Honedge gains +2 morale bonus to Strength until she lets go of her Honedge. She can use Honedge in battle still, as if she were not there, but if Honedge takes damage it must make a reflex save of DC 10 + (opposing Pokémon's strength moderator if a physical attack, intelligence moderator if special attack, or

charisma if from a status attack) or let go, ending the bond. Additionally, during the bond, ¼ of the damage Honedge does against an evil aligned Pokémon is regained as health. Honedge can also be used by the player as a longsword they are proficient with (one handed weapon, 1d8 slashing damage, 19-20/x2 critical, weight of 4 lbs) to deal damage against other humans. If the legend speaker does deal damage to an evil-aligned human this way, she regains health equal to ½ the damage done during the bond.

-Protective Pledge (Major): A Legend Speaker may declare up to 10 Pokémon and People to be under her protective guidance. As an immediate action, she and her Honedge may take part or all of the damage that is directed at an individual she protects that is within 30 feet. She decides how the damage is divided among her, Honedge, and the original target. She does not need to make a concentration check to use this charm, though she must be aware of the attack occurring, usually through a perception check of some kind (though if they are within 30 feet, this perception check will likely be low).

-Note: An evil legend speaker detects good aligned Pokémon. If Honedge evolves, the bonuses as Doublade stay the same for Justified bond. As an Aegislash, she may gain +2 AC when using Justified bond, but this requires the use of both hands, preventing the use of more charms and many items.

Forces of Nature: (Tornadrus, Thundorus, Landorus) Starter: Stunfisk

-Grace of the Winds (Lesser): A Legend Speaker and her Stunfisk can fly with good maneuverability at a speed of 60 feet. They ascend at half speed and descend at twice speed. This lasts for 1 turn/level.

-Therian Form (Intermediate): A Legend Speaker must see her reflection in order to use this charm. The Legend Speaker may temporarily switch a number of her ability scores up to ½ her Legend Speaker level (rounded down). For example, a level 5 Legend Speaker could switch her strength and wisdom temporarily, while a level 12 Legend Speaker could switch any of her ability scores. These changes last for up to 30 minutes/level, or until she chooses to end the change (again, requiring a reflection).

-Fertility of Milos (Greater): A Legend Speaker may create a revival herb that can revive a fainted Pokémon to full health. The revival herbs wilt after 24 hours. All befriended Pokémon leave after using this charm.

-Note: The Stunfisk starter for a legend speaker will only know one move, chosen randomly, from its move pool available before level 5 (excluding fissure, must be a damaging move) in the videogames. This is due to Stunfisk having a much higher base stat total than other available Legend Speaker starters. To prevent fatigue, Stunfisk may spend a round doing no action.

Tao: (Reshiram, Zekrom, Kyurem) Starter: Natu

-Darkness without Light (Lesser): A Legend Speaker gains Darkvision for 1 hour/level, allowing her to see as much as 30 feet away with no immediate light source present, though only in black and white.

-Dragon Force (Intermediate): A Legend Speaker may use Dragon Force to terraform land, rebuilding it to her desire. She may alter the land within 10 feet in all directions of her. For each additional level, she may alter land within an additional 10 feet in all directions. Additionally, she may choose to fertilize the land, allowing cultivated crops to grow faster.

-DNA splice (Greater): If a Legend Speaker has a fire, ice, or electric type Pokémon befriended, they may choose one of its moves of that type. For the next 10 minutes/level, the Legend Speaker may use that move as if they were a Pokémon a number of times equal to its PP/5. After the duration or using up all the PP, the befriended Pokémon that originally had the move leaves.

Mortality: (Xerneas, Yveltal) Starter: Nincada

-Cyclical Nature (Lesser): When a Pokémon or person faints, a Legend Speaker may choose a number of individuals up to her class Level. These individuals each regain one hit-die, constitution mod applying, to their hit points. For Pokémon, they gain 2d10+constitution mod.

-Penultimate Weapon (Intermediate): Choose one target. A Legend Speaker may make a ranged touch attack against the target. If she hits, that target must make a reflex save (DC 13 + Legend Speaker's wisdom modifier) or the target's current health is cut in half. All befriended Pokémon leave after using this ability.

-Aura Break (Greater): All Pokémon moves used against humans within 60 feet of the Legend Speaker are considered normal type and deal half damage. This removes bonuses from items, abilities, STAB, and more. This ability lasts for 1 hour/level.

-Note: When Nincada evolves, both Ninjask and Shedinja are considered the starter Pokémon. Both will always stay and share the same spiritual bond.

Island Guardians: (Tapu Koko, Tapu Lele, Tapu Bulu, Tapu Fini) Starter: Flabébé

-Totem Aura (Lesser): At the start of a battle, as an immediate action, a Legend Speaker may surround her Pokémon with a fiery aura, enhancing one of its stats (including accuracy and evasion) by one stage. This may only be done once per battle.

-Ally Calling (Intermediate): Instead of using a befriend check, if the opposing wild Pokémon is a pre-evolution of another Pokémon currently in the Legend Speaker's party, she may use this charm to instantly befriend it. Additionally, she begins her next battle as a double battle, starting with the original Pokémon and the newly befriended pre-evolution both at once.

-Z-form (Greater): By channeling greater energy and the royal battling spirit of the Tapu, a Legend Speaker may enhance her bond with her Pokémon. For a number of rounds equal to 1/level, the Legend Speakers' Pokémon do not collect more fatigue and do not struggle if they have maxed out their fatigue points. Despite this, the dodge action can only be taken once every 3 turns for the duration of this charm.

Solstice: (Cosmog, Cosmoem, Solgaleo, Lunala) Starter: Elgyem

-Beyond the Bag (Lesser): For the next minute/level, a legend speaker gains a +1 sacred bonus on all Acrobatics, Atheletics, Bluff, Diplomacy and Stealth checks.

-Weight of the Cosmos (Intermediate): For the next hour/level, a legend speaker can carry any amount of weight without suffering the effects of carrying capacity.

-Cosmic Terrain (Greater): At the time of concentrating for this charm, a legend speaker chooses either Sunlit Terrain or Moonlit Terrain. If she chooses Sunlit Terrain, wild Pokémon will appear as if it is day, she gains a +4 sacred bonus on perception checks, and she may not be effected by conditions for the next minute/level. If she chooses Moonlit Terrain, wild Pokémon will appear

as if it is night, she gains a +4 sacred bonus on stealth checks, and she will only take half damage from the next move she takes. She can choose to apply these bonuses to somebody besides herself at the time of concentrating, as long as it's only one person.

Feats

Feats are special perks that are obtained regularly throughout the game. A player gains 2 feats for their character at first level, and one feat at every even level beginning at level 4. In most situations, only humans can have feats. Below is a list of feats, their requirements for obtaining them, their categories, and effects. Many feats are expanded upon in their respective category sections below as well. Categories include Save Feats, Skill Feats, Proficiency Feats, Character Feats, and Trainer Feats. Unless otherwise specified, a feat may only be taken once.

Save Feats

These feats are the simplest to explain, as the only effect is described on the table. They grant +2 to the saving throw as described on the table below.

Name	Prerequisite	Category	Effect
Arceus Gift	First Level, Wis 15+	character	Gain the ability to use a move
Command	Level 6, Cha 15+	character	Pokémon is more likely to obey but thinks less of you
Childhood Pet	-	character	Gain a new Pokémon
Craft Magic Item	Spellcraft 3+ ranks	character	You can craft items that have supernatural properties
Craft Technical Machine	Tinker 6+ ranks	character	You can craft TMs
Curve Ball	Proficiency with Poké balls	character	Use Dex mod instead of Str to catch Pokémon
Dash	-	character	+5 to movement speed
Diehard	Endurance	character	Remain conscious at -1 to -9 hp
Dodge	-	character	+1 dodge bonus to AC against specified target
Egg Caring	Level 4	character	Gain the ability to raise an egg
Endurance	-	character	+4 to checks and saves against non-lethal damage
Enthusiasm	Improved Initiative	character	Always gets the first move, but a leading Pokémon must be chosen
Healthy	-	character	+2 health per level
Immense Strength	First Level, Str 17+	character	Double your carrying capacity
Improved Initiative	-	character	+4 to initiative checks
Lucky	Dex 11+	character	Add +3 luck bonus to one check per day.
Meowth's Waving	Referee	character	The victor of the battle and the Referee gain extra money.

Multi-Classing	Level 4	character	Multi-Class with less restrictions
Psychic	First Level, Wis 13+	character	Gain empathy, telepathy and telekinesis.
Quick Catch	Level 4, Dex 13+	character	Can attempt to catch a fainted Pokémon, at penalty
Referee	Level 2	character	Can judge other trainers' battles to determine prize money
Resilient	Endurance, Con 15+	character	Take half damage against moves
Running Shoes	-	character	Run at 5x speed
Silent Charisma	Level 4, Cha 15+	character	Can always take a 10 on bluff and diplomacy if nothing is spoken
Studious	First Level, Knowledge Pokémon 1+ rank, Int 15+	character	Gain bonuses in identifying Pokémon
Track	-	character	Use survival skill to track
Trapfinding	-	character	Use search skill to discover traps
Wielder of Aura	First Level, Cha 13+	character	Gain empathy and a special attack
Catch Focus	Proficient with catch method	proficiency	+1 when using Poké balls or Stylers, whichever is chosen
Improved Catch Focus	Catch Focus, Catch Bonus 3+	proficiency	Gain an additional +1 to your catch bonus
Poké ball Proficiency	-	proficiency	Proficient with Poké balls
Styler Proficiency	-	proficiency	Proficient with Capture Stylers
Trainer's License	-	proficiency	Free visits to Pokémon Center, 1 Free meal a day, Can stay the night
Deep Thought	-	Save	+2 to will saves
Hardy	-	Save	+2 to fortitude saves
Quick Moves	-	Save	+2 to reflex saves
Coordinated Mind	-	Skill	+2 to ride and concentration
Emotional	-	Skill	+2 to Intimidate and motivate
Fine Crafts	-	Skill	+2 to use rope and sleight of hand
Observant	-	Skill	+2 to perception and search
People Person	-	Skill	+2 to gather info and diplomacy
Physical Fitness	-	Skill	+2 to acrobatics and athletics
Skill Focus	-	Skill	+3 to any skill of your choice
Sneaky	-	Skill	+2 to stealth and bluff
Stage Hand	-	Skill	+2 to disguise and use rope
Tech Savvy	-	Skill	+2 to Use Magic Device and Tinker
Woodsman	-	Skill	+2 to Survival and Heal
Blazing Oath	Fire Type Starter	trainer	Fire starters can singe the field, causing potential fires
Defensive Stance	Level 2, Int 13+	trainer	Sacrifice move accuracy for greater protection
Go for the Horn	-	trainer	By targeting a move at a more specific area, damage is increased
Independent Pokémon	First Level, Must be a Pokémon	trainer	A Pokémon with this feat to acts independently without a trainer.

	Level 2, Dex		
Maneuverability	13+, Dodge	trainer	Gain more uses of Dodging
Overgrown Oath	Grass Type Starter	trainer	Grass starters can make 5ft terrain/level difficult
Reckless Attack	Level 2, Str 13+	trainer	Sacrifice move accuracy for increased damage
Torrential Oath	Water Type Starter	trainer	Water starters can drench opponents, slowing them
Trainer Bond	Level 4	trainer	Use skill and Pokémon attack in same turn

Skill Feats

These feats are also simple to explain. With the exception of Skill Focus, they grant +2 to listed skills. Once 6 or more ranks have been placed in that skill, the bonus increases to +4. Skill Focus can be chosen for any skill. It provides a +3 bonus to the chosen skill, and once 6 or more ranks are acquired in it, the bonus increases to +6.

Proficiency Feats

These feats often grant you bonuses or options that tend to be restricted to other classes. Characters are capable of using the mechanics without acquiring these feats, though at disadvantage.

Catch Bonus:
Prerequisite: Proficient with Poké balls or Capture Stylers
Benefit: Choose either Poké balls or Capture Stylers. When using that item, gain a +1 bonus to throwing the Poké ball or making a capture check.
Special: This feat can be taken multiple times, its affects do not stack. Each time it must apply to a different capture method.

Improved Catch Focus:
Prerequisite: Catch Focus
Benefit: The benefit to your catch focus increases by an additional +1, raising the total to +2.
Special: This feat can be taken multiple times, its affects do not stack. Each time it must apply to a different capture method.

Poké ball Proficiency:
Benefit: You are proficient with Poké balls and do not take a penalty for using one.

Normal: Characters who are not proficient with Poké balls take a -4 penalty whenever they throw one.

Special: Any class that has a "Catch Bonus" (Breeder, Connoisseur, Master, Performer, Researcher, Type Specialist) does not need to take this feat. They already are considered proficient with Poké balls.

Styler Proficiency:

Benefit: You are proficient with Capture Stylers and do not take a penalty for using one.

Normal: Characters who are not proficient with Capture Stylers take a -4 penalty whenever they use one.

Special: A ranger does not need to take this feat. They already are considered proficient with capture stylers.

Trainer's License:

Benefit: You gain a Trainer's License for use at Pokémon centers. This allows your Pokémon to be healed by any normal condition for free, and provides you and your Pokémon one free meal a day and a place to sleep at night.

Normal: Characters who do not own a Trainer's License must pay at Pokémon Centers.

Special: Breeders, Connoisseurs, Masters, Performers, Rangers, Researchers and Type Specialists do not need to take this feat. They already have a Trainer's License.

Character Feats

These feats allow you to apply a new benefit to your character. Many have prerequisites and have complicated benefits that can be applied to your character in various situations. Without these feats you usually cannot apply these benefits to your character.

Arceus Gift:

Prerequisite: Wis 15+, First Level

Benefit: Arceus has blessed a human with a talent normally only available to Pokémon. With this feat, you may select any non-signature move. You may use this move a number of times per day equal to your wisdom mod. For more information on using moves, see Pokémon Battles and Pokémon outside of Battle.

Special: This feat can only be taken at first level, and requires permission from the GM. A comprehensive backstory should accompany the feat. This feat cannot be taken if Psychic or Wielder of Aura was taken.

Command:

Prerequisite: Cha 15+, Level 6+

Benefit: Pokémon you have captured will always listen to you in battle, regardless of what level they were originally obtained at. However, their attitude towards you will move one step down each level until this feat is no longer needed to control them, at which it will reset to indifferent.

Normal: Pokémon obtained at a higher level than you are will not listen to you when you are below their level.

Childhood Pet:

Benefit: The character may choose a Pokémon to add to their party from that they had in their home before they

started their journey. These Pokémon will likely be based on a dog or cat. Examples of Pokémon include Meowth or Lillipup.

Special: This feat can be taken at any level, but it requires permission from the GM. A comprehensive backstory should accompany this feat.

Craft Magic Item:

Prerequisite: Spellcraft 3+ ranks

Benefit: With time, money, and the appropriate Pokémon moves, you can create a magic item that can enhance various attributes. These items can be used by players or Pokémon in a variety of circumstances. For a complete list of craftable items, see Items.

Craft Technical Machine:

Prerequisite: Tinker 6+ ranks, Specialization Item

Benefit: You can craft a TM to store a move to teach to Pokémon. Trainers at a Pokémon Center or with a Pokédex or Capture Styler can train the Pokémon the move perfectly, without needing any train Pokémon checks to teach the move. In order to craft the disc, you need a Pokémon with the appropriate move present, an hour of work, and half the funds for the price of the item, or an amount deemed appropriate by the GM.

Curve Ball:

Prerequisite: Proficient with Poké balls

Benefit: When throwing a Poké ball, you may add your Dex mod instead of your Str mod to your catch bonus for the purposes of determining level catching and critical captures.

Normal: A trainer adds their Str mod to throwing a Poké ball.

Dash:

Benefit: Increase your movement speed by 5 feet per move action.

Diehard:

Prerequisite: Endurance

Benefit: When your health point total is below 0 but above -10, you remain conscious. Each turn, you may take either a move action or a standard action, but not both, nor any full-round actions. If you take a standard action, you still take one point of damage, just as if you were dying.

Normal: Characters without this feat are considered disabled at 0 hit points, and experience what is listed above. Characters below 0 hit points are considered dying, and are unconscious and automatically lose one hit point per turn. At -10 hit points, a character dies unless they can be restored by their next turn.

Egg Caring:

Prerequisite: Level 4+

Benefit: If you acquire an incubator, you may carry an egg until it hatches as a Pokémon in your party. When the Pokémon hatches it is automatically considered caught as a normal Pokémon.

Normal: A character who does not have this feat or an egg case who tries to raise an egg will get a "Bad Egg" that

will never hatch. (The Bad Egg may freely be gotten rid of, but it is not declared a bad egg for 1d10 days after being laid. In that time the egg may be given to somebody with a case and this feat to raise it. A Knowledge Pokémon check of DC 20 reveals it is bad.)

Endurance:

Benefit: You gain +4 on certain skill checks and saving throws, as listed following:

- Swim checks to avoid drowning
- Constitution checks to continue running
- Constitution checks to avoid nonlethal damage from holding your breath, starvation, and holding your breath
- Fortitude saves to avoid nonlethal damage in hot and cold environments, as well as avoid suffocation

Enthusiasm:

Prerequisite: Improved Initiative

Benefit: You may always have your Pokémon make the first move, regardless of who is faster. After that round, speed returns to be the factor in determining turn order. In order to use this feat, you must choose a leading Pokémon to send out, allowing your opponent to assess which Pokémon they might choose.

Normal: Speed determines the turn order in battle. The trainer who rolls the highest initiative can wait in choosing their Pokémon until after their opponent has chosen.

Healthy:

Benefit: Gain an additional +2 health each time you level up. This also adds 2 health to your total for every level you have previously gained.

Immense Strength:

Prerequisite: First Level, Str 17+

Benefit: You can carry twice that of a character of your normal level. Double your light, medium, and heavy load limits, as well as your lift overhead and drag/push.

Special: This feat can only be taken at first level, and requires permission from the GM.

Improved Initiative:

Benefit: You gain +4 on all initiative checks.

Lucky:

Prerequisite: Dex 11+

Benefit: Once per day, after seeing the result of a skill or ability check but before knowing the outcome, you may add a +3 luck bonus to the roll.

Meowth's Waving:

Prerequisite: Referee

Benefit: Both the victor of a battle and the referee gain extra money after an official battle occurs. The victor gains 1.25 times the normal amount, and the Referee gains .25 the normal amount. A battle still is only considered

officiated by a Referee if the Referee does not participate in it.

Normal: A character with the Referee feat does not gain any money as a result of a battle, and the loser pays the victor the normal amount as calculated by their class times the level of their highest level Pokémon.

Multi-Class:

Prerequisite: Level 4+

Benefit: A character can pick up a second class with less restrictions. If a character takes this feat, they only need to meet the level up requirements of another class once in order to gain a level in that class. For example, if a Connoisseur 4 decides to take a level in master and defeats a gym leader, he becomes a Connoisseur 4/Master 1.His catch bonus and saves stack, but he gains new health, skills, and class features as a Master.

Normal: In order to multi-class, a character must first meet the requirements of leveling up in another class twice without meeting their own level-up conditions. Then, they lose a level in their first class and gain a level in the new class, and can multi-class freely between the two after that. For example, if a Type Specialist 4 without this feat decides to take a level in Breeder, she must breed two Pokémon that are not of her chosen types as per breeder rules and then becomes Type Specialist 3/Breeder 1. Again, the relevant bonuses stack and the two classes can now be acquired freely without sacrificing levels.

Special: At level 4, a Connoisseur may gain this feat for free. He need not select it.

Psychic:

Prerequisite: First Level, Wis 13+

Benefit: A character with this feat gains psychic powers that allow her to communicate with her Pokémon and perform acts of telekinesis. You may choose one Pokémon in your party to automatically gain the effects of Empathy, as if you were a Master of level 9. Additionally, you may manipulate items of 5lbs or less telekinetically as if using mage hand (see D&D SRD) with a DC 10 concentration check a number of times per day up to your character level. Additionally, once per short rest, you may attempt to move a larger object. The weight limit of the object you can manipulate with this feat is equal to your Wisdom modifier times 15, and the concentration check required is DC 15. This ability functions the same as mage hand otherwise. If you fail a concentration check it does not use your daily uses of telekinetic abilities.

Normal: A character does not gain psychic powers.

Special: This feat can only be taken at first level, and requires permission from the GM. A comprehensive backstory should accompany the feat. This feat cannot be taken if Arceus Gift or Wielder of Aura was taken.

Quick Catch:

Prerequisite: Level 4, Dex 13+

Benefit: You may throw a Poké ball to attempt to catch a Pokémon even after it faints. You throw your catch check at a -6 penalty, stacking with the -4 penalty if you are not proficient for a total of -10. If you are proficient with Poké balls, it is only a -6 penalty. Additionally, the Poké ball you throw has half of the normal catch rate, so a regular Poké ball has a rate of times 1/2, an ultra ball has a rate of times 1, etc. The Pokémon is treated as having half health and being affected by the sleep condition. If the Pokémon is not caught on the first turn after it faints, the battle ends

and it gets away. Whether it is caught or not, experience is still given as normal.

Normal: A character cannot catch fainted Pokémon.

Referee:

Prerequisite: Level 2

Benefit: A character who takes this feat may act as an official judge of a battle, awarding prize money at the end. The Referee of the battle cannot participate in battle. The loser of the battle must pay the winner a fee equal to their base fee times the level of their highest Pokémon.

Normal: Money is not awarded after a battle without a referee.

Special: At level 4, a Connoisseur may gain this feat for free. He need not select it.

Resilient:

Prerequisite: Endurance, Con 15+

Benefit: When targeted by a Pokémon move that deals damage, take half damage. If a save is allowed for half damage and succeeded, take ¼ the normal damage.

Normal: A character who does not have this feat takes full damage from damage-dealing moves unless they make a save. The save for avoiding a Pokémon move is DC (20-PP/5+ability mod) and is Fortitude for Physical moves, Reflex for Special moves, and Will for Status moves.

Running Shoes:

Benefit: A character with this feat can run at 5 times their normal speed, 30 feet for most human characters, as a full-turn action. If an athletics check is made to jump after a running start, they gain a +4 bonus to their athletics check. Additionally, they retain their dexterity bonus to AC while running.

Normal: A character without this feat can only run at up to 4 times their speed, or 3 times under high encumbrance, and they do not retain their dexterity bonus to AC.

Studious:

Prerequisite: First Level, Knowledge Pokémon 1+ rank, Int 15+

Benefit: When making a Knowledge Pokémon check to identify if you know of a Pokémon, extend the area beyond your hometown by one (route, forest, cave, etc.) in each direction. All areas beyond are considered one closer.

Normal: A character who does not have this feat only knows of the Pokémon native to their hometown or area, and the further away the Pokémon is from, the less likely they are to be known.

Silent Charisma:

Prerequisite: Level 4+, Charisma 15+

Benefit: A character may always take a 10 on diplomacy or a bluff on simple ideas if they choose to remain silent. For diplomacy, a simple idea would be calming a hostile or unfriendly individual to indifferent or friendly, but nothing further. For bluff, a simple idea would be a nod for yes, shaking your head for no, or keeping a blank face. A GM may rule if another idea is considered simple. If something is spoken, the check result instead becomes a 1 plus any modifiers, increasing the chance of failing. After somebody else continue the conversation, you may again

speak without penalty.

Normal: In an intense social situation, such as an argument, a character has to roll for skill checks like diplomacy and bluff, possibly causing them to be more likely to fail.

Track:

Benefit: A character with this feet may make survival checks to follow tracks. Every mile traveled requires a survival check. The character moves at half their speed, or full speed if they take a -5 penalty to their check.

Special: A ranger gains this feat as a bonus feat at first level, he needs not select it. By surpassing the survival DC by 10, a trainer may identify a Pokémon they are tracking, if they have seen the Pokémon before. Information on the DCs can be found under survival.

Trapfinding:

Benefit: Characters with this feat may find hidden traps. By making a search check, a character with this feat may attempt to find hidden traps, which often have DCs above 20. Making this search check takes one minute and does not ally retries.

Normal: Characters without this feat can only find traps with search if the DC is below 20.

Wielder of Aura:

Prerequisite: First Level, Cha 13+

Benefit: A character with this feat gains powers of aura that allow him to communicate with his Pokémon and

produce aura spheres. You may choose one Pokémon in your party to automatically gain the effects of Empathy, as if you were a Master of level 9. Additionally, you gain a number of d6 equal to your charisma mod per day. With a concentration check of DC 11, you may fire an aura sphere that deals 1d6+charisma mod fighting type damage as a ranged touch attack. Use your catch, capture, or befriend bonus as an additional bonus to hit. The sphere has a range

Min. Charisma Mod	Damage	Concentration DC
+1	1d6+Cha	11
+2	2d6+Cha	13
+3	3d6+Cha	16
+4	4d6+Cha	20
+5	5d6+Cha	25
+6	6d6+Cha	31

increment of 30 feet. A player can also choose to increase the size of their sphere. The DCs for various sizes of aura spheres are detailed in the table to the right. The size of an aura sphere may not be limited to the values in the table, depending on the character's charisma mod. Per each day, your total d6 rolled by this effect may not exceed your charisma mod. You must choose how much damage before making the concentration check. If you fail the check, you do not lose the damage dice, but if you miss a target you do.

Normal: A character does not gain aura.

Special: This feat can only be taken at first level, and requires permission from the GM. A comprehensive backstory should accompany the feat. This feat cannot be taken if Arceus Gift or Psychic was taken.

Trainer Feats

Probably the most complicated type of feats, trainer feats allow you to do more in battle than use moves, items, switch Pokémon, and leave. With trainer feats, you can teach your Pokémon individual skills to give you potential edges over other trainers. Because of the difficulty in understanding battles and how your Pokémon should use the ideas presented in the feats, they usually have lots of prerequisites. Using these feats takes a full turn in battle, and unless otherwise specified, is done in place of a regular turn in battle such as using a move or an item. Additionally, using these feats increases the fatigue a Pokémon experiences, making it more likely to struggle in battle after repeated usage.

Blazing Oath:
Prerequisite: Fire Type Starter
Benefit: Only fire type starters can use this feat. Fire type starters can choose a 15x15 foot square of the field to singe. The area of the field must be within 5feet times the Pokémon using this feat's level. The flames rise 5 feet above the ground, even reaching flying Pokémon. Above the flames forms a cloud of smoke granting concealment. Anyone caught in the flames catches fire. Each turn, a reflex save of DC 15 must be attempted in order to extinguish flames on a person, or else they take 1d6 fire damage. A 5 foot square of singed terrain can be put out as a full turn action. Otherwise the flames last one round per Pokémon level, with the smoke lasting that amount plus 1d4 turns. Pokémon immune to burns do not take damage from the fire.
Normal: This action cannot be done.

Defensive Stance:
Prerequisite: Level 2, Int 13+
Benefit: In battle, your Pokémon can exchange accuracy for protection. Each turn, as a swift action, a Pokémon under your control in battle may lower their accuracy by a number of stages up to your class level. This increases their defense or special defense (but not both), chosen at the time of exchange, by the same number of stages. Moves that are normally guaranteed to hit cannot be used. At the beginning of the next turn, these bonuses reset.
Normal: This action cannot be done.

Go for the Horn:
Benefit: Each turn, your Pokémon may target a specific area on the opponent to hit for increased damage. Depending on the size of the opponent and the targeted area, the GM calculates an AC for the target. The Pokémon must make an attack roll with whatever move they choose, using Str as a bonus for physical attacks, Int for special attacks. If the move makes contact the Pokémon must be able to make contact as normal. The trainer of the Pokémon rolls a d20 and adds the Pokémon's base attack bonus (equal to its level) against the other Pokémon's AC,

modified by the new target area. If the attack is greater than the AC, extra damage is done as calculated on the following table, based on how effective the move normally would be. This target area's bonus to AC is +4.

Type Effectiveness	0 – ¼	½	1	2	4	>4
New damage	½	1	1.5	2.5	5	6

Normal: This action cannot be done.

Independent Pokémon:

Prerequisite: First Level, must be a Pokémon

Benefit: A player may choose to play as a Pokémon instead of a human. They cannot be caught, captured, befriended, or rebuked, though they can choose to associate with a trainer. They progress as Pokémon normally would. They gain a number of skill points per level equal to their Int Mod, minimum 1. They do not gain any other benefits, such as feats or ability bonuses, or class levels, as a human does. The GM can choose to modify these rules depending on the setting.

Normal: A player is a human instead of a Pokémon.

Special: This feat can only be taken at first level, and requires permission from the GM. A comprehensive backstory should accompany the feat.

Maneuverability:

Prerequisite: Level 2, Dex 13+, Dodge

Benefit: Your Pokémon gains multiple new benefits that can be used with dodging.

- When dodging a move, a Pokémon can combine their dodge with a move action.
- Instead of dodging for full damage, a Pokémon can take half damage and gain a stage of accuracy for their next attack.
- A Pokémon may use their modified stages of defense instead of evasion to dodge.

Normal: This action cannot be done.

Overgrown Oath:

Prerequisite: Grass Type Starter

Benefit: Only grass type starters can use this feat. Grass type starters immediately make surrounding terrain covered in roots, vines, and shrubs, making movement difficult. The area is a radius of 5 feet per level of the Pokémon using this feat. When in this difficult terrain, speed is halved and all perception checks are at a -4 penalty, unless the Pokémon is a grass type. Additionally, there is a 20% chance that movement on a turn will be too difficult for a non-grass type Pokémon to continue progress through the terrain, forcing motion to stop for the turn.

Normal: This action cannot be done.

Reckless Attack:

Prerequisite: Level 2, Str 13+

Benefit: In battle, your Pokémon can exchange accuracy for more damage. Each turn, as a swift action, a Pokémon under your control in battle may lower their accuracy by a number of stages up to your class level. This increases their attack or special attack (but not both), chosen at the time of exchange, by the same number of stages. Moves that are normally guaranteed to hit cannot be used. At the beginning of the next turn, these bonuses reset.

Normal: This action cannot be done.

Torrential Oath:

Prerequisite: Water Type Starter

Benefit: Only water type starters can use this feat. Water type starters can shoot a blast of water up to 60 feet away. They make a ranged touch attack against the opponent, and if they hit, that opponent's movement speed is cut in half (but not the speed statistic). Additionally, the only form of movement that Pokémon may take is walking at their halved speed for a number of rounds equal to the Pokémon using this feat's level. This does not affect Pokémon that are underwater, but it does affect other water types.

Normal: This action cannot be done.

Trainer Bond:

Prerequisite: Level 4+

Benefit: During a turn in battle, a trainer may make a skill check that takes a standard action in addition to having their Pokémon use a move, which takes a standard action. No other actions may be taken, except a single swift action and unlimited free actions, such as talking. The trainer must make a skill check, they may not switch Pokémon, use an item, or anything else that could be done in this action.

Normal: A character who does not have this feat must choose to either have their Pokémon use a move or for the trainer to make a skill check during a standard action.

Skills

People and Pokémon can learn skills to use for a variety of social and survival situations. Skills require making a skill check, rolling a d20 and adding whatever modifier you have in your skills. All skills have an associated ability modifier that is also added to the check. At each level, depending on your class, you gain a number of skill points as determined by your class plus your intelligence modifier. You can add these points to any skill, regardless of whether it is a class skill or not, granting you one rank per skill point spent. You cannot have more skill points invested in a skill than your character level. If you have at least one rank in a class skill, you gain a +3 bonus to that skill, in addition to any other bonuses you get.

In certain situations, instead of rolling a d20, you may choose to take a 10 or take a 20. These actions can only be done in adequate time and safety, to ensure that nothing will interrupt the action, such as if there is no consequence for failure. Taking a 10 takes the same amount of time the action normally would take, but requires conditions that no interruptions or harm can occur in. It is often done when a result is known successful at a 10 or higher, or when there is a risk at failing an action. Taking a 20 requires the same conditions of security, but also takes 20 times the normal length of the task. A thorough search check, for example, could take 20 minutes to ensure nothing is missed.

Many of the skills listed below have multiple unique actions that can be done, provided a difficulty check, or DC is met. Certain modifiers may increase or decrease the difficulty of the check. Most skills will have a table listed with certain actions, how long they take and if they may be redone, and the DC for the action. Some skills have a varied DC, depending on the results of other checks or variables.

Additionally, having many ranks in some skills may assist in using other skills. This is called skill synergies. A table listing all applicable skill synergies will be present at the end of the chapter. If a GM rules that in a given situation a skill may be better with a different ability score, or no skill applies to a check, the GM may change the ability score used for that check or require an ability check, a roll of 1d20 only adding your ability modifier. Additionally, circumstantial bonuses and penalties can change the outcome of a check.

If a skill is trained only, you must have a rank in it in order to attempt the skill. Otherwise, you may not score above a 10 and you may not add any modifiers to the roll. Additionally, all Strength and Dexterity based skills are subject to check penalties for carrying large amounts of equipment and other circumstances. For many skills, under certain circumstances, another individual can help you out. As long as both of you have at least one rank in the skill, a single individual may grant a +2 circumstance bonus to the other's check.

Acrobatics – DEX (Trained Only)

Whenever a character is in a situation where standard movement may be difficult, whether it is because of enemies or a strange surface, or even if they are bound, acrobatics is the skill to use. When moving across a surface, an individual can move at half their speed in one turn to safely traverse obstacles. If bound, a character can spend a full-turn to try and escape from their entanglement.

Action	DC
Traverse narrow path, 7-12 inches wide, moving at half speed	10
Traverse narrow path, 2-6 inches wide, moving at half speed	15
Traverse narrow path less than 2 inches wide, moving at half speed	20
Treat a fall as 10 feet shorter	15
Each additional 10 feet past the first	+10

Traverse path next to enemies or obstacles, for each enemy or obstacle beyond the first, make a separate check at a DC +2 higher, moving at half speed.	15
Traverse path through enemies or dangerous obstacles, for each enemy or obstacle beyond the first make a separate check at a DC +3 higher, moving at half speed.	25
Stand up from prone as a free action	35
Lightly obstructed, such as slight rubble or shallow water, lightly slippery, or a slight incline	+2
Highly obstructed, such as dense undergrowth or rubble, highly slippery such as ice sheets, or steep incline	+5
Move at full speed instead of half speed	+10
Escape rope binding	*
Escape a net or ensnarement	20
Escape a tight space	30
Escape a grapple	Varies

*Escaping a rope binding has a DC of 10 + the result of the opposing Use Rope check. Escaping a grapple has a DC of the opposing Grapple check result.

These checks can be retried immediately, but often have consequences for failing the actions, whether it is falling or provoking an attack as you pass an enemy. Because of this there is no guarantee that the check can be retried if it is failed. In general, every 10 feet of falling will deal 1d6 damage.

Appraise – INT

Appraise can be used to assess the value of objects come across. It can discern the price of various objects, especially useful when finding berries, random treasures, and crafting your own items to assess a price for selling them to shops. Each check takes one minute to do. Failure to assess an items' price means the GM will secretly roll 2d6+3 to determine the percent of the price you incorrectly think the item is worth, form 50% to 150%.

Common Equipment	DC 12
Berry	DC 15
Crafted Items	DC 15
Magic Item or TM	DC 20

Athletics – STR

Athletics tests your physical limitations in exerting strength. It can be used for climbing, jumping, swimming, and

other tests of strength. Athletics is not used for lifting objects, which is based on carrying capacity, described later, nor is it used for breaking objects, which is just a strength check. Generally, a full round or longer, often minutes or hours, are spent performing each of these checks. Athletics can also be used to grapple or restrain individuals, preventing them from taking action. A character who moves slower than 30ft/move action takes a -6 penalty on jumping for every 10 feet slower. A character who moves faster gains a +4 bonus on jumping for every 10 feet faster. Additionally, a table comparing sizes is listed below, providing information for grappling, reach, AC bonuses, and more.

Action	DC
Treat a fall as 10 feet shorter	15
Make a long jump after a running start, distance equal to check result, as a full-turn action.	Varies
Make a high jump after a running start, height equal to the check divided by 4, as a full-turn action	Varies
Jumping without a running start as a move action, twice the DC above.	2*DC
Hiking a steep trail at half speed	0*
Climbing a rope or rough ledge with some handholds at half speed	15*
Climb an uneven surface with few handholds at half speed	20*
Climb a rough rock or brick wall at half speed	25*
Climbing an above surface with parallel walls within reach to brace against	-10
Climbing an above surface with perpendicular walls within reach to brace against	-5
Climb an above surface that is slippery	+5
Climbing an above surface at full speed	+5
Climbing a tree	15*
Swim across gentle water at half speed	10**
Swim across rough water at half speed	15**
Swim across stormy water at half speed	20**
Swim at full speed	+20
Initiate a grapple – opposed by the escaper.	Varies
Escape a grapple	Varies

*Each of these actions require a separate athletics check for every hour of activity of DC 20 due to the strenuous activity required.

**Each of these activities also requires an athletics check every hour, as explained above. Additionally, penalties imposed by encumbrance are doubled.

These checks can be retried after a minute of rest, with no actions requiring strength, dexterity, or constitution occurring, due to the exhaustion of the activities. However, many times failure can have dangerous consequences. When climbing or swimming, one can try to catch themselves as a reflex save or separate athletics check as an immediate action of DC 20 + the standard DC. If Hiking and failing, the DC is only 10 plus whatever relevant modifiers apply.

Lastly, one can make athletics checks to try to grapple an individual or break free of one. To make a grapple check, one must make a melee touch attack against their opponent, who may make an attack of opportunity (either a move, unarmed strike, or other retaliation) back. After this, both make opposed grapple checks. If the provoker wins, then the opponent is grappled and must win at an opposed athletics or acrobatics check, each round, to try and escape. Otherwise, they can take no standard actions and can only move 5 feet per round.

Size	Attack/ AC Mod	Grapple Mod	Stealth Mod	Height/ Length	Weight	Space	Reach: Tall	Reach: Long	Bipedal Carrying Mod	Quadruped Carrying Mod	Base Unarmed Damage
Fine	8	−16	16	6 in. or less	1/8 lb. or less	1/2 ft.	0 ft.	0 ft.	×1/8	×1/4	-
Diminutive	4	−12	12	6 in.–1 ft.	1/8 lb.– 1 lb.	1 ft.	0 ft.	0 ft.	×1/4	×1/2	1
Tiny	2	−8	8	1 ft.–2 ft.	1 lb.–8 lb.	2-1/2 ft.	0 ft.	0 ft.	×1/2	×3/4	1d2
Small	1	−4	4	2 ft.–4 ft.	8 lb.– 60 lb.	5 ft.	5 ft.	5 ft.	×3/4	×1	1d3
Medium	0	0	0	4 ft.–8 ft.	60 lb.– 500 lb.	5 ft.	5 ft.	5 ft.	×1	×1-1/2	1d4
Large	−1	4	−4	8 ft.–16 ft.	500 lb.–2 tons	10 ft.	10 ft.	5 ft.	×2	×3	1d6
Huge	−2	8	−8	16 ft.– 32 ft.	2 tons– 16 tons	15 ft.	15 ft.	10 ft.	×4	×6	1d8
Gargantuan	−4	12	−12	32 ft.– 64 ft.	16 tons– 125 tons	20 ft.	20 ft.	15 ft.	×8	×12	2d6
Colossal and Colossal+	−8	16	−16	64 ft. or more	125 tons or more	1/2 ft.	30 ft.	20 ft.	×16	×24	3d6

Bluff – CHA

The bluff skill is used to deceive individuals, stretch the truth, cause a diversion, and instill secret messages. The most common use is in lying, keeping a straight face and knowing how to stretch the truth in a way so that others won't be able to decipher what you try to tell them. This is done with a straight bluff check, opposed by a sense motive check in the target or targets you are bluffing to. However, depending on how believable the bluff is, and how close you are to the individual, bonuses or penalties may be assigned to your bluff check. If the opponent wants to believe you, you may have as much as +5 added to their sense motive DC, but if it is an outrageous claim, you could have a -20 applied. This often takes time in a conversation, but otherwise can be done as part of talking in at least a swift action. Due to the social nature of the skill, it likely can't be retried until further information suggesting you have failed has been presented. Other uses of the skill are listed below.

Action	DC
Instill a simple message or previously discussed secret code to an individual without interrupting conversation	15
Instill a complicated or spontaneous secret message to an individual without interrupting conversation	20
Create a diversion to hide or escape, opposed by sense motive, as a standard action	Varies
Remove effects of fear, confusion, etc. as if using Calm Emotions on oneself as a standard action	30

Concentration – CON

Whenever conditions could be distracting or an action is interrupted, a concentration check is required. Many of these actions are things like skill checks – such as Tinker, Use Rope, Heal, and more, but some of them include concentrating to successfully use a Charm. Concentration is done as an immediately when the other action is interrupted or initiated, and thus does not take any additional time.

Distraction	DC	Distraction	DC
Injured during action	10 + Half Damage Taken	Mild Motion (smooth car ride)	10
Performance	Performance DC save	Violent Motion (Riding a Pokémon, Stormy Waters)	20
Mild Weather Distraction	+3	Cast Lesser Charm	15
Heavy Rain, Intense Sunlight, Sandstorm, Hail	+8	Cast Intermediate Charm	20
Tied down or Restrained	15	Cast Greater Charm	25

Craft – INT

Craft, along with Knowledge, Perform, and Profession, has various subskills that one chooses when investing ranks. There are a wide variety of different types of crafts one can specialize in, such as woodworks, metalworks,

stoneworks, fabrics, Poké ball, and many more. In order to craft an item, one must have funds equal to 1/3 of the usual price of the item, or materials as determined appropriate by the GM. Then, they roll a craft check, as shown in example items on the table below. If the result of their check exceeds the minimum, they can craft the item successfully. The process takes place passively over the duration of one week. If one does not do any other skills or actions in one day, they may choose to increase the DC by 5 and spend the whole day focusing on crafting one item. If one chooses to take a week to craft the item and beats the DC by double, it only takes 3 days, and if they beat the DC by triple, it only takes 2 days. One can also choose to make certain items of improved quality, by adding 20 to the DC. The item can be sold for twice the price if this is done. If you fail a crafting check, it may be retried at the end of the week.

Item	DC	Craft Skill	Item	DC	Craft Skill
Blanket	12	Fabrics	Poké ball	10	Poké ball
Backpack	16	Fabrics	Great Ball	15	Poké ball
Shovel	12	Metalworks	Ultra Ball	18	Poké ball
Frying Pan	15	Metalworks	Master Ball	50 (costs 300,000)	Poké ball
Chain	20	Metalworks	Apricorn Ball	12	Poké ball
Bell	30	Metalworks	Premiere Ball	10	Poké ball
Clay Jug	5	Stoneworks	Beast Ball	30 (costs 1000)	Poké ball
Empty Chest	15	Woodworks	Heal Ball	12	Poké ball
Battering Gogoat	20	Woodworks	Other	17	Poké ball

Diplomacy – CHA

Not every disagreement needs to result in battle, many can be solved with words. Diplomacy checks may be used to sway another's opinion, and is a simple, peaceful solution to resolving conflicts. By taking a minute, one can make a diplomacy check against another individual, who rolls a counter diplomacy. Both discuss and present their sides, with the higher check result determining the winner of the discussion. The losers' opinion does not need to change entirely, but they must be more open to the original idea presented. Additionally, one can use diplomacy to influence another humans' attitude towards them, similarly to raising a Pokémon. Convincing one of such requires 10 minutes of diplomacy, according to the table below.

Initial Attitude	Newly Hostile	Newly Unfriendly	Newly Indifferent	Newly Friendly	Newly Helpful
Hostile	DC below 20	20	20	35	50
Unfriendly	DC below 5	5	15	25	40
Indifferent	-	DC below 1	1	15	30
Friendly	-	-	DC below 1	1	20
Helpful	-	-	-	DC below 1	1

Disguise – CHA

If you need to conceal your face or take on a new persona, disguise can be used upon yourself or another. Each attempt takes 1d3+1 times 10 minutes, and the check is rolled secretly, by the GM, so you will only know the result of the check once somebody not involved in the disguise observes it. This is done through a perception check as a free action if they see the process of the disguise or believe behavior is abnormal. It does not reveal the true looks, only that a person is disguised. Below are modifiers that may be added to the DC or subtracted from the required perception check to see through the disguise. These modifiers are cumulative.

Disguise	Check Modifier
Minor details only	+5
Disguise as different gender	-2
Disguise as different age category	-2
Change height or weight 11 – 25%	-25

Observer's Familiarity	Perception Bonus
Recognize by Face	+4
Friends or Associates	+6
Close Friends	+8
Family	+10

Gather Information – CHA

In order to learn some news or rumors, gather information can be a useful skill to invest in. Simple news can be discovered with a DC of 10, and more obscure rumors about people, locations, or events could be at a higher DC, possibly also costing small fees. At a -20 penalty to the check result, this can be done in a way that makes you blend in and appear local, preventing any suspicious from being formed. Gathering information takes 1d4+1 hours to hear the full story, but can be done rushed in 1d6+1 times 10 minutes, also at -20 penalty.

Heal – WIS

For simple first-aid and recovery, the heal skill can be used. Since Pokémon frequently battle and tend to not have severe injuries, this skill does not apply to them. However, if a human is hurt by a Pokémon, or by any other event, this skill is a useful way to take care of them.

Stabilizing a human can be done as a standard action, though as soon as the check is made one minute must be spend in care. If the human is losing health, say, by being below 0 health, they will be stop losing health and be restored to one hit point. If unconscious, they will awaken naturally in 1d8 hours. Long-term care can turn half the time. Additionally, an individual receiving long term care will recover hit points twice as fast as they normally

Action	DC
Stabilize human	15
Long-Term Care	15
Cure Status Ailment	Varies
Severe Damage	25*
HP Bonus	20

would, 2 per hit die per day, or 4 per day if they are getting complete rest and 2 ability points per day or 4 per day under complete rest (A human normally recovers hit points at a rate of 1 per hit die or level per day, and 1 point of ability damage per day). Complete rest is a full day without performing any strenuous activity, such as skill or ability checks, battles, or walking. Checks to provide first aid or perform long-term care can be retried, though generally long-term care checks will be in a situation where a 10 can be taken.

If inflicted by a status ailment from a Pokémon, such as Confusion, Burn, Poison, Paralysis, Sleep, or Frozen, one can perform a heal check on the patient with a DC equal to the move that initially caused the ailment. This action requires a First Aid Kit. Additionally, if a severe injury occurs that could possibly cause death on an otherwise healthy individual by a failed fortitude save, a healer who arrives at their side within one round may attempt a heal check. If the healer meets the DC of 25, they may reroll a heal check, and use the new result as the patient's fortitude save, with a -5 penalty. This action requires a minute.

When using an HP restoring item, by taking a minute a character may attempt to restore 1.5 times the health normally restored with the item. These items may be berries, herbs, drinks, or potions. If the check is failed, then only the normal amount of health is restored, and the item is consumed as normal.

Knowledge – INT (Trained Only)
Listed below are potential Knowledge skills that may come up in a standard setting. All Knowledge checks take a standard action to conduct, and cannot be retried. A low result may incur false information. If a character has no ranks in a knowledge skill, the highest they can achieve is a 10.

Most items, places, or events that require knowledge checks will list DCs for knowing appropriate facts for the instance, and the appropriate knowledge check to be made. A 10 as a check result represents common knowledge, things that most people know or would be able to quickly learn within a few hours of study. A result of 15 shows entry level knowledge, and 20 shows some specialization. A result of 25 often represents dedicated study and 30 or higher shows that it is a highly obscure fact or trivia.

Making a Knowledge Check is a standard action. It cannot be attempted again if an undesired result is obtained – the fact is known or not. You cannot take a 10 or take a 20 on most knowledge checks. Below are some useful knowledge skills.

Knowledge Pokémon – INT (Trained Only)
Knowledge Pokémon can grant general information about a Pokémon, where it is from, and what types it is. At the beginning of the game, a trainer will only know about wild Pokémon from their surrounding area, such as a hometown. Any areas bordering the town, such as a forest, cave, or route, are less likely for a trainer to know about.

The following DCs determine whether a trainer is likely to know about a Pokémon. Knowing a Pokémon requires a DC 15 plus whatever modifiers are listed on the table below. Knowing where a Pokémon can be found is revealed with a

1 area away	+2 DC	Evolved Twice	+8 DC
2 areas away	+3 DC	Preevolution of known Pokémon	+3 DC
3 areas away	+4 DC	Identify Primary Type	Separate check, +3 DC
4 areas away	+5 DC	Identify Secondary Type	Separate check, must know primary type, + 8 DC
Evolved Once	+5 DC	Identify area from	Separate check, same DC

separate check of the same value. After a Pokémon has been identified once, it is known, though its types and location are not necessarily known. If a check to identify a type fails, a wrong type or types may be provided. A

trainer also knows all Pokémon their family has as pets (if in a backstory) and any Pokémon names directly mentioned in feats or class features. You can only take a 10 or 20 on this check if you or a party member has caught the Pokémon in question.

Knowledge Region – INT (Trained Only)

Similar to Knowledge (Local) in other editions, this skill can discern basic facts about the region currently in or being discussed. This is often used to know facts about towns, cities, and other landmarks.

Knowledge Geography – INT (Trained Only)

This Knowledge skill can be used to identify landmarks and nautral phenomenon in the region. It can be used to follow rivers, scale mountains, and navigate forests. It pairs well with the survival skill, but is more for landmark recognition and following.

Knowledge History – INT (Trained Only)

For instances about past history, such as wars, nobility, politics, and other influences that have shaped the world, Knowledge History can determine facts about the area at past periods of time.

Knowledge Religion – INT (Trained Only)

Often used by Legend Speakers, and those who study Legendary Pokémon, Knowledge Religion focuses on powers greater than most humans encounter, and how they interact with these forces.

Knowledge Pokédex – INT (Trained Only)

Knowledge Pokédex is used to grant specific information about a Pokémon, such as what kind of moves it can learn, what ability it may have, base stats, and more. There is no "common knowledge" for this skill, though if you catch a Pokémon with a certain ability, move, or stat total information can be assumed. Again, a 10 or 20 can only be taken if you or a party member has caught the Pokémon in question.

Moves a Pokémon can learn by level	DC = 15+Level/5	Identify an ability	DC 20	Learn specifics of a move	DC = 20 + (5-PP/5)
Moves a Pokémon learns by TM	DC = 25	Identify a nature	DC 15	Identify height, weight, etc.	DC 15
Moves learned by breeding	DC = 25, 30 if chain breeding	Learn a stat value	DC 10+base stat value/5		

Other Knowledges – INT (Trained Only)

Other knowledges could possibly include Architecture and Engineering, Dungeoneering (For a Mystery Dungeon setting), and more.

Motivate – CHA (Trained Only)

By taking a minute, you can use motivate to encourage somebody else on a skill (except a following Motivate) or ability check, or increase the chance of scoring a critical hit in battle. The bonus can be added to one of these d20

rolls. The bonus does not need to be used immediately, though if it is not used before the "Turns Lasting" limit is reached, it disappears. This draws a lot of attention and removes any presence of stealth and provokes attack of opportunity. Additionally, it may draw attention away from the intended target. For official battles, a referee may choose to not allow motivation. The effects of Motivation can be used the round after the check has been made, you do not have to wait the whole minute.

Check Result	Bonus Granted	Turns Lasting	Check Result	Bonus Granted	Turns Lasting
10-14	+1	Immediate	30-34	+5	4 turns
15-19	+2	1 turn after check	35-39	+6	5 turns
20-24	+3	2 turns	40-44	+7	6 turns
25-29	+4	3 turns	45-49	+8	7 turns

Perception – WIS

Generally, Perception is used against an Opponent's stealth, or noticing common actions. An individual rolls their perception check and if the outcome is greater than the opponent's stealth check, then the opponent is spotted. Every 10 feet of distance between the two imposes a penalty to the perception check of 1, and any distractions to the individual using perception impose a penalty of 5. You can also roll perception as opposed to disguise, beating the result only reveals whether or not the target is disguised as something different than their normal appearance, it does not reveal their normal appearance. Against a stealth check for an individual known to be present is an immediate action, if observing a new location or determining a disguise it is a move action. No retry is allowed on this skill.

Perform – CHA (Trained Only.)

Whether performing in a contest, showcase, musical, or just on the corner of the street, perform has many options available. Upon investing ranks, choose a subskill to specialize in. Those with levels in the Performer class are most known for using their skills, often using it to fascinate and awe spectators. Perform (contest) is usually the option they choose, giving them a slight musical knowledge, some dance skills, and ways to showcase their Pokémon's talents. However, many other options are available, including singing, dance, acting, keyboard, percussion, string, and wind instruments. Using these skills may be

Check Result	Money Earned (Pokédollars)
10	1d10
15	5d10
20	10 times 5d10
25	30 times 5d10
30	100 times 5d6

able to attract crowds, and possibly earn some money depending on the result of the check. When performing for money, the amounts shown in the table above represent one day of performing.

Profession – WIS (Trained Only.)

Whenever somebody needs to make a bit of money, profession is a good, general skill to use. Upon investing ranks, you must declare what type of profession you wish to use, cook, farmer, laborer, nurse assistant, police assistant, politician, shopkeeper, or many others are available. An individual is paid 50 times the result of the check per hour,

with only one check being rolled per day. Generally, an unskilled laborer will earn 400 Pokédollars per day of labor. If an individual has been working for a particularly long amount of time in one place, they might be paid more than 50 times their check.

Ride – DEX

Many Pokémon are larger than their trainers and can act as a suitable carrier for equipment or even other people and Pokémon. As long as the Pokémon is in your size category or larger, it can be ridden without penalty. However, Pokémon one size category smaller impose a -10 penalty to the check, and two or more sizes smaller can't be ridden. Some Pokémon that are not normally ridden, due to their physique or other reasons, will impose a -5 penalty, even if it is appropriately sized. If the Pokémon being ridden is yours, gain a +1 bonus for each category above indifferent it is towards to. Gain a -2 penalty for each category below indifferent. Failing a specific action, or if the Pokémon gets injured, gives you an attempt to remain safely seated as an immediate action. Generally the DC is 5, and failing means you fall off the Pokémon prone and take 1d6 damage. If the Pokémon takes damage, the DC for the ride check is equal to the DC of the move as if it were used on you (explained later), or the damage dealt if done by a person.

Most general actions require no checks – including riding and mounting or dismounting a Pokémon with an indifferent attitude or greater. This takes a full-turn action to do any of these, and while riding you move at twice the Pokémon's movement speed as calculated in feat per round. If you want to guide a Pokémon while keeping your hands free, or perform any other action while moving, the time it takes is listed below. Normal limits on actions apply, and your move actions with mounted are limited to the Pokémon's speed and those listed below.

Action	DC	Time	Action	DC	Time
Guide with hands	0	Move Action	Remain seated while attacking	25	Standard Action
Guide with knees	5	Move Action	Fast mount/dismount	20	Free Action
Remain seated safely	5	Immediate	Any action in water	+10	-
Leap or use unique Pokémon movement	15	Move Action	Any action while flying	+20	-

Search – INT

Many times a simple glance as with perception will not reveal what one is looking for. An individual can perform a search check instead, taking a minute to observe their surroundings and actively look for obscured or unseen objects or obstacles. If they are within 10 feet of the area they are trying to search, they can spend a minute performing the check to investigate the area. Unless new evidence suggests the search

Action	DC
Search for a particular item among other items	10
Notice an obscured door, path, or simple trap	20
Notice a well-hidden path or door	30

check was unsuccessful, a search check cannot be retried. Those with the trapfinding feat can also use this skill to

search for traps that have a DC above 20. Example DCs are shown in the table to the right, though often times the check varies based off of the stealth check used to hide the object.

Sense Motive – WIS

Sense Motive can be used in order to gather clues about a strange social situation. Often times, it is rolled in opposition to a bluff check, done as an immediate action. Because of this, there is no retry permitted, and a low score may reveal false information (you incorrectly think a character is lying or telling the truth). A bluff check does not need to be made to make a sense motive check. As part of conversation, at minimum a standard action, you can gather a hunch about an individual's intentions with a sense motive DC of 20. Lastly, if you are suspicious of an individual or they fail to instill a secret message, you can attempt to discern the message. Knowing that they tried to communicate a secret code or message is 19 for simple messages and 24 for complex messages. Discerning information from it is DC 20 and 25 respectively, with additional checks at a consecutive +2 DC being required for each additional piece of information beyond the first.

Sleight of Hand – DEX (Trained Only.)

Whenever you intend to palm an object, pickpocket, or perform any manual trick of deceit, sleight of hand is the appropriate skill to use. It is similar to stealth in that it can be opposed by perception. As a standard action, one can make a small, coin-sized object disappear with a DC of 15. Each size-category larger than a coin the object is increases the DC of the check by 5. One can make a perception check of DC 20, regardless of object size, to see through the trick. In order to palm an object off of an individual, the DC is 20 for anything that easily fits in one hand. As an immediate action, the individual can make a perception check, and if they notice you, a reflex save. The result of the reflex save is added to the sleight of hand DC, making it still possible to obtain the item, even when noticed. This also takes at least a standard action.

Spellcraft – INT (Trained Only.)

This skill is mostly used in identifying charms and crafting magic items. As an immediate action, after a Legend Speaker or other character has used a charm, a player may roll a spellcraft check to try and identify what charm was cast. No retry is allowed on a failed roll.

If a player wishes to create a magic item, and has the appropriate feat, they may roll a spellcraft check. Unless otherwise specified in the items' description, only one may be crafted per day. A player must spend an hour crafting, and must have a Pokémon with

the required move or ability present. Additionally, they must spend Pokédollars equal to half the price of an item, and make a successful spellcraft check. This check may only be attempted once per day and you cannot take a 10 or 20 on this check.

Action	DC
Identify Lesser Charm	15
Identify Intermediate Charm	20
Identify Greater Charm	25
Craft Magic Item	varies, see items for more details

Additionally, if a character has obtained 9 or more ranks, the cost to craft magic items is 1/3 of the normal price, instead of ½.

Stealth – DEX

Stealth is used in opposition of perception. An individual may attempt to move up to half their movement speed while using stealth. This is combined with their move action. A roll with a total below 0 draws attention towards an individual. An individual will believe they are behaving quietly and unseen until it has been made clear to them, usually by the actions of others, that they are not. A perception check above the individuals' stealth check reveals their location and that they were attempting to use the stealth skill. One check can cover one minute of travel.

A character can also use the stealth skill to obscure objects from notice. This action takes a minute to accomplish, and is opposed by search instead of perception.

Survival – WIS

DC	Action
5	Light a fire with flint and steel
10	By moving at half your speed during a day of travel, you can forage enough food for yourself for one day. Each additional 2 points above the DC on your check allows you to forage for an additional person or Pokémon.
15	Gain a +2 bonus to Fortitude saves against harsh weather if you move at half your land speed. This bonus is +4 if you remain stationary for the day. For each 1 point above the DC on your check you may apply these bonuses to another person or Pokémon.
15	Avoid getting lost and recognition of natural hazards.
15	Light a fire with a magnifying glass
15	Predict the weather for 24 hours in advance. Each 5 points above the DC allow an extra day of prediction.
Varies	Use the Track Feat (below)
15	Search for specific berries with a growth time of 0-30 hours. Takes 10 minutes and can be tried 1/day.
25	Search for specific berries with a growth time of 31-60 hours. Takes 10 minutes and can be tried 1/day.
35	Search for specific berries with a growth time of 61-90 hours, or for Apricorns for special Poké balls. Takes 10 minutes and can be tried 1/day.
45	Search for specific berries with a growth time above 91 hours Takes 10 minutes and can be tried 1/day.

Ground	Track DC
Soft (Snow, Mud, Dust)	5
Firm (Sand, Grass, Dirt)	10
Hard (Stone, Floors)	20

The table to the right lists conditions that modify the track DC listed above. Tracks may be hidden with a DC 20 Survival check. Multiple conditions can be applied at once, and ones such as individuals being tracked, passing of days, and passing of weather can stack.

Condition	DC	Condition	DC
Size Fine	+8	Every 3 individuals being tracked	-1
Size Diminutive	+4		
Size Tiny	+2	Tracks hidden	+5
Size Small	+1	24 hours passed	+1
Size Medium	0	Every hour of rain	+1
Size Large	-1	Snow covering	+10
Size Huge	-2	Overcast/No Light	+6
Size Gargantuan	-4	Moon Light	+3
Size Colossal	-8	Fog	+3

Survival is a skill used for surviving on your own or with others without necessarily having the proper tools or equipment. It can be used to collect food, acclimate to harsh weather, follow others, and many other uses in an outdoor environment. Generally, using the survival skill is done passively over the course of the day. Tracking checks must be done once per hour of following the tracks.

Tinker – INT (Trained Only.)

To pick locks, take apart a device, or forge a false copy, as well as many uses of technology, one can use Tinker. Often times, specific DCs to tinker with a device are presented with the items. Retrying these actions can be done immediately, unless otherwise noted. To leave no trace of their action, one can increase the DC by 5 or double the time they take to tinker with the object. Without a tinker kit, an individual trying this skill has a -2 to skill checks. An Improved tinker kit gives a +2 competence bonus on all tinker checks.

Device	DC	Time
Open very simple lock	DC 20	Full-turn Action
Open padlock	DC 25	Full-turn Action
Open electronic keypad	DC 30	Full-turn Action
Open biometric ID scanner	DC 35	Full-turn Action

Device	Time	DC	Example
Simple	1 turn	10	Jam a lock
Tricky	2d4 turns	15	Sabotage a wagon wheel
Difficult	2d4 minutes	20	Disarm a trap, reset a trap
Wicked	2d4 minutes	25	Disarm a complex trap, cleverly sabotage a clockwork device

Train Pokémon – CHA

Used to train Pokémon moves and skills outside of battle. Training usually takes a long time, requiring 3 successful checks of practice in separate days. If it is a move, after these checks an old move is forgotten (if this would be the 5th move learned, if not, no moves are forgotten) and 3 checks in battle must be made using the Pokémon's intelligence mod instead of your charisma mod. After the third check, the move is learned and can be used without failure. If the DC is not made to use a move, there is a 10% chance of it failing for each point below the DC rolled. If the DC is missed by 10 or more, the Pokémon becomes confused. If it is a skill, after the first three checks the Pokémon must have skill points to invest in the skill given by you. You can give a Pokémon one point when you level up to give it a number of ranks equal to its intelligence mod, minimum one.

The move taught to the Pokémon must be learnable by leveling up normally at their level times 5 or lower in the video game. Once the Pokémon reaches level 7, the trainer may teach moves from their TM, move tutor, or egg-move lists, or a move not on the list with the Game Master's approval. A Pokémon that can evolve twice gains a +5 bonus to this check, and a Pokémon that can evolve once gains a +2 bonus, since it is easier to learn moves at earlier stages.

First check out of battle for a new move	DC 20+2*(8-Move's PP/5)	Second check for a move in battle	DC 13+(8-Move's PP/5)
Second check out of battle for a new move	DC 17+2*(8-Move's PP/5)	Third check for a move in battle	DC 10+(8-Move's PP/5)
Third check for a move outside of battle	DC 15+2*(8-Move's PP/5)	Learning a skill	DC 35-Pokémon's Intelligence Mod
Fist check for a move in battle	DC 15+(8-Move's PP/5)	Teaching a trick	See SRD listings for tricks in D&D.

Use Magic Device – CHA (Trained Only.)

This unique skill allows you to use strange devices that don't function in ways people understand. Unless otherwise specified, this skill takes a standard action to execute and does not allow you to ever take a 10 or 20. The DCs for performing the check are presented with the item. Due to the unpredictable nature of these items, if you roll a natural 1 or have total modifiers that drop your check result below 1, a backlash of magical energy occurs. You take damage equal to 1d6 plus the item's DC for standard use, minus your charisma mod, and are dazed for 1d4 rounds.

Use Rope – DEX

Whether it be to escape a cave, secure a knot, untie one or bind an individual, you can use rope in order to do so. Using the skill takes at least one minute, with many actions taking even longer. For any action with a known outcome, it can be retried a minute after failure.

Use Escape Rope	DC 10	Escape with another individual beyond DC 10	DC +5
Tie a Firm Knot	DC 10	Splice two ropes together	DC 20
Tie a Special Knot	DC 15	Bind a character – opposed by acrobatics	Varies
Secure a Grappling Hook	DC 10	Tie a rope around yourself one-handed	DC 15

Skill Synergies

4 or more ranks in ...	gives a +2 bonus on ...
Acrobatics	Athletics*
Athletics	Acrobatics*
Bluff	Diplomacy checks
Bluff	Disguise checks to act in character
Bluff	Intimidate checks
Bluff	Sleight of Hand checks
Craft	related Appraise checks
Escape Artist	Use Rope checks involving bindings
Knowledge Geography	Survival checks to keep from getting lost or for avoiding hazards
Knowledge Region	Gather Information checks
Knowledge Religion	Spellcraft checks
Knowledge Pokédex	Knowledge Pokémon
Perform	Gather Information checks

Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Train Pokémon	Ride checks
Use Rope	Climb checks involving ropes
Use Rope	Escape Artist checks involving ropes

Equipment

A trainer will often need a variety of tools on their journey to take care of themselves and their Pokémon. The standard unit of currency is the Pokémon Dollar, which can be kept on notes or in a credit balance along with your trainer's license. At the start of their journey at level one, each player may choose from one of the starting kits below.

- Trainer's Pack: 9 lb.
    - Backpack
    - Bedroll
    - 3 Potions
    - 5 Poké balls
- Explorer's Pack: 10.5 lb.
    - Backpack
    - Bedroll
    - Region Map in Binder
    - Compass
    - 3 Poké balls
    - 1 Potion
    - 10 Pieces Chalk
    - 2 Days Trail Mix
- Crafter's Pack: 7.5 lb.
    - Backpack
    - Sewing Needles
    - Sealing Wax
    - 2 Poké balls
    - Hammer
    - Pound of Soap
    - Pen

- Crafter's Pack (continued):
    - Very Simple Lock
    - 10 Pieces Chalk

- Scholar's Pack: 5 lb.
    - Backpack
    - History/Legend Book
    - Ream of Paper (100 sheets)
    - 4 Pencils
    - Binder
    - 1 Poké ball
    - 1 Potion
- Survivalist's Pack: 27.25 lb.
    - Sack
    - Water Bottle
    - 3 Days Trail Mix
    - Bedroll
    - Blanket
    - Flaslight (LED)
    - 50 feet of Rope
    - 2 Potions
    - 1 Poké ball

If a character finds themselves uninterested in certain items in the pack, they may sell up to one category of items back. Suppose June, a Legend Speaker, begins with the Explorer's pack. She may find herself not needing Poké balls due to her lack of proficiency with them and wishes to sell them back. She may choose to sell any amount of her Poké balls back for a full refund, as

explained below, though she may not sell any other item in her pack back during character creation. If instead, she chooses to sell potions, she may only sell her one potion, since that is all the pack provides to her as a starting character.

In addition to the starting pack, and the money trainers may get from selling items, trainers get 1,000 Pokédollars to spend on items as they wish. Characters who start at higher levels than level one can gain additional starting money, as shown in the table to the right. As players battle and use skills, they gain more money to later spend on items in the charts below or other items that they unlock, including new Poké balls, Potions, Battle Items, etc., many of which are described later.

Starting Level	Starting Money	Starting Level	Starting Money
2	2,500	9	19,000
3	4,000	10	22,500
4	6,000	11	26,000
5	8,000	12	30,000
6	10,500	13	34,000
7	13,000	14	38,500
8	16,000	15	43,000

Carrying Capacity

In the tables listed below, an item is listed along with the price it costs to purchase and the weight the item has. Additionally, next to the starting packs on the previous page were weights given. A character can only carry so many items at once before they are encumbered. A character can carry a total amount of items equal to 5 times their strength score (not the modifier) without any kind of hindrance, provided they have the equipment to store it. If they carry between 5 and 10 times their strength score, they are lightly encumbered, giving them a -2 penalty on all strength and dexterity based checks. Additionally, their movement speed is capped at 20ft instead of 30ft. If their weight carried is between 10 and 15 times their strength score, they suffer a -6 penalty on all strength and dexterity based checks, and they may only run at 3

times their speed of 20 feet (though a character with the Running Shoes feat can still run at 5 times their speed). A character cannot carry more than 15 times their strength score. Larger or smaller characters, as well as quadrupedal Pokémon, have additional modifiers described under the athletics skill, altering the weight they can carry. For example, a size large bipedal individual can carry 10 times their strength score before being encumbered.

Specific Items whose functions might not be clear are explained below:

- Battering Gogoats can be operated by up to 2 individuals, each granting a +2 circumstance bonus on strength checks to break through doors and thin walls.

- Binoculars allow distant objects to appear at twice their size, negating penalties that may occur on perception checks.

- Candles can create a dim illumination around a 5-foot radius for up to an hour

- Crowbars provide a +2 circumstance bonus on Strength checks for their typical purposes, usually opening or removing large lids.

- A Frying Pan can also be used as a *Drying Pan*, providing a +1 circumstance bonus to survival checks in rainy weather.

- Grappling hooks can be thrown with a Use Rope check of DC (10+2/10 feet) of throwing distance.

- An LED Flashlight illuminates a 30-foot cone dimly, with the closest 15 feet being clear illumination. It lasts for 6 hours on one battery.

- A handhold Flashlight illuminates a 60-foot cone dimly, with the closest 30 feet being clear illumination. It lasts for 6 hours on one battery.

- A hooded Lantern illuminates a 60-foot radius dimly, with the closest 30 feet being clear illumination. It lasts for 6 hours on one battery.

Item	Cost	Weight	Item	Cost	Weight
Backpack (empty)	1100	2 lb.	Lock		
Barrel (empty)	1100	30 lb.	- Very simple	500	1 lb.
Basket (empty)	220	1 lb.	- Padlock	1000	1 lb.
Battery	55	1 lb.	- Electronic Keypad	7500	1 lb.
Battering Gogoat	5500	20 lb.	- Biometric ID Scanner	20000	1 lb.
Bedroll	500	5 lb.	Mirror, small steel	2000	1/2 lb.
Bell	550	—	Mug/Tankard, clay	100	1 lb.
Binder or Folder	100	1/2 lb.	Ream of Paper (100 sheets)	1500	1 lb.
Binoculars	5500	1 lb.	Pen	200	—
Blanket, winter	275	3 lb.	Pencil	55	—
Bucket (empty)	275	2 lb.	Pick, miner's	1650	10 lb.
Candle	55	—	Pitcher, clay	550	5 lb.
Canvas (sq. yd.)	250	1 lb.	Piton	1100	1/2 lb.
Chain (10 ft.)	3650	2 lb.	Pole, 10-foot	1100	8 lb.
Chalk, 1 piece	5	—	Pouch, belt (empty)	550	1/2 lb.
Chest (empty)	1100	25 lb.	Rope (50 ft.)	550	10 lb.
Compass	550	-	Sack (empty)	55	1/2 lb.
Crowbar	1100	5 lb.	Sealing wax	550	1 lb.
Firewood (per day)	1100	20 lb.	Sewing needle, 12	275	—
Flint and steel	550	—	Signal whistle	440	—
Frying Pan	1550	10 lb.	Signet ring	2750	—
Grappling hook	5500	4 lb.	Sledge	1100	10 lb.
Hammer	275	2 lb.	Soap (per lb.)	150	1 lb.
Jug, clay	3300	9 lb.	Spade or shovel	1100	8 lb.
Ladder, 10-foot	3000	20 lb.	Tent	5500	20 lb.
LED Flashlight	550	1 lb.	Trail Mix (per day)	275	1 lb.
Electric Lantern	6600	3 lb.	Water Bottle	55	1-1/2 lb.
Flashlight	3850	2 lb.	Water Jug, Half Gallon	1650	4 lb.

Certain more expensive items can give greater bonuses and are sometimes required for

skills. These items are often more specific in their use, needing to be applied to specific subsets

of checks. Listed in the table below are various tools and kits, as well as their price, weight, and the relevant benefits that can be applied to skills.

Item	Price	Weight	Benefit
Crafting Tools	2750	5 lb.	+2 competence bonus on a specific crafting set, chosen at purchase.
Fashion Case	2750	8 lb.	+2 competence bonus on disguise checks.
First Aid Kit	1250	1 lb.	+2 competence bonus on heal checks, usable 10 times.
Legendary Symbol	550	1 lb.	Varied bonuses including +1 competence on relevant Knowledge (Religion) checks
Magnifying Glass	850	0.5 lb.	+2 competence bonus on relevant appraise checks.
Musical Instrument	1250	3 lb.	Required for most musical performance checks, chosen at purchase
Improved Musical Instrument	7500	3 lb.	+2 competence bonus on a specific perform check, chosen at purchase
Skill Tool	2500	1 lb.	+2 competence bonus on a specific skill check not listed here, chosen at purchase.
Stopwatch	1750	0.25 lb.	Can be used to keep track of time.
Tinker Kit	1250	1 lb.	Required for most tinker checks.
Improved Tinker Kit	3300	2 lb.	+2 competence bonus on all tinker checks.

Other equipment is also necessary for catching and raising Pokémon, such as Poké balls and Potions. The effects and prices of these item are pulled directly from the games, with weights approximated and listed with them. Care costs at a Pokémon Center for those without a Trainer's License, or those seeking human care, are also listed, as these are not touched upon in the Video Games. Only the most basic forms of these items are listed below, as at the start of the game these should be the only equipment the players can buy, even if they have money to afford higher tiers of the items. Since prices can be found in the games, the GM may decide when to

distribute these items and make them purchasable. Other in game items that are used in battling and such are described in later chapters.

Pokémon Center Lodging + 1 meal	4750
Pokémon Center party heal	500
Pokémon Center minor human heal	500

Poké ball	200	.25 lb.	Antidote	100	.25 lb.
Potion	300	.25 lb.	Paralyze Heal	200	.25 lb.
Repel	400	.25 lb.	Awakening	250	.25 lb.
Escape Rope	550	5 lb.	Burn Heal	250	.25 lb.
Ether	600	.25 lb.	Ice Heal	250	.25 lb.

Additionally, certain berries may be purchased at the beginning of the game, or foraged for in the wild. More information on foraging can be found under the Survival Skill. The price for a given Berry should be 50 Pokédollars times the growth time, in hours, for the berry plant.

Pokémon Battles

The main feature of any Pokémon Game is battling, so of course this must be implemented into Chambers and Charizard. Battling can occur in a few different ways, such as wild Pokémon, Trainer Battles, and Official battles. Additionally, certain trainer or official battles will have special rules, such as in a performance, detailed in this chapter also.

Converting Values

Basic mechanics that apply to almost all battles are those of the Pokémon's stats, the battle field, and moves. Pokémon have 6 stats which help determine their 6 ability scores, HP, Attack, Defense, Special Attack, Special Defense, and Speed. The battle field is a gridded area where the battle occurs, determining the result of moves and other actions. Moves are various attacks a Pokémon can use, having up to 4 known at a time just as in other Pokémon media.

To calculate a Pokémon's stats, first locate their base stats. Each stat corresponds to an in-game attribute of some sort, some stats keying to multiple stats. The table below dictates how each stat can determine what values a Pokémon will have. Additionally, base stats determine a Pokémon's modified statistic. Other values, such as EVs and IVs, as well as natures, level, and more, can affect a Pokémon's total stat. The stats being turned into ability scores function similarly to their D&D counterpart ability scores that trainers and other humans have, though Pokémon often times will have less uses of their ability scores and more uses of their stats. In all instances of determining ability scores, round up, but for statistics and any other dice roles, round down.

Base Stat	Statistic	Ability Score
HP	See health, below	Constitution=0.15*HP+1.5

Attack	$(\dfrac{\left(2 \times Attack + IV + \frac{EV}{4}\right) xLevel}{20} + 5) \times Nature$	Strength=0.15*Attack+1.5
Defense	$(\dfrac{\left(2 \times Defense + IV + \frac{EV}{4}\right) xLevel}{20} + 5) \times Nature$	Natural Armor=0.08*Defense-0.6
Special Attack	$(\dfrac{\left(2 \times Sp.Attack + IV + \frac{EV}{4}\right) xLevel}{20} + 5) \times Nature$	Intelligence=0.15*Sp. Attack+1.5
Special Defense	$(\dfrac{\left(2 \times Sp.Defense + IV + \frac{EV}{4}\right) xLevel}{20} + 5) \times Nature$	Wisdom=0.15*Sp. Defense+1.5
Speed	$(\dfrac{\left(2 \times Speed + IV + \frac{EV}{4}\right) xLevel}{20} + 5) \times Nature$	Dexterity=.15*Speed+1.5 Speed (Feet/Round)=0.38*Speed+4

In each of these formulas, a few variables must be defined. For all values except HP, the formula functions similarly to how it would function in games. IVs and EVs play little effect, as generally, Professors are the only classes that are familiar with them. A GM can choose if they should not be present in the calculation in order to make keeping track of statistics easier. The only difference is that instead of dividing by 100 in the total formula, it is divided by 20 to represent a different leveling-up mechanic. After calculating the specific statistic based on base stats, values for ability scores, natural armor, and battle speed can be calculated.

For HP, add the IV value for the Pokémon to the base HP value. After this, calculate the constitution score first, as shown in the table above. At level 1, a Pokémon has a HP total equal to 16 + its Constitution modifier. Each time it levels up, it gains health equal to 2d10+Con Mod, counting as one hit die just as players gain hit dice when they level up. Beneficial EVs can further add to this. Using the formula sqrt(EV)/4 for HP EVs, rounded down, a Pokémon gains additional health per hit die, though no increase in constitution score. All increases to constitution or EVs effect Health total retroactively.

Charisma is a difficult stat to use. First, the Game Master must count all moves the Pokémon can learn by level up as of the newest game, this is Total_Moves. After this, they look at the contest categories for each of the move. Whichever category has the most move entries is considered the Base_Charismatic_Number for calculation purposes. For each category of moves out of the 5 a Pokémon cannot learn, another point is added to the base charismatic number. However, if this new sum would be equal to or greater than 1.0, the original base charismatic number is still used. After that, the sum charismatic number (or base as explained above) is placed in this formula: Cha=38.699*(Sum_Charismatic_Number/Total_Moves)^(1.3125). This should have a maximum at approximately 40. If a Pokémon's other ability scores are all equal (from all base stats being equal) then the Charisma score is instead that number, as if a base stat was put through the formula for the other scores. This method is not the more reliable, and a Game Master can change the charisma for Pokémon if a different score fits better.

As a Pokémon levels up and evolves, update its stats and ability scores as necessary. Additionally, a Pokémon that evolves will likely be better at learning moves that in the video games could be acquired at a higher level. When calculating ability scores, round up if the ability score ends in .5 or greater.

Converting Moves

Moves in Chambers and Charizard function similarly to moves in the video games. The formula to determine if a move will hit remains unchanged, as A_{base}*(Accuracy/Evasion). If it is above 1, the move will always hit. If the value is below 1, a d% is rolled. If the value on the d% is below the value calculated*100, the move hits. For damage calculation, the formula is:

$$Damage = \left(\frac{10 \times Level + 10}{250} \times \frac{Attack}{Defense} \times \left(\frac{Base}{5}\right) d8\right) \times STAB \times Type \times Critical \times other$$

Damage is the total damage done. Level is the Level of the Pokémon attacking. Attack and Defense refer to either the attacking Pokémon's attack stat if it is a physical move or special attack if it is a special move, and the defending Pokémon's defense or special defense stat, if it is physical or special, respectively. The move's base power is divided by 5 and that many d8 are rolled in the damage calculation. 2 is added to this result. This result is then multiplied by STAB for Same Type Attack Bonus, Type for any type weaknesses, resistances, or immunities, and critical, which occurs $1/16^{th}$ of the time if speed is not raised, $1/8^{th}$ if raised one stage, $1/4^{th}$ if 2 stages, ½ if 3, and always if it is above 4 stages. (This is different from the standard video game critical chances.) Other modifiers include weather, items, and more.

Pokémon can also attack humans, and vice versa. If a human attacks a Pokémon, roll a d20, with a natural 1 being an automatic miss and a natural 20 being an automatic hit and a chance of being a critical hit. Add to this their Strength modifier, and if the total beats the Pokémon's AC (10+Size Modifier + Natural Armor + Dexterity Modifier), 1d4+Strength Modifier damage is done. Size modifier is calculated by the Pokédex entry for height compared to SRD listings. On a critical hit, roll again and if you beat the AC, multiply the damage by 2. People are not great at damaging Pokémon. However, Pokémon can be quite destructive towards people. Pokémon similarly make an attack roll against Human's AC to try and hit (applying strength, size, and other modifiers, against other targets, a Pokémon may also add its level to hit, but not against humans). They add their Strength modifier for physical attacks, Intelligence modifier for Special attacks, and Charisma modifier for Status attacks. They only score a critical hit against humans if a natural 20 is rolled and confirmed, as detailed above, and similarly automatically miss, dealing themselves struggle damage (as described below) on a natural 1.

If a Pokémon hits a human, the human is entitled a save for half damage. If the move used was physical, a fortitude save can be made for half-damage, if it was a special move, a reflex save can be made for half damage. If the move was a status move, a will save can be made to nullify any damage or other effects. The DC for the save is (20- move's PP/5 + Strength/Intelligence/Charisma modifier, for whichever move is appropriate). Remove the Attack/Defense portion from the damage formula when calculating damage against humans, who are considered normal type unless otherwise specified (Humans still take normal damage from ghost type attacks). In the event that a Pokémon needs to make saves, they add their appropriate ability modifier and depending on their type add an appropriate bonus to saving throws. Rock, Ground, Steel, Poison, Ice, and Grass type Pokémon have good fortitude saves. Fire, Fighting, Electric, Flying, Water, and Dark types have good reflex saves. Ghost, Psychic, Fairy, Normal, Bug, and Dragon have good will saves. A Pokémon may have multiple good saves if types dictate that. A good save is ½ level +2, rounded down, and a poor save is 1/3 level, rounded down.

In order for a Pokémon to hit with an attack in that round, it must also be within range. Once the grid is setup, a Pokémon may attack as a standard action on its turn. Moves have a range equal to their range in tiles in mystery dungeon games squared times 5 feet, having a maximum range of 120 feet (Any moves specifying the whole room may affect all appropriate targets). Diagonal tiles count as 1.5 times the distance when calculating movement and range. As long as a Pokémon can use their battle speed and range of a move to hit the target Pokémon in battle, it does not need to move. However, if the Pokémon cannot make that distance, it must spend its turn moving and can attack on the next turn. In a Triple battle, a Pokémon that is not adjacent can never be hit, and in a rotational battle, only the active Pokémon may ever be hit.

Setting Up Battles

When a battle of any sort begins, a grid is established to determine ranges of moves and effects. The grid is the field in which the battle takes place on, and depending on the location it could have obstacles such as water, rocks, darkness, and more covering the field. Generally, the main portion of the battle will take place in a 400 square feet square towards the center of the grid, cut horizontally to give two 10*20 feet sections. At the start of each fight, a Pokémon may be placed on one side of the grid, with the opposing Pokémon being placed on the other side. Trainers stand 20 feet back from the main battle square. Pokémon and trainers are free to move about this grid, and if all of one party exits the space of the grid, they have run away from the battle, if applicable. Certain situations such as variant battles may rely on new grid types.

When traveling in a party, imitative determines how individuals react to battles. Each battle, every player rolls initiative, which is a d20 plus their dexterity modifier and sometimes miscellaneous modifiers such as those granted by improved initiative. Additionally, for every consecutive battle a trainer does not participate in, they gain a +1 bonus to their initiative, allowing trainers in a party to cycle through and have a variety of participants. Those who roll a high initiative may choose to step-down before the battle has begun in favor of another trainer taking their place, such as if their Pokémon may be too weak.

During any trainer and official battles, the trainer with the highest initiative also may choose to wait for the other trainer to send out their Pokémon first, unless enthusiasm or a similar feat is active. Either way, the higher initiative trainer must place their Pokémon first on the field. In Wild Pokémon battles, the wild Pokémon also rolls initiative for itself, rather than its trainer rolling for it.

In official battles, a referee must be present. The referee must have rolled higher than at least one non-participant in initiative order, if non-participants are present, to officiate a battle. For league-sponsored battles, the referee will not be picked by the challenger unless otherwise specified. For battles where multiple referees are present, the one who rolled the highest initiative gets to set the conditions. Conditions can specify no using items, unique feats or class features, trainer feats or trainer actions, which sides can switch out, and more. If a party does not agree to the terms set for the battle, a diplomacy check can be done to argue in favor of changing the rules against the other party. The referee may not participate, and usually is a third party who does not favor any specific rules.

Though a referee may choose to forbid some of these, other actions may be taken in battle besides attacking. Attacking or using an item is considered a standard action, and switching out is considered a full-turn action. In one turn, either a full-turn action, two move actions, or a move and a standard action may occur. In addition to this, one swift action may be added to any of these, and an unlimited number of free actions may occur. Trainer feats, granting new trainer actions, can take place as a full-round action, unless otherwise specified.

Actions

All trainers have access to the "Dodge" trainer action. With this, a trainer may instruct a Pokémon to attempt to dodge the next attack the opponent uses, though this takes a move action on the turn used. In order to dodge, the Pokémon make opposing dexterity checks (d20+dex mod), and if the dodging Pokémon's is greater, it misses the attack. If they roll equal values, the dodging Pokémon takes half damage, and full damage is taken if the attacker rolls higher. Regardless of the outcome, the Pokémon takes a point of fatigue after attempting to dodge.

Using the same move more than twice in a row gives the Pokémon three fatigue points, and using a trainer feat gives the Pokémon one fatigue point.

A Pokémon can take a number of fatigue points up to 2*Trainer's Con Mod. After this, it struggles. If all fatigue points came from using the same move in a row, it can reduce that number to 0 by changing to a different move. It can reduce other fatigue points by taking a turn in which it does not attack. Regardless of how many fatigue points a Pokémon has or what actions it has taken, other than dodging a Pokémon cannot perform trainer actions on consecutive turns unless otherwise specified.

If a Pokémon struggles, it rolls a number of d8s equal to its level divided by 2, with a maximum of 5d8. It then loses a quarter of its maximum health as recoil. A struggling Pokémon will always struggle in battle until it is given a PP restoring item (ether removes one point of fatigue, max ether removes 5, and elixirs can affect a trainer's whole team) or healed at a Pokémon center. After a battle is over, a Pokémon that has any fatigue below its maximum is restored to its max as long as it did not reach a struggling point.

Other situations where a Pokémon may not attack include if Pokémon do not listen to their trainers. If a Pokémon has an unfriendly or hostile attitude (due to roleplaying events, unmatched alignment, or unmet level requirements) towards their trainer, then 2d4 is rolled to determine what actions will be taken. On a 2, the Pokémon attacks their own trainer with their highest Base Power move. On a 3, the Pokémon takes a nap, falling asleep. On a 4-5, the Pokémon forces itself back inside the Poké ball, requiring another Pokémon to switch out. On a 6-7, the Pokémon loafs around. On an 8, the Pokémon attacks or behaves normally, as instructed. This also can apply to skill checks outside of battle.

Recently Obtained Pokémon	Levels up under trainer first time	Alignment > 2 steps away from trainer	Obtained at a higher level than trainer
Indifferent Attitude	+ 1 attitude step	-1 towards attitude step, alignment can shift with attitude increases (see chapter 2)	Unfriendly Attitude until level is met
Pokémon faints three battles in a row while indifferent	**Pokémon helps trainer level up first time**	**Pokémon levels up 5 times under trainer**	**Pokémon faints 10 times in a row while helpful**
Unfriendly Attitude	+1 attitude step	+1 attitude step	Indifferent attitude

Contrary to misbehaving under poor attitudes, a Pokémon may try to impress its trainer under a good attitude. If a Pokémon has a fanatic nature, the chance of scoring a critical hit on a move increases by one on a die roll. Normally, this is only a natural 20 on a d20, but many items can manipulate this ration, increasing it in crit stages as it would in the games. Additionally, if an attack would cause a fanatic Pokémon with more than 25% of its health to faint, on a roll of natural 20 it will survive with one health. Lastly, if affected by a status effect, on a 19-20 between turns the Pokémon will automatically break free.

Wild Pokémon should be considered hostile unless there is a reason otherwise (such as rebuking, a previously released Pokémon, etc.). Once caught or newly obtained, a Pokémon will usually be indifferent to the trainer unless they had previous knowledge of each other that would form a different relationship. To catch a wild Pokémon, the main form of obtaining new Pokémon, a trainer must throw a Poké ball that they have in their inventory. They add their strength modifier, catch bonus, and potentially other modifiers when throwing the Poké ball to a d20. A roll of a natural one indicates an automatic miss of throwing the Poké ball, as well as any roll with total modifiers below the opposing Pokémon's level. Otherwise, use the catch rate

formula presented in the Chambers and Charizard spreadsheet to determine if a Pokémon is caught. A Natural 20 does not guarantee success, however, it does grant a +5 bonus to the catch check. Add all modifiers, including the +5 bonus from a natural 20, if applicable to the die roll, and use this total in the "catch bonus" column.

If a trainer needs to switch in a battle, and another trainer wishes to take their place, this can be done as a full round action. This way, trainers can see a Pokémon they might be interested in catching in another battle and still have the opportunity to catch it. Additionally, a trainer may want to prevent their Pokémon from fainting, and this can be done by switching to another trainer in the party. If another trainer is in the party, the two can switch. This can never happen in a trainer or official battle, even if it is a tag battle. When Pokémon are being switched under the ownership of the same trainer, the opposing Pokémon will have the opportunity to hit the new Pokémon unless its move is of higher priority (Pokémon move order is dictated by speed from in games, rather than initiative). When trainers are switching out, the trainer leaving the opposing Pokémon can attack the trainer that is leaving, but not the trainer that is entering.

Unique Battles, Contests

Other forms of battling exist in the Pokémon world that have standardized rules. Generally, they follow variations on the standard battling rules. Many performances showcase a Pokémon's skills in other ways, such as contests. Contests have 3 rounds, a dress up round, a dance round, and an appeals/battle round, the last one following battle variations, as shown below.

In the Dress up round, a trainer uses disguise checks to hide or showcase attributes of their Pokémon. The Pokémon may add moves or skills to that check to increase the significance

of the performance. The Pokémon may add one extra move or skill per every 2 levels of performer, as dictated by Routine Advancement, up to 6 total. Each extra move or skill gives a +1 bonus to the Impression DC of the performance. The checks for this round follow the formula described under simple routines for the performer class. (If a character does not have levels in the performer class, they may use a simple routine in the same way that a Performer can but only in this round of the contest. The simple routine must be practiced a number of times equal to 2+Character's Charisma modifier.) Judges and spectators make the save or become fascinated. 8 contestants who fascinated the most judges or had the highest scores, move on to the next round.

In the dance round, one of the four Pokémon acts as a dance leader and rolls a performance check, using either its Dex Mod or its Trainer's Dex mod, whichever is higher, instead of its charisma mod. All other Pokémon, the followers, roll a dance check using either their Dex mod or their Trainer's Dex mod. The followers know what was rolled on the die, but not what the total roll with modifiers was. The followers can choose to subtract either Dex mod instead of add it. Whichever Pokémon gets closest to the Leader's total role, higher scores winning on ties, gains 3 points. Second place gains 1 point, and third place gains 0 points. These points are kept in secret. After each Pokémon has been a leader, then whichever Pokémon has the most points moves on. The 4 contestants (2 groups of dances will occur, 2 per group) with the highest scores move on to the next round.

The final round is the appeals/battle round. During this round, two contestants battle while showing off their routine performances, similar to the dress up round. The same performance checks can be made in battle but if the move or skill is to perform its standard effect and have a performance effect, the check for the performance has a -5 penalty. Moves used repetitively, in addition to normal consequences, also provides a -2 penalty. Using moves of the

contest category automatically impresses the judges, and using moves of a conflicting category counts as two unimpressed turns. If the judges are not impressed 5 times in a row, or if a Pokémon faints, it is eliminated from the contest.

In any instance if a Pokémon faints, it is removed from the battle. If all of a trainer's Pokémon faint and they have no party members to assist, they must attempt to run away or continue fighting the wild Pokémon. A trainer can run at 4 times their (5 times with the run feat) normal speed (30 is the base for humans who are not encumbered) for a number of rounds up to their constitution modifier. The opposing Pokémon can run at 4 times its speed to attempt to catch up also for a number of rounds equal to its constitution modifier, though it will likely attack and only use single move actions. A trainer may attempt to run away in battle beforehand with normal rules for the videogames, in case they fear the situation is close. In a trainer or official battle, the losing trainer will be guided back to the Pokémon Center to heal up their Pokémon if they are alone and they wish. They usually will pay the victor an amount of Pokédollars determined by their highest level Pokémon times their base money amount if a referee is present. Player class's base payout is shown below, this is multiplied by the level of their highest Pokémon used. For example, Elise a level 2 performer with a level 3 Pokémon would have to pay 6 times her base payout of 30 Pokédollars, or a total of 180 Pokédollars.

Class	Payout if loss		Level - 3	3
Master, Researcher, Performer	30* Player Level		Level - 1	5
Ranger, Connoisseur, Type Specialist	24*Player Level		Level	6
			Level + 1	7
Breeder, Legend Speaker	16*Player Level		Level + 2	9

Aftermath

Whenever a Pokémon knocks out another Pokémon in battle, or if a wild Pokémon is caught, experience is granted, as shown on the table above. If the fainted Pokémon was the same level as the victorious Pokémon, the victor gains 6 experience points. If the level of the fainted Pokémon was one lower, the victor gains 5, and if the level was two to three lower, the victor gains 3 experience. If the fainted Pokémon was below three levels weaker, no experience is given. Similarly, if the Pokémon that faints is one level higher, then 7 experience is granted, and if it is two or more levels higher, 9 experience is granted. If multiple Pokémon are involved in the battle, the first Pokémon that was sent out determines the level. Divide that total by the number of participating Pokémon and distribute experience equally among them. No matter what, all Pokémon receive at least one experience if the levels are appropriate.

Pokémon Level up according to the table below.

Level	Experience Total	Level	Experience Total
1	0	11	600
2	6	12	726
3	24	13	864
4	54	14	1014
5	96	15	1176
6	150	16	1350
7	216	17	1536
8	294	18	1734
9	384	19	1944
10	486	20	2166

Pokémon Outside of Battle

During the Pokémon Video Games, Pokémon, especially those of the main characters, are rarely seen outside of battle. In contrast, the anime and manga shows many examples of walking Pokémon that behave freely and independently with their trainer. Both opportunities have uses, as strong Pokémon are easily able to defend their trainers, though weaker or slower Pokémon may need help in protecting themselves and traveling. Pokémon will each have unique personalities as NPCs, dictated by their nature (also determining their initial alignment) and their attitude.

Trainers (excluding 12th level Rangers) can only have 6 Pokémon in their individual party at any time, in any combination of Poké ball, capture styler, incubator, or befriended Pokémon. Rangers of 12th level or higher can have up to a party of seven at once, and at any level a Ranger is limited by the amount of Pokémon they may have with their capture styler (A character with styler proficiency but no levels in Ranger may capture up to one Pokémon at a time). Of their party, a trainer may only have one Pokémon out of their Poké ball at any moment outside of battle, unless they are a Ranger or Legend Speaker who does not have Poké balls. Eggs in an incubator do not count against this, however, trainers should be aware of their limits of carrying capacity, and the difficulty of carrying an incubator and possibly another Pokémon.

Trainers do not need to carry their Pokémon, these "walking Pokémon" may often walk alongside their trainer or even permit their trainer to ride on them if their attitude is indifferent or better. However, especially at low levels, humans tend to walk faster than Pokémon, making it difficult to move at your maximum overland speed.

Pokémon may assist in many things outside of battle. Notably, Rangers and Performers can teach their Pokémon skills to use outside of battle. Other trainers can do this also, though the

process is more complicated. Before the trainer levels up, they may spend time training to teach a skill to a Pokémon. After three successful train Pokémon checks, a trainer may invest up to one of their own skill points per Pokémon when they level up to give that Pokémon a number of skill points equal to its Int mod, minimum one. Those skill points can be given to any skills that were practiced, with a maximum number of ranks of one per Pokémon level. A game master may rule certain Pokémon being unable to learn certain skills, such as an Exploud using stealth, though they may also award bonuses to certain Pokémon, such as a Bulbasaur with ranks in use rope.

Pokémon may have many other uses outside of battle, including things as simple as companionship. Keeping a Pokémon outside of its Poké ball for 2 hours passively, such as walking throughout the day, will raise the Pokémon's happiness by 2. A Pokémon's attitude is also increased by this, with roughly 50 points of happiness correlating to one stage of attitude. Additionally, playing with ones' Pokémon, as in Amie or Refresh, and raising the affection and enjoyment can also raise attitude. Playing with Pokémon in this manner generally occurs for at least 30 minutes to an hour, and is considered separate from training. This type of active attention can raise a Pokémon's happiness by 5. Often times, it can be difficult to map out where a Pokémon's friendship value is because of the many values that can add to it, so attitude is a simple way to approximate it. The different attitudes are explained below.

Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful	Fanatic
Friendship	Below 35	35-70	71-120	121-170	171-220	220-255
Enjoyment	0-1	0-1	0-2	3	4	5
Affection	0-1	0-1	0-2	3	4	5

Hostile: The Pokémon does not like the trainer, and will battle the trainer or their other Pokémon. This usually applies only to wild Pokémon, or Pokémon that have a strong dislike of people.

Unfriendly: The Pokémon will not battle the trainer unless provoked, but in general will not listen to the trainer. Often applies to Pokémon who were obtained at a level higher than the trainer can normally train.

Indifferent: Often applies to recently caught Pokémon. Even though most Pokémon have a base friendship of 70, which would place them at Unfriendly, once caught they will treat their trainer indifferently and try to give the new trainer a chance, as long as the views of the Pokémon and trainer (alignments) are not too different.

Friendly: The Pokémon has helped the trainer in at least one major event, often times being with the trainer for the duration of both of them to level up.

Helpful: It is clear the Pokémon has been guided under this trainer, they have learned moves and skills under the trainer since the wild and appreciate the effort, using the abilities they have learned to assist the trainer.

Fanatic: This is an extremely rare condition. Usually only applies to Pokémon who have been bonded to a trainer since the start of their journey, and the Pokémon has learned a great number of skills throughout it. A Pokémon with a max friendship stat can be considered fanatic.

As explained previously, attitude has effects in battle and battles can often relate to how a Pokémon's attitude grows and changes also. Many initial cases of leveling up under a trainer may increase the way a Pokémon is perceived by the trainer, and this can increase or decrease the Pokémon's attitude in the same way out of battle experiences can. Attitude can also change the way a Pokémon interacts outside of battle, making them more friendly or hostile as appropriate, through roleplaying on the GM's side.

Eggs can also be hatched outside of battle. Every hour of walking with an egg outside of battle completes one egg cycle for the Pokémon. Each Pokémon has a set number of egg cycles that must be completed before it can hatch from its egg. For example, a Pokémon with 35 egg cycles requires 35 hours of walking and carrying the egg in an incubator before it will hatch. Time spent relatively still, such as at a campsite or in a store, even if there is some slow meandering, does not count towards this.

There are reasons to not keep walking Pokémon out though. Walking Pokémon need the same kind of care and attention humans do, needing to eat appropriate meals each day as well as rest for at least 8 hours each night, either in or out of their Poké ball. Often times, it can also be safer for Pokémon to stay inside of a Poké ball. A walking Pokémon could be the target for attacks or battles from either wild Pokémon when switching between trainers, or the specific purpose of battling for many trainers. They could be hurt by the environment, as well.

When resting for long periods of time, and not walking, a trainer may let out all of the Pokémon in their party. The Pokémon are not considered walking Pokémon for this. The trainer cannot give special attention to train or play with any one Pokémon, and in the events of a battle or an emergency, they may only use an appropriate number of Pokémon (usually one) for the battle or as their walking Pokémon.

Many interactions with other trainers' Pokémon, or wild Pokémon will also be outside of battle. In instances such as a Legend speaker befriending Pokémon or a Type Specialist rebuking Pokémon, many times wild Pokémon will be considered indifferent or even friendly, and can be interacted with outside of battle and may behave similarly to trained Pokémon. Pokémon belonging to trainers likely won't have any specific attitude towards other trainers, but they are

likely to trust their trainers' own judgement and behave similarly to their trainers interactions with others.

Pokémon may also use moves outside of battle to aid in various situations. Generally, these moves are represented as TMs and HMs in the video games (for Rangers, all use HMs should instead be considered Ride Pagers instead). Using these moves outside of battle often takes time and requires a standard action or longer, just as it would in battle. Many of these moves act as a bonus to a skill check or transportation, or grant other special abilities. For example, using HMs for fly or surf might help overcome the penalties for riding a Pokémon in the air or water.

Certain characters are also able to talk to Pokémon. This is not limited to outside of battle, and can be done as a free action, though many conversations take longer than that. Though most Pokémon language sounds like they only say their name, they can all communicate with each other, regardless of species, by various intonations and gestures fluently. Other than simple emotions, it is often difficult for people to comprehend this speech, and because of this, people can only learn to speak certain types of Pokémon language. For example, a trainer could learn the common phrases of Fire type communication, and be able to communicate fluently with all fire types. However, people still can't communicate with all Pokémon, unless they can speak the languages of all 18 types.

Items

  With appropriate amounts of money, you can purchase items beyond standard equipment, often similar to magic items in other roleplaying system. With the craft magic item feat, individuals can also craft many of these items, which can either be used by humans or Pokémon, depending on the item. To make these items, one needs the Craft Magic Item Feat and funds equal to half the price the item would normally cost and a specific Pokémon or one of their Pokémon knowing a certain move. The time required to make the items is equal to the DC of the item minus 10, divided by 2 hours. Only one item can be made per day with a few exceptions. No matter what the DC is, it will always take at least one hour to make a magic item.

(A full list of items can be found in the spreadsheet under MagicItemIndex)

The book is still a work in progress. I plan on filling in chapters 10 through 17, along with writing more details in chapter 9 and 18. Everything written so far, combined with information from the d20 system (made for D&D 3.5) is enough for character creation and general campaign rules. Future chapters will have information for GMs running the game as more play tests are completed, variations and additional rules, such as prestige classes, and more.