

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

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Chapters/Sections to still work on: 12 – Roleplay, 13 (Other Characters in the world, Building the world), 14 – Using the rules, 15 – Stories

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 loose 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.

Again, thank you for interest in the book and please enjoy using the system! I want to again express that this is non-profit, and all copywritten and trademarked materials, including but not limited to mentions of specific Pokémon characters, moves, and ideas, Dungeons and Dragons monsters and spells, and more belong to their respective owners. This is a fan project in a unique media, and is not meant to replace any aspect of Pokémon media, nor similar roleplaying games for non-Pokémon settings.

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. Independent Pokémon can take a specific set of feats exclusive to them, but cannot take feats as a normal trainer could. Additionally, a Pokémon can attempt to learn new moves on their own, also described in more detail later in chapter 10. It is not recommended to play as a Pokémon for new characters or allow characters to play as a Pokémon under a new GM, though experienced players may find the system to be of interest.

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 modifier bonuses are shown below. If the total of the modifier 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 modifier 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.

Table 3-1: Ability Scores

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	42-43	+16
4-5	-3	14-15	+2	24-25	+7	34-35	+12	44-45	+17
6-7	-2	16-17	+3	26-27	+8	36-37	+13	46-47	+18
8-9	-1	18-19	+4	28-29	+9	38-39	+14	Etc.	

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 3, 5, 7, 9, 11, 13 and 15, they take another feat, and at levels 3, 6, 9, 12 and 15, they can raise any of their ability scores

Level	Feats	Ability Score Increase
1	First two feats	
2		
3	Third feat	First +1 to one ability
4		
5	Fourth feat	
6		Second +1 to one ability
7	Fifth feat	
8		
9	Sixth feat	Third +1 to one ability
10		
11	Seventh feat	
12		Fourth +1 to one ability
13	Eighth feat	
14		
15	Ninth feat	Fifth +1 to one ability

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, and via multiclassing, reach level 15. 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 table 3-3 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.

Table 3-3: Alignment and Natures

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.

When leveling your character up, or starting at a higher level than one, the general level up format is as follows: Choose a level in the class you wish to level up in (described in the following chapter), and gain the appropriate class features. At some levels, gain an ability score

increase. Roll hit dice and add skills from your class. Lastly, at some levels, choose a feat that you meet the prerequisites for.

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.

In addition to leveling up by events tailored to a specific class, all characters in the party level up once when they have seen every Pokémon in a regional dex, caught every Pokémon in a regional dex, seen every Pokémon in the national dex and caught every Pokémon in the national dex. The first of these is fairly reasonable, though latter goals become more difficult, especially with the role legendary and mythical Pokémon may play in Chambers & Charizard being more exclusive and plot-centric. A GM should also provide other opportunities for characters to level up, some that are more tailored for individual classes (such as a trivia competition about specific Pokémon for breeders, connoisseurs, and researchers) or open generally to many characters, such as tournaments that allow for creativity.

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.

Table 4-1: Breeder

Level	Catch Bonus	Fort	Ref	Will	Special	Day Care
1	+0	+2	+0	+0	Egg Caring, Minor Heals	1

2	+1	+3	+0	+1		1
3	+2	+3	+1	+1	Day Care Advancement, Nurturing (11)	2
4	+3	+4	+1	+2		2
5	+3	+4	+1	+2	Nurturing (16)	2
6	+4	+5	+2	+3	Healing Touch	2
7	+5	+5	+2	+3	Nurturing (21)	2
8	+6	+6	+2	+4		2
9	+6	+6	+3	+4	Day Care Advancement, Nurturing (26), Nature and Nurture	2
10	+7	+7	+3	+5		2
11	+8	+7	+3	+5	Nurturing (31)	2
12	+9	+8	+4	+6	Healing Power	3

Skills – Appraise, Concentration, Cooking, Craft, Diplomacy, Heal, Knowledge (Pokédex), Knowledge (Pokémon), Motivate, Perception, Profession, Search, Sense motive, Train Pokémon, (4+int) skill points per level, d8 hit die.

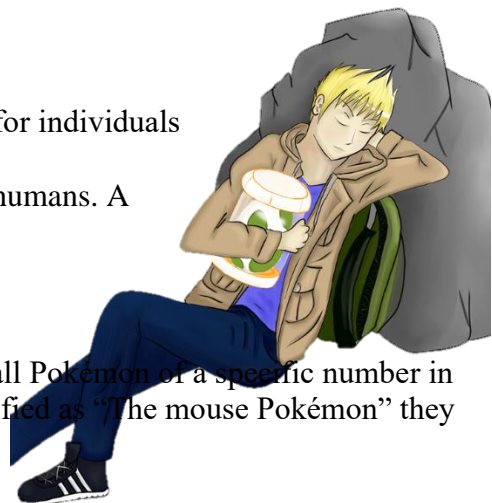
To Level Up: A trainer must level up a Pokémon that belongs to another trainer 4 times through their Day Care features, or successfully hatch a Pokémon egg in order to level up in the Pokémon Breeder Class.

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: Day Care – Beginning at level 1, a breeder can train another trainers’ Pokémon. At each level, a Breeder may choose a number of Pokémon as specified in their Day Care column listed in table 4-1 above that do not belong to him. These Pokémon are the ones that a Breeder can use to level up. When a Pokémon is placed into the day care, once their level is four higher than what it is by entering, the Breeder levels up provided they gave it most of the experience required to gain those levels. The Pokémon always retain the same attitude towards the Breeder as they do towards their original trainer. A Breeder may use these Pokémon in battle, granting them double the experience they would normally get from battling, if they currently hold the Pokémon in their party. He may also spend time playing with the Pokémon to improve their attitude, this does not require the Pokémon to count towards his party limit of 6. Lastly, the Pokémon in the day care gain a +2 circumstance bonus to learn moves while in the Day Care. A breeder can only change the Pokémon in the day care when he levels up.

Level 1: Egg Caring – A breeder can handle a Pokémon egg, gaining the Egg Caring feat as a bonus feat. 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 species¹. The breeder may only attempt these checks once when he first obtains the egg.

Level 1: Minor Heals – A breeder’s knowledge of caring for individuals gives them insight from Pokémon Centers on how to treat humans. A



¹ When “species” appears in this book, assume it refers to all Pokémon of a specific number in the national dex. Thus, even if multiple Pokémon are classified as “The mouse Pokémon” they may be different species.

number of times per long rest equal to their Int mod, minimum one, and as much as once per short rest, a breeder may restore $1d8+1/\text{Breeder Level}$ hitpoints to an injured human. This is a full turn action that requires contact with the individual.

Nurturing – By carefully studying the way eggs hatch and unique training techniques, a breeder has learned what conditions promote unique stats and IVs² in a Pokémon. When an egg hatches under a breeder's care, he may choose to have IVs determined randomly or choose them himself from specific values. The breeder must have either all 6 IVs chosen randomly or choose them himself, he cannot have a mix of random and chosen. At level 3, he may choose to have any IV either 0 or 11. At level 5, he may choose for each IV to be 0 or 16. At level 7 this becomes 0 or 21. Beginning at level 9, he may choose any number between 0 and 26 and finally at level 11 the breeder may choose any value between 0 and 31.

Level 3: Advanced Day Care – Beginning at level 3, 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 four times the Breeder's level each day for free. These Pokémon may not battle or use skills during this period, but may learn new skills and moves as a result of leveling up or normal training. Beginning at level 9, 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

² For flavorful descriptions, the breeder may specify techniques to affect the IVs. For example, more physical touch may increase the Pokémon's HP IVs, warmer temperatures increase their Attack stat IVs, Humidity for Defense, Light for Special Attack, Sound for Special Defense, and Motion for Speed IVs.

met (40%, 80%, and 88%, respectively, with an oval charm). A breeder can also now put three Pokémon in the Day Care, but none of them can breed if he chooses to do this.

Level 6: Healing Touch – A Breeder of 6th level or higher may cure status effects, such as Burn, Paralysis, Poison, and more, that affect a Pokémon or person outside of battle without the need for a heal check. This also applies to Pokémon that have fainted, allowing them to be restored with one HP. This can only be done up to a number of times per long rest equal to the breeder's intelligence modifier.

Level 9: Nature and Nurture – A breeder has trained enough Pokémon that he now knows how to nurture Pokémon well past when they hatch. A breeder may spend 2 hours a day over the course of a week working with any Pokémon. At the end of the week, the breeder may reassign the Pokémon's IVs, though they must have the same total they had prior to this training. Additionally, the breeder may change the Pokémon's nature.

Level 12: Healing Power – Once per long rest, a breeder can revive a fainted Pokémon or trainer outside of battle to full health. This takes 10 minutes/level of Pokémon or trainer. A human in critical condition may also be revived, but this takes twice as long.

Connoisseur:

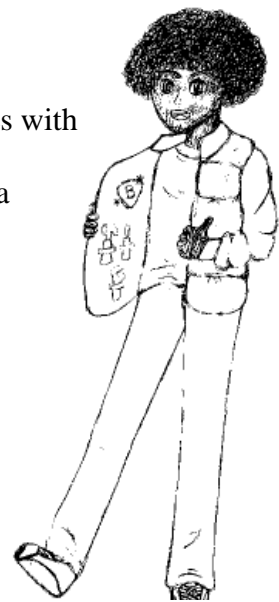
A Connoisseur focuses on the connection between Pokémon and their trainers. A connoisseur is skillful, and he gains many talents that assist him in further exploring his interests. Also, as he progresses through the connoisseur organization, he gains a fame among other connoisseurs and individuals, making 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.

Table 4-2: Connoisseur

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	Premium Brand
4	+2	+1	+1	+4	Bonus Feat
5	+2	+1	+1	+4	Extra-Special, Premium Brand
6	+3	+2	+2	+5	Class B, Name Rater
7	+3	+2	+2	+5	Pure Evaluation, Premium Brand
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Class A, Premium Pairing, Premium Brand
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	Premium Brand
12	+6	+4	+4	+8	Class S, Perfect Evaluation

Skills – Appraise, Bluff, Concentration, Cooking, Craft, Diplomacy, Disguise, Knowledge (any two), 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.



Cyrus

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 +2 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 long rest per trainer. Evaluation Time can also provide other useful information, such as the favorite flavor of food by a Pokémon (as determined by its nature) and various facts about the Pokémon's general personality. A Connoisseur often can use this information to help coach the trainer and Pokémon to work well together, providing insight into how to improve their attitudes towards each other by activities, battling style, food and more the Pokémon may enjoy.

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

Level 3: Premium Brand – A connoisseur may choose one Pokémon in their party that has an indifferent or higher attitude. This choice is optional, and may not be changed. Whenever interacting with a Pokémon of this species, including making relevant bluff, diplomacy, knowledge, search, sense motive, and train Pokémon checks, they receive a +2-specialization bonus on the check. Interactions with Pokémon of this species are always at least indifferent in

attitude. When meeting a new Pokémon of that species, whether wild, caught by another trainer, or by himself, the connoisseur may spend an hour interacting with them one-on-one in order to gain a helpful attitude towards it. Additionally, when the trainer uses a healing item on this Pokémon or others of its species, it restores an additional 50% health. This benefit to health does not apply when the Pokémon heals itself, such as through eating a berry or using an HP-restoring move. If the selected Pokémon evolves, the bonuses from Premium Brand affect the newly evolved species as well as its previous evolved form. Once a Premium Brand Pokémon is selected, it must always be the first Pokémon the connoisseur sends out in battle. Additionally, for each other Pokémon that is not the premium brand the trainer sends out, they lose the benefits of this ability for one day. At levels 5, 7, 9 and 11, a Connoisseur may choose to change their premium brand to a new Pokémon or remove it.

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

Level 5: Extra-Special – A connoisseur of this level gains an additional +2 specialization bonus in the skills he chose earlier, for a total of +4. Connoisseurs may also always take a 10 on specialization skills, 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 9: Premium Pairing – A connoisseur who has a premium brand may assist others in finding their own premium brand. Once per week per point of Charisma modifier, a connoisseur who has a premium brand of their own may assign a premium pairing between a different trainer and their Pokémon. This takes one hour to determine the best way for the two to grow together. The Pokémon must have a helpful or fanatic attitude toward their trainer. If the trainer chooses that Pokémon as their leading Pokémon, sending it out first in encounters, that Pokémon increases its maximum fatigue by three for all battles until the end of the day. Each additional Pokémon that the trainer sends out reduces the maximum fatigue by one. This can reduce their maximum fatigue below the normal, if the trainer sends out more than three other Pokémon, but it can never be reduced below one.

For example, a connoisseur may notice that a farfetch'd has a helpful attitude towards its trainer. The connoisseur may spend an hour working with both of them so that the two better synchronize in battle. Though the farfetch'd may normally be able to take up to four points of fatigue in battle, after becoming a premium pairing, it can now take up to seven points as long as it is sent out first in all battles. However, if the trainer sends out a different Pokémon in battle (even if it's not first), the farfetch'd will have a maximum of six points of fatigue. Sending out a third Pokémon reduces this to five points of fatigue, and so on. If five other Pokémon have been

sent out, the farfetch'd will only be able to take one point of fatigue at most, as its pairing has been devalued, leaving it stressed.

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.

Level 12: Perfect Evaluation – A connoisseur is so familiar with the relationship between a trainer and a Pokémon that if he succeeded on a pure evaluation check, he knows whenever that Pokémon will use one of those two moves in advance from subtle cues from the trainer and can react accordingly. Additionally, any of the connoisseur’s Pokémon gain a +5 competence bonus to dodge whenever one of the pure evaluation moves are used. Trainers communicating in another language or with empathy are immune to the effects of perfect evaluation in battle.

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 befriendng Pokémon. Additionally, Constitution is necessary for concentration checks and health.

Table 4-3: Legend Speaker

Level	Befriend Bonus	Fort	Ref	Will	Special	Charms per day		
						L	I	G

1	+0	+0	+0	+2	Befriending, Legend Path, Deflection Aura	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's 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	Connected Soul	5	4	3

Skills – Appraise, Athletics, Concentration, Cooking, Diplomacy, Disguise, Heal, Knowledge (Pokémon), Knowledge (Region), Knowledge (Legends), Perform (Music), Ride, Sense motive, Sleight of Hand, Spellcraft, Stealth, Survival, (6+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 table 4-3) + 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.

June



As she levels up, she learns additional charms. She can only use her charms a limited number of times per day as shown on table 4-3 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.

Legend Paths variant rule: Normally, a Legend Speaker's Pokémon gains experience and levels up from battling as a Pokémon normally would. However, many Legend Speakers might take a more pacifistic route. A Game Master might decide to let the Legend Speaker's partner, and only their partner, level up as the Legend Speaker does, gaining one level whenever the Legend Speaker does. Because of this, June, a Level 6 Legend Speaker may have a Level 6 Xatu. This Xatu may still battle normally but does not gain experience as a result of battling.

Table 4-4: Legend Speaker charms known

Level	Charms Known			Level	Charms Known		
	L	I	G		L	I	G
1	1+P	-	-	7	3+P	1+P	-
2	2+P	-	-	8	3+P	2+P	-
3	2+P	-	-	9	3+P	2+P	0+P
4	3+P	-	-	10	3+P	2+P	1+P
5	3+P	0+P	-	11	3+P	2+P	1+P
6	3+P	1+P	-	12	3+P	2+P	1+P

Table 4-4, to the left, shows how many Charms a Legend Speaker knows at each level. A dash indicates that charms of that type cannot be cast at that level. A “P” represents the charm given by a Legend Path. “2+P” would mean a Legend Speaker knows 2 Charms from the general charm list, plus the one from

their path.

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. Because this Pokémon is never truly caught, it gains the Independent Pokémon feat, and as it levels up a Legend Speaker can select feats for it as an independent Pokémon. Unless they catch others, this is the only permanent Pokémon a Legend Speaker has.

Level 1: Deflection Aura – As a result of her mystical training, a Legend Speaker gains a +4 deflection bonus to her AC.

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 table 4-3.

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 general Lesser Charms that she knows with a different Lesser Charm from the general charm 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.

Level 12: Connected Soul – A Legend Speaker has attained such a high level of understanding between herself and Pokémon that she can overcome many of the differences she has with them. She gains a +4 sacred bonus on all checks to interact with Pokémon. These include Bluff, Diplomacy, Heal, Intimidate, Perception, Ride, Sense Motive, Train Pokémon, and possibly others, depending on the ruling of the Game Master.

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.

Table 4-5: Master

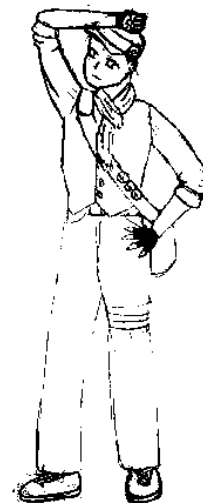
Level	Catch Bonus	Fort	Ref	Will	Special	General Training Bonus
1	+1	+2	+0	+0	General Training, Move Replacement	-
2	+2	+3	+1	+0	Move Replacement	+1
3	+3	+3	+1	+1	Encouragement	+1d2
4	+4	+4	+2	+1	Move Replacement	+1d2
5	+5	+4	+2	+1	Move Replacement	+1d3
6	+6	+5	+3	+2	Caring Friend	+1d3
7	+7	+5	+3	+2	Move Replacement	+1d3
8	+8	+6	+4	+2	Move Replacement	+1d4
9	+9	+6	+4	+3	Empathy, One Last Stand	+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, Break, Intimidate, Ride, Search, Survival, Train Pokémon, (2+int) skill points per level, d10 hit die

To Level Up: A trainer must defeat a gym leader in order 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 either a Train Pokémon or an Athletics Check. Divide the result by (12



Gideon

– Character's Master Level, minimum 1), and add the General Training Bonus to the total.

Move Replacement – At levels 1, 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.

Often times, there are only a limited number of moves a Pokémon can learn at level one, leaving them with fewer than four moves available. Masters, due to their knowledge in training and battles, should have one additional move beyond other starter and low-level Pokémon, possibly giving them a third or fourth move. If the Pokémon does not have enough moves it can learn

before level 5 in the video games, another move learned by level-up early on could be given. Whatever move is selected, it should be discussed with the GM, especially if it escapes the normal bound of level-up.

Level 3: Encouragement – Once per short rest, a Master may encourage a Pokémon or another Trainer to receive +2 competence bonus on a skill check, provided he has more ranks in the skill than the person or Pokémon attempting the check. This requires active assisting for the duration of the check. This can count separately from aiding, allowing a third potential party to aid the individual attempting the check.

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 9: One Last Stand – In the heat of a battle, sometimes it seems all hope is lost, but a Master is able to guide their Pokémon to victory. Once per long rest, if an attack would knock a Master's Pokémon that he has empathy with out, the master may use this ability to continue to battle. Treat the damage done from the attack as the minimum possible (such as rolling all 1s on d8s for damage), or ignore the damage if it were from a static damage source such as a status condition or weather. The Pokémon is able to battle for a number of turns equal to the Master's Constitution modifier. For those remaining turns, the Pokémon ignores any static damage if it

came from the same source that would have knocked it out, but not from new sources (for example, a previously burned Pokémon will not take damage from its burn in these following turns, but will take damage from a new source like leech seed or sandstorm). Damage dealing moves still function normally, but may be dodged. After this point, if the battle has not ended, the Pokémon automatically faints, regardless of its current health and status conditions.

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 $(16 + \text{The Pokémon Master's Con Modifier})$.

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.

Table 4-6: Performer

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

Skills – Acrobatics, Bluff, Concentration, Craft, Diplomacy, Disguise, Motivate, Perform (Contest), Perform (Music), Perform (Other), Ride, Sleight of hand, Stealth, Train Pokémon, (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 turn/level. A simple routine may be used a number of times per long rest 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.

For example, if Elise, a level 2 performer, is using a simple routine, her DC would be set as the d20 roll plus her skill modifier, 8 (2 ranks, 3 charisma, and 3 for being trained in the skill), plus her one move, and the result of a previous disguise check divided by 10 (which she would also add 8 to). If she rolled a 15 on the disguise check and an 11 on



Elise

the perform check, the DC to resist would be $11+8+1+23/10$, for a total of a DC 22 will save.

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 concentration check by the Performer (DC $10 + 5$ for each additional event) for each.

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, Intimidate, Motivate, Perform, Spellcraft and Stealth 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, minimum one, which can be

distributed only to the skills listed above. A Pokémon cannot have more skill points in any one skill than its level. Certain types of Pokémon, abilities, or moves may grant a +4 bonus when the Pokémon makes a skill check that it has points invested in.

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 inherent 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.

Table 4-7: Ranger

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, Break, Disguise, Heal, Knowledge (Region), Perception, Ride, Sleight of Hand, Stealth, Survival, (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) and a capture styler 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 on table 4-8.

Table 4-8: Suggested Ranger starters

Region	Starter	Starter	Starter
--------	---------	---------	---------

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 partner, provided his Pikachu has not evolved yet.

Kanto	Spearow	Pikachu	Sandshrew
Johto	Hoothoot	Chinchou	Phanpy
Hoenn	Tailow	Elektrike	Baltoy
Sinnoh	Swinub	Starly	Shinx
Unova	Blitzle	Drillbur	Rufflet
Kalos	Doduo	Bunnelby	Heliolisk
Alola	Sandile	Pikipek	Grubbin
Galar	Vullaby	Yampre	Silicobra

Because this Pokémon is never truly caught, it gains the Independent Pokémon feat, and as it levels up a Ranger can select feats for it as an independent Pokémon

Level 1: Capture Check – A ranger currently using less than 3 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, respectively.)

Ray

A Ranger may release a captured Pokémon at any time he chooses, after he feels it has assisted with battling, skills, or other purpose.

A ranger can also draw loops with their capture style. Once per battle, a ranger may declare that they wish to begin drawing loops. Each loop requires a sleight of hand check with DC 10 + the opposing Pokémon's



dexterity modifier. Each successful loop grants a +1 bonus on the capture check, with a maximum number of loops equal to the Ranger's level plus their dexterity modifier. This is a standard action, so unless the Ranger has the feat Trainer Bond feat, he is unable to attack and make this check in the same term. A failed check subtracts one loop, but does not stop the process of making more loops. However, If a Ranger stops using sleight of hand (such as to attack) he may not continue using it for the rest of the battle, using whatever accumulated bonus.

Captured Pokémon can battle or assist the ranger in various tasks, just as their partner may. A captured Pokémon is still considered a wild Pokémon, and could be caught by other trainers once the ranger releases it, which he may do as a swift action. These Pokémon can be kept as long as the ranger wishes, but they do not level up, gain experience, or progress as they are still considered wild. Because of the way they are captured, they do not need to be actively monitored when working with the ranger and will follow along, but they do need to be fed and cared for as they are a walking Pokémon.

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, break, diplomacy, heal, intimidate, perception, search, sleight of hand or survival. If they don't have any ranks in these skills, they use the Ranger's level, and it may only be done once per long rest. 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, minimum one, which can be distributed only to the skills listed above. A Pokémon cannot have more skill points in any one skill than its level. Certain types of Pokémon, abilities, or moves may grant a +4 bonus when the Pokémon makes a skill check that it has points invested in.

Improved Styler: At every even level 2-12, a ranger gains an upgrade to their capture styler. Beginning at level 4, this upgrade to their styler 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 chose, 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. This bonus increases to +4 at level 6 and +6 at level 9.

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.

Table 4-9: Researcher

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Improved Initiative, Pokédex, Field Specialization
2	+1	+1	+0	+3	
3	+1	+1	+1	+3	Field Capability
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 Improvement
10	+5	+5	+3	+7	
11	+5	+5	+3	+7	Egg Caring

12	+6	+6	+4	+8	Field Recognition
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Skills – Concentration, Cooking, Craft, Diplomacy, Disguise, 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.



Riley

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 +5 bonus on any Knowledge (Pokédex) and Knowledge (Pokémon) checks. Additionally, he can use Knowledge (Pokédex) untrained, but only when using a Pokédex.

Level 1: 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 Search and Sense Motive (related to crowd interactions) checks.
- Elm: +2 competence bonus on all Knowledge Pokémon checks.
- Birch: + 2 competence bonus on all Knowledge Region checks.
- Rowan: +2 competence bonus on all Knowledge Legends 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.
- Sonia: +2 competence bonus on attack rolls.

Level 3: 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 $2(\text{Pokémon's Level}) + \text{Trainer's level}$ 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 long rest per trainer.

- Elm: Once per week, a researcher may select one 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 Researcher's level each day. These Pokémon may not battle other Pokémon during this period, but they may still learn new moves and perform other tasks.
- 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 one skill. Choose one of Acrobatics, Bluff, Craft, Disguise, Motivate, Spellcraft and Stealth checks, to use as listed above and otherwise gains the related bonuses of Complex Performance as a 5th level Performer, except for teaching skills.
- Rowan: A Researcher gains a +3 bonus on catching Pokémon if they already have another Pokémon from the same evolutionary family in their possession. This bonus adds 0.3 to the cpfactor column in catching Pokémon.
- 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: Once per short rest, a Researcher may encourage a Pokémon or another Trainer to receive +2 competence bonus on a roll or task.
- 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 games.

- **Sonia:** A researcher who studied under Sonia may throw a wishing piece into a den of a wild Pokémon. Finding the den requires a search check of DC 15. Trainers can enter the den following this and have a dynamax raid. This may be done once a day.

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. This can be done when grinding in battles against Pokémon in the region with a Knowledge Pokédex check. By carefully identifying the best Pokémon to train against, the researcher's Pokémon gains EVs in the declared stat equal to the result of the check -10. This can be done once per long rest, and takes 2 hours of consecutive grinding. 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 stats 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 he did his initial research under, the same one as his level 1 and 3 choice.

- **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 long rest equal to their intelligence mod, rather than the limit of 1 per week. Beginning at level 9, a researcher may choose one category of Level balls, Quick balls, Timer balls, or Ultra balls. Whenever they craft Poké balls, they may instead craft the type of Poké ball from the category above. At level 12, the researcher may choose a second of the four types listed above.
- **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
 - Damage reduction from non-Pokémon moves and sources (such as other humans, weather or environmental damage, etc.) 20.

- Damage Reduction against Pokémon moves 20.
- +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 long rest 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 long rest 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.
- Sonia: A researcher who studied under Professor Sonia gains a set of rusted relics, a rusted sword and rusted shield. The rusted sword acts as a longsword and weighs 4 lbs. It can be wielded in one hand by humans, and if he makes a successful attack roll he deals 1d10 plus strength modifier steel type damage with it. On a roll of 19 or 20 on the die, the sword deals a critical hit, where 2d10 are rolled and double strength damage is dealt. The rusted shield acts as heavy shield, weighing 10lb. A human wearing it gains +4 AC, but takes a -2 penalty on all strength and dexterity based skill checks other than intimidate. He takes no additional penalty on these skill checks if he is carrying a medium or heavy load. For more information on the above rulings, see the section on weapons. Additionally, once per long rest per point of intelligence mod, a trainer may choose to raise his attack or defense by one stage, increasing his strength or AC bonus from the shield, respectively. This takes a standard action to accomplish, and the effects end at the end of the encounter.

Level 9: Improved 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: 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 free action at a -10 penalty. The moves are chosen randomly. Additionally, the researcher receives a +10 bonus reputation bonus on evaluation checks.

- Elm: A researcher may now 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 times four 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, Elm researchers know how to care for eggs in unique ways to promote specific traits and individual values. Any eggs that hatch by a researcher who studied under Elm have the opportunity to be cared for in a special way to determine their IVs. See the Nurturing class feature under Breeder. The researcher may choose to have all 6 IVs randomly decided or choose for all IVs to be either 0 or 21, each chosen by the researcher.
- Birch: Choose an additional number of skills equal to the researcher's Int mod, minimum one, from Acrobatics, Bluff, Craft, Disguise, Motivate, Spellcraft and Stealth, and checks, to be able to use as the Field Capability listed above, and otherwise gains the related bonuses of Complex Performance as a 5th level Performer, except for teaching skills.
- Rowan: In addition to the +3 bonus for catching Pokémon of the same evolutionary family, for each Pokémon beyond the first, they gain another +1 bonus that stacks which still adds to the cpfactor column, each consecutive use adding 0.1. From this point on, for every five Pokémon in the same evolutionary family caught, the researcher gains a rare candy. A rare candy can be given to any Pokémon to immediately give it the remainder of experience it needs to level up, to a maximum of level 20.
- Juniper: A researcher may choose a second Lesser Charm from the Legend Speaker's general charm list. He may use any combinations of his two charms a number of times equal to $3 + \text{Int mod}$ per day.

- Sycamore: Wild Pokémon you catch are automatically considered friendly as opposed to indifferent
- Kukui: A researcher who studied under Kukui may again 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.
- Sonia: A researcher who studied under Sonia may choose a Leader Ability that starts with "Stadium Card" from the Gym Leader Prestige Class.

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 18 the researcher may identify the primary type of the Pokémon that will hatch from the egg. DC 20 reveals both types and a DC of 23 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 (Region) 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.

Table 4-10: Type Specialist

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Specialty Types, Granted Ability, Catch Bonus +3
2	+1	+3	+1	+0	Bonus Type Specialist Feat
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	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	Granted Types
11	+8	+7	+5	+3	

12	+9	+8	+6	+4	Empathy, Rebuking Bonus
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Skills – Acrobatics, Athletics, Break, Concentration, Diplomacy, Knowledge Pokémon, Ride, Search, Survival, Train Pokémon, (4+int) skill points per level, d8 hit die

To Level Up: A trainer must have a significant interaction with Pokémon of her type specialties, such as catching a dangerous Pokémon of her type and befriending it, defeating a stronger trainer who uses her type, discovering new Pokémon or things about her type, etc. in order to level up as a Type Specialist. She may only use Pokémon of her type to help her. However, a Type Specialist normally has competitive goals related to trainers of other classes. Because of this,

Type Specialist feats can sometimes allow Type Specialists to level up in similar methods to other classes. A Type Specialist can never level up twice at once. If, for example, a Type Specialist defeats a gym leader of their type and has the feat “Battle Ready” she only levels up once, despite it being a significant interaction and defeating a gym.



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 groups³ 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

³ Nidoqueen and Nidoking allow for Poison/Ground to be an acceptable combination.

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 above⁴.

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 for the next turn. This check may be attempted once per turn, and if successful, the Type Specialist must forgo her move action in the following turn.

Table 4-11: Type Specialist granted abilities

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 Spellcraft 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.
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, adding it when overcoming AC. Each attack does 1d6+Str mod fighting type damage, and she can choose if it is lethal or non-lethal. If she has a base catch bonus of +6 or higher, she may attack twice with the second attack taking a -5 penalty. If it is

⁴ 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.

	+11 or higher, she may attack a third time at a -10 penalty. Attacking once is a standard action, but more than once per turn requires a full-turn action.
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 turns.

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. These bonuses add to the cpfactor column when catching Pokémon with 1/10th their total bonus.

Level 2: Bonus Type Specialist Feat – A Type Specialist may take a Type Specialist Feat for free, provided she meets the prerequisites.

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 rounded down, divided among her Pokémon at the end of a battle. For example, if Luna, a 6th level flying/psychic type specialist, uses three flying or psychic type Pokémon in battle, each of them gain one bonus experience point, in addition to what they would otherwise gain. If she only uses one flying type Pokémon, they would gain three bonus experience points. However, Pokémon that are not of either of her types have a -1 penalty to the experience they gain.

Level 6: Rebuking – Once per short rest, 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-turn action. Rebuked

Table 4-12: Type Specialist rebuking

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

Pokémon stay still cowering in awe and have -2 to their AC and do not add their dexterity bonus to AC. If a Type Specialist has 4 levels 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 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 turns or if they are attacked. If the 10 turns 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 +4 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 long rest, though it can only be done once per short rest.

Level 10: Granted Types – At level 10, a Type Specialist has worked with her types for long enough that she may become them. A Type Specialist may make a concentration check (DC 30) as a move action to change from typeless to both of her types. This check may only be attempted once per short rest. This change lasts for 24 hours, or until dismissed. Dismissing this effect can be done as a free action.

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.

Charms:

Throughout the Pokémon franchise, many human individuals have possessed a plethora of unique powers. This has granted them abilities to speak to Pokémon, replicate attacks or abilities, alter their own skills, and more. Often times, these abilities are rare and require specific training, such as studying the powers of Legendary or Mythical Pokémon. The Chambers and Charizard system draws inspiration from these powers to make Charms, similar to spells from Dungeons and Dragons, to allow players to access some of these unique powers.

Some Charms are marked with an exhaustion^E tag. This is a unique type of exhaustion, slightly different from the normal condition. In addition to the normal effects of exhaustion (-6 strength and -6 dex), using one of these charms exhausts a Legend Speaker and all of her Pokémon for the next hour, with an additional -6 to int for her and all of her Pokémon, followed by fatigue until the condition is rested off. While under this type of exhaustion, a Legend Speaker cannot use charms. The penalties to ability scores cannot bring a legend speaker's ability below 3. The Legend Speaker need not behave differently due to the low intelligence, but would likely not do activities that require use of the ability due to the severe disadvantage and exhaustion they experience.

A few other charms require unique items, skills, or other conditions to be met. These are marked with an ^O tag next to their name.

General Charms:

Lesser:

-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.

-Foreign tongue – A Legend Speaker may learn how to speak, read, and write the language of one type of Pokémon, or one of Unown, Braille, or Glyphs for 5 minutes/level. The Language is chosen upon making the concentration check. Only Pokémon of a lower level than the trainer's Legend Speaker levels can be communicated with, unless it is their partner or starter, which can speak to the trainer at any level through this charm if they speak its type. Because of this, a level one Legend Speaker cannot speak to any Pokémon besides their partner. When used for reading and writing text, there is no level limitation. If this charm is used again before the duration of the first use ends, the first one ends early and only the new language is spoken.

-Land's calling – A Legend Speaker may automatically know the most common type of Pokémon in the area as well as the most common species. As long as the Legend Speaker remains within the area, she receives a +5 bonus on Knowledge Pokémon checks to identify Pokémon from the area.

-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.

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

-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 different Pokémon.

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

-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.

-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.

-Token of Tempting – Tokens of Tempting are aesthetically pleasing and represent Legendary Pokémon in abstract art. If a character would lose their items, a token of tempting will prevent this from happening. A Token of tempting can be made by using a charm of any slot and creates a token as an object to be carried. The token is immediately consumed once the items would need to be protected. A lesser token of tempting prevents items from being damaged due to environmental conditions such as falling or water damage. An intermediate token of tempting protects the items from the same conditions and from being lost. A greater token of tempting protects items from the same and prevents items from being stolen from the character holding the token or being lost as “payout” if a character blacks out from a wild Pokémon battle. Regardless of how many charms per day a Legend Speaker may use, she may only make one token of tempting per day.

-Token of Survival – When exploring, it’s important to be well protected from dangers and a token of survival harnesses the power of a Legendary Pokémon to do just that through art

honoring them. Tokens of survival can be made using a charm of any slot and creates a token as an object to be carried. A token of survival is consumed immediately when the character would potentially sustain injury. A lesser token of survival provides a +5 sacred bonus on fortitude and reflex saving throws against damaging Pokémon moves. An intermediate token of survival provides a +5 sacred bonus on any saving throw against potential damage. A greater token of survival provides a +10 sacred bonus on any saving throw against potential damage and reduces the damage taken by 5 points for each point of the Legend Speaker's wisdom modifier (minimum 5). Regardless of how many charms per day a Legend Speaker may use, she may only make one token of survival per day and may only use one at a time.

-Token of Warding – If a trainer is not at their best in body or mind, they are more likely to fall further. A token of warding is modeled after a Legendary Pokémon to protect them. Tokens of warding can be made using charms of any slot and creates a token that can be carried. The token is immediately consumed if a certain status condition would affect an individual. A lesser token protects against any volatile status condition caused by a Pokémon. An intermediate token protects against any non-volatile or volatile status condition caused by a Pokémon. A greater token protects against condition caused by a Pokémon and can also be used as a held item by Pokémon. Regardless of how many charms per day a Legend Speaker may use, she may only make one token of survival per day and may only use one at a time.

Intermediate:

-Ally Focus^E – A Legend Speaker may put in extra effort to ensure that they befriend a Pokémon. When using this charm, the DC for the will save the opposing Pokémon must make is doubled. This means it is equal to 20 + Legend Speaker Level + Two times the Legend Speaker's charisma mod. This charm gives Legend Speakers the modified exhausted condition.

-Bond Artifact^O – 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 Spellcraft 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.

-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.

-Overwhelm – With successful concentration for three consecutive 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. All must be within line of sight of the Legend Speaker. These individuals make a fortitude save (DC 14+ Wisdom Modifier), on a successful save they are only paralyzed for one turn. On failure, they are paralyzed if they are a Pokémon or stunned if Human for a number of turns equal to half the Legend Speaker's level.

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

-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.

-Telepathic Bond – A Legend Speaker may choose one Pokémon or person to communicate directly with. When first using this charm, the target must be visible, though they need not be after it has been successfully cast. The Legend Speaker may share thoughts with them at any given time and hear any thoughts in a direct response. This lasts for up to a day, though certain distracting events may require concentration on the charm once more. Failure to concentrate successfully ends the charm. 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.

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.

-Polyglot – A Legend Speaker may speak to any Pokémon for 1 hour/level. This also allows the user to read and write in those languages for this duration. This does not grant the ability to speak, read, or write in non-Pokémon languages.

-Tears of the Pokémon^{0,E} – 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 100,000 Pokédollars and the one being revived a level from their class. If a level cannot be lost, the person cannot be revived. The revived individual's body must be present. When they awaken, they will be at full health for their new, adjusted level. This charm gives Legend Speakers the modified exhausted condition.

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

-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. This features the same limitations of a Z-move, such as not functioning with Mega-Evolved Pokémon (or any special ruling form) and only being permitted once per battle, but does not require a Z-Crystal to be held.

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 (Region) check to any region, not just the region they are from. She also gains a +6 sacred bonus on this check.

-Mass Migration^E (Greater): A Legend Speaker calls all wild Pokémon within a 10 mile Radius to her 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). This charm gives Legend Speakers the modified exhausted condition.

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

-Reaction Storm (Lesser): A Legend Speaker may choose to either do 1d6 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. For every three levels in the legend speaker class, roll one extra damage die. For example, a 9th level legend speaker would roll four dice depending on the type of damage she chooses. Regardless of level, you can never roll more than 5 dice.

-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^E (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. This can be any non-legendary, non-starter (or otherwise non-restricted) Pokémon of the same level, provided it is of a different type. Moves and abilities may be different (rolled randomly), though all other values such as Nature, IVs, EVs, held item, Attitude, memories, etc. remain the same. If the Pokémon's level (or other features) would cause it to be evolved, the new Pokémon is revived as well. The Pokémon has full health in its new revived form, and using this charm takes 10 minutes. This charm gives Legend Speakers the modified exhausted condition.

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

Baltoy

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

-Pokédevice^O (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 Spellcraft 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^E (Greater): A Legend Speaker may create a Pokémon if she concentrates for an hour. A Legend Speaker creates a level 1 Porygon, Baltoy, Bronzor, Sigilyph, Golett, Dracozolt, Arctozolt, Dracovish or Arctovish, 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 if not befriended. This charm gives Legend Speakers the modified exhausted condition.

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

-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 or modify 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 1) for one hour/turn the Legend Speaker concentrated for.

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

-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 used against her or any Pokémon she has befriended. This area lasts for 1 minute/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^E (Greater): A Legend Speaker may grant individuals (herself and others) extra full-round run actions (generally moving 4 times their normal speed), in addition to their normal actions, each turn. She can select who gains this bonus each turn, any number of individuals up to half her level plus her wisdom modifier. For example, a 10th level Legend Speaker with a 21 wisdom may grant this to 10 individuals. Each turn, as a swift action, she may reassign who has the benefits of it. This lasts for 1 turn/2 levels. At the end of the duration, anybody who gained the benefit of this charm is exhausted for 1 turn for each turn they had the

benefits for, and then fatigued. This charm gives Legend Speakers the modified exhausted condition after it ends.

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

-Chronological Whisper^O (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 or save the target makes, any bonuses become penalties, and any penalties become bonuses. A fortitude save (DC 14 + Wisdom Modifier) negates this.

-Space Compression^E (Greater): A Legend Speaker may instantly teleport to any location of their choice. Your starter Pokémon accompanies you, but all befriended Pokémon and any teammates must catch up. This charm gives Legend Speakers the modified exhausted condition.

Swords of Justice: (Kobalion, Terrakion, Virizion, 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. Honedge can only communicate this if the charm is used within 10 minutes/level after having made contact in the battle, though Honedge may be wielded freely.

-Justified bond (Intermediate): When casting this charm, a Legend Speaker wielding her Honedgedge gains +2 morale bonus to Strength until she lets go of her Honedgedge, ending the bond. Additionally, she can use Honedgedge in battle, as if she were not there, but if Honedgedge takes damage it must make a reflex save of DC 10 + (opposing Pokémon's strength modifier if a physical attack, intelligence modifier if special attack, or charisma if from a status attack) or let go, ending the bond. Additionally, during the bond, ¼ of the damage Honedgedge does against an evil aligned Pokémon is regained as health. Honedgedge can also be used by the player as a longsword they are proficient with (see chapter 18 on weapons for more information) to deal damage against other humans. This does not provide any other weapon proficiency. 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. Because a Legend Speaker is wielding Honedgedge, even with effects such as No Guard the Legend Speaker may allow Honedgedge to dodge using normal dodging rules.

-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 Honedgedge 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, Honedgedge, 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 Honedgedge 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. This effectively counts as if she is using a shield she is proficient with, though the shield provides a lower bonus.

Forces of Nature: (Tornadus, Thundorus, Landorus) Starter: Gothita

-Grace of the Winds (Lesser): A Legend Speaker and her partner can fly at a speed of 60 feet.

They ascend at half speed and descend at twice speed. They may change direction mid-air with no penalties. 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 $\frac{1}{2}$ 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.

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

-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 up to 10 cubic feet of land. The mass of land being moved must be natural dirt or loose stone, and up to 10 cubic feet may be moved per turn. She must concentrate each round she attempts to manipulate land and can concentrate for no longer than 1 turn/level. By spending 2 turns concentrating, rough details may be sculpted within the land instead of simply moving it, allowing possible hollowing or filling of land. Additionally, she may choose to fertilize the land, allowing cultivated crops to grow at twice speed, or strip the land of nutrients, preventing crops from growing for a week.

-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 $2d10 + \text{constitution mod}$. This can only be applied to conscious individuals.

-Penultimate Weapon^E (Intermediate): Choose one target. A Legend Speaker may make a ranged attack against the target (Rolling a d20 and adding her dexterity bonus and any catch bonuses against AC). 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. This charm gives Legend Speakers the modified exhausted condition.

-Aura Break (Greater): All Pokémon moves used against humans within a 120 feet radius of the Legend Speaker are considered typeless 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: Oricorio

-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 or 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 turns 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: Minior

-Beyond the Bag (Lesser): For the next minute/level, a legend speaker gains a +1 sacred bonus on all Acrobatics, Athletics, 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, though the volume of the objects may still inhibit her.

-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.

Darkest Day: (Zacian, Zamazenta, Eternatus) Starter: Galarian Farfetch'd

-Slumbering Image (Lesser): A Legend Speaker may create an illusion of herself or a befriended Pokémon. This image cannot leave the space it initially occupies, an area equivalent to the size of the actual individual. By making a concentration check of DC 10, the Legend Speaker may direct the image to move within the initial area, such as to evade an attack or touch. The illusion is only visual. One may attempt to see through the illusion with a will save (DC 11 + Legend Speaker's Wisdom modifier). The illusion is present until either the Legend Speaker chooses to end it, leaves the range of it, or uses a new charm.

-Shockwave (Intermediate): A Legend Speaker may generate a shockwave that removes all status effects and stat changes on all surrounding individuals, including herself and her Pokémon. All individuals currently involved in an encounter, or within range of the Legend Speaker, are affected.

-Behemoth Takedown (Greater): A legend speaker infuses her Pokémon with a supernatural energy to prepare for a powerful attack. This charm lasts for one turn per legend speaker level. An attack made against a Pokémon that is in a special ruling form can be powered up by this charm. This attack deals double damage. The legend speaker may choose which attack she wants to enhance, and may delay deciding whether to use Behemoth Takedown until after rolling damage for the attack. Using the attack ends the duration of the charm, and it must be cast again before another Behemoth Takedown attack can be used.

Sovereign and Steed: (Glastrier, Spectrier, Calyrex) Starter: Galarian Ponyta

-Bountiful Harvest (Lesser): By calling on the fabled king of Galar, a legend speaker is able to produce food from even the smallest of seeds. A legend speaker may make 1d12 meals grow from crops for people or medium sized Pokémon, provided she has at least that many food-producing crops being cared for planted in soil nearby. If there are fewer crops, she makes as many as possible (for example if there are six carrots planted and she rolls a 9, she only can create 6 meals). These meals last for 6 hours and decay afterwards to fertilize future crops.

-Visions of a Future Time (Intermediate): A Legend speaker may roll a d20 three times, writing down the number for each roll. At anytime before the next long rest, she may concentrate as if using this charm again. When she does, she may use one of those d20 rolls in place for any other d20 roll she would make, such as a skill check or saving throw.

-Unified As One^E (Greater): A Legend Speaker and her Pokémon reach such unity that they can act simultaneously. For the next turn/3 levels the legend speaker has, on each of her turns, she may take an action that does not involve her Pokémon, in addition to letting her Pokémon act under her control. This could allow her to do skill checks, use class features or items, or do other things while her Pokémon attacks. This could even allow her to use a second Pokémon. At the end of the duration, any Pokémon that the legend speaker used each take a point of fatigue for each turn they were used and the Legend Speakers receives the modified exhausted condition.

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 odd level beginning at level 3. 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, Trainer Feats and Type Specialist 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 in table 5-1. They grant +2 to the saving throw as described on the table below.

Table 5-1: Feats

Name	Prerequisite	Category	Effect
Ace Spec Trainer	Level 9+, cannot have multiple class levels	character	Gain bonuses related to your specific class
Arceus Gift	First Level, Wis 15+	character	Gain the ability to use a move
Aura Pulse	Wielder of Aura, Level 3+	character	Gain more damage dice and bonus on concentration checks for aura
Battle-Born Companion	Knowledge Pokédex or Train Pokémon 3+ ranks, Level 9 Ranger or Variant Legend Speaker	character	Your Pokémon can level up additional times beyond the normal limits of your class level.
Camera Collector	Pokédex or Knowledge Pokémon 3+ ranks	character	Can take pictures of Pokémon to gain bonuses on skill checks.
Charm Specialization	Concentration 3+ ranks, Lesser Charms	character	Charms can be used without speaking or moving, at penalty.
Cheer On!	Perform 5+ ranks, Motivate 5+ ranks	character	Gain new ways to participate in battle
Childhood Pet	-	character	Gain a new Pokémon

Command	Level 6, Cha 15+	character	Pokémon is more likely to obey but thinks less of you
Craft Magic Item	Spellcraft 3+ ranks	character	You can craft items that have supernatural properties
Craft Medicine	Heal 3+ ranks, Craft (any) 3+ ranks	character	You can craft items to heal Pokémon
Craft Technical Machine	Tinker 6+ ranks, Specialization Item	character	You can craft TMs
Curve Ball	Proficiency with Poké balls	character	Use Dex mod instead of Str to catch Pokémon
Dash	-	character	+10 to movement speed
Diehard	Endurance	character	Remain conscious at -1 hp until negative Constitution score.
Dodge Roll	Acrobatics 3+ ranks	character	Gain bonuses to AC
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
Far Throw	Str 13+, Catch Bonus 3+	character	Double the distance you can throw a Poké ball
Healthy	-	character	+2 health per level
Hidden Capture	Improved Initiative, Stealth 2+ ranks	character	Potential bonus to catch Pokémon that are not aware of your presence
Immense Strength	First Level, Str 15+	character	Double your carrying capacity
Imprinting	Proficiency with Incubator, Int 13+	character	Pokémon raised from level 1 use your Int bonus when learning moves via train Pokémon
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-Class	Level 4	character	Multi-Class with less restrictions
Not the one...	Intimidate 3+ ranks	character	Create a haunting aura of fear that can upset and scare people and Pokémon
Psychic	First Level, Wis 13+	character	Gain empathy, telepathy and telekinesis.
Psychic Teleport	Psychic, Level 3+	character	Gain limited teleportation abilities
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
Relevant Role	Level 9, NPC class levels only	character	Trade levels from NPC classes to player classes.
Resilient	Endurance, Con 15+	character	Take half damage against moves
Rotom Drone	Referee	character	When judging a battle, can have full knowledge of all Pokémon involved
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,	character	Gain bonuses in identifying Pokémon

	Knowledge Pokémon 1+ rank, Int 15+		
Tireless	-	character	Gain +3 fatigue points
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	+2 when using Poké balls or Stylers, whichever is chosen
Egg Caring	Level 5	proficiency	Gain the ability to raise an egg and use an incubator
Improved Catch Focus	Catch Focus, Catch Bonus 3+	proficiency	Gain an additional +3 to your catch bonus
Palm Proficiency	Poké ball Proficiency	proficiency	Can throw Poké balls that are weighted to be heavier or lighter, smoke bombs, cakes and scatter bangs
Poké ball Proficiency	-	proficiency	Proficient with Poké balls
Stunning Shot	Palm Proficiency	proficiency	Can throw stunning items at Pokémon
Styler Proficiency	-	proficiency	Proficient with Capture Stylers
Trainer's License	Ten years old	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 craft (one of their choice) and sleight of hand
Observant	-	Skill	+2 to perception and search
People Person	-	Skill	+2 to sense motive 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 perform
Tech Savvy	-	Skill	+2 to Knowledge (Pokédex) and Tinker
Woodsman	-	Skill	+2 to Survival and Heal
Blazing Oath	Fire Type Starter	trainer	Fire starters can singe the field, causing potential fires
Closed-Quarters Combat	-	trainer	Increase damage when battling indoors
Counter-Shield	6+ ranks in acrobatics, Pokémon with 2+ ranks in acrobatics	trainer	Create a defensive shield that prevents contact moves from doing full damage, dealing damage to the opponent with each attempted strike
Defensive Stance	Level 2, Int 13+	trainer	Sacrifice move accuracy for greater protection
Final Breath	Water or Flying type Pokémon	trainer	Temporarily cause opponent to faint
Focused Mind	Psychic type Pokémon	trainer	Potentially negate status moves with a will save
Energy Fission	Dragon type	trainer	Change dragon type move into other types

	Pokémon		
Go for the Horn	-	trainer	By targeting a move at a more specific area, damage is increased
Haunting Vision	Ghost type Pokémon	trainer	Damage target normally in position where it can't be damaged
Ice Age	Level 3, Ice type Pokémon	trainer	Slow individuals within radius, freeze Pokémon within radius
Ignore	Level 2	trainer	Avoid entry hazards
Immovable Object	Rock or Steel type Pokémon	trainer	Prevent damage from physical attacks by using AC
Innocent Trick	Fairy or Dark type Pokémon	trainer	Potentially gain priority on status moves by forcing a Will Save
Limit Break	Normal or Electric type Pokémon	trainer	Sacrifice a percentage of Pokémon's health to make next attack deal an additional proportional amount of damage
Maneuverability	Level 2, Dex 13+, Dodge	trainer	Gain more uses of Dodging
Move Mastery	Train Pokémon 3+ ranks	trainer	With an additional two train Pokémon checks, a move can be mastered for agile style and strong style
Overgrown Oath	Grass Type Starter	trainer	Grass starters can make 5ft terrain/level difficult
Overwork	Fighting type Pokémon	trainer	Force opponent to gain fatigue
Pitfall	Ground type Pokémon	trainer	Create a hole in the ground that can trap opponents and prevent them from moving and attacking
Radiate	Fire or Poison type Pokémon	trainer	Deal damage to individuals next to this Pokémon
Reckless Attack	Level 2, Str 13+	trainer	Sacrifice move accuracy for increased damage
Sting	Bug type Pokémon	trainer	Impale Pokémon to deal extra damage
Symbiote	Grass type Pokémon	trainer	Gain HP when other Pokémon gains HP
Tag Team GX	Level 6	trainer	Two Pokémon of same type combine attacks in double battle
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
Battle Ready	Type Specialist	Type Spec	No experience penalty to non-specialized typed Pokémon
Coordinated	Type Specialist	Type Spec	Perform (Contest) and Disguise are class skills
Don't Fall Far	Type Specialist	Type Spec	You can breed and hatch eggs of your specialty types
Native Talent	Type Specialist	Type Spec	Bonuses to certain skills and saves when in specialized areas

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. The Skill Focus feat can be taken multiple times, but only once per chosen skill.

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. Many classes gain these at level one as a default. If a character already has a proficiency feat and multi-classes into another class that would grant them that feat, they may select a different proficiency feat for which they meet the requirements.

Catch Focus:

Prerequisite: Proficient with Poké balls or Capture Stylers

Benefit: Choose either Poké balls, Capture Stylers or Palm items. When using that item, gain a +2 bonus to throwing the Poké ball or making a capture check. When using a Poké ball, this adds an additional 0.2 to the cpfactor column listed in the spreadsheet.

Special: This feat can be taken multiple times, its affects do not stack. Each time it must apply to a different capture method.

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 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.)

Improved Catch Focus:

Prerequisite: Catch Focus

Benefit: The benefit to your catch focus increases by an additional +3, raising the total to +5. This causes the total bonus of the cpfactor column to raise from 0.2 to 0.5 total.

Special: This feat can be taken multiple times, its affects do not stack. Each time it must apply to a different capture method.

Palm Proficiency:

Prerequisite: Poké Ball Proficiency

Benefit: You are proficient with throwing items that are similar to Poké balls but weighted differently. This allows a character to throw Hisuian heavy balls, leaden balls, gigaton balls, feather balls, wing balls and jet balls without a -4 penalty, as if they were regular Poké balls. These function with the same check as throwing a Poké ball.

A character may also throw smoke bombs, scatter bangs, and various cake lures without penalty. The check for this is the same as throwing a Poké ball, being based off of catch bonus (or related bonuses) and strength for most characters. However, the character is instead trying to hit a tile adjacent to the Pokémon (DC = Pokémon's AC - 5). For more information, see actions related to catching and item use in chapter 8.

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

Poké ball Proficiency:

Benefit: You are proficient with Poké balls and do not take a penalty for using one. This also includes all modern balls (any Poké ball other than Hisuian heavy balls, leaden balls, gigaton balls, feather balls, wing balls and jet balls).

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.

Special: Hisuian Poké balls that are especially heavy or light still incur a -4 penalty unless characters also have the palm proficiency feat.

Stunning Shot:

Prerequisite: Palm Proficiency

Benefit: You learn how to use some thrown items to potentially stun Pokémon, catching them off guard. A character with this feat can throw snow balls, balls of mud, spoiled apricorns and sticky globs. See table 5-2, below, for details about the different Stunning Shot items. The character throws the item with a catch check, as normal, but attempts to hit the Pokémon's AC. If they are successful, the Pokémon makes a fortitude save. On a failure, they are fully paralyzed (unable to attack due to paralysis) for a number of turns as shown in table 5-2.

Table 5-2: Stunning Shot Items

Item	Obtain Method	DC to resist	Turns stunned
Snow Ball	Made from snow (as a standard action)	8+Thrower's STR	1
Ball of Mud	Made from mud (as a standard action)	9+Thrower's STR	1
Spoiled Apricorn	Survival Check (DC 20)	12+Thrower's STR	1
Sticky Glob	Crafted	18+Thrower's STR	2

Normal: Characters who are not proficient with stunning shot items take a -4 penalty on throwing them and the Pokémon has a +4 bonus on saving throws against the item.

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:

Prerequisite: Ten years old

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.

Ace Spec Trainer:

Prerequisite: Level 9+, No multi-classing other than having up to one prestige class.

Benefit: By intensely dedicating your career to being one type of trainer, you gain additional benefits that help you excel and specialize to an ace-level in that type of class. Characters with this feat gain one of the following benefits, as determined by the list below. Characters that have class levels in multiple of the classes listed below are ineligible from taking this feat, as are characters with NPC levels. Should a trainer gain a level in another class after taking this feat, they lose the benefits that this feat provided. They may not select a new feat. Levels in prestige classes do not prevent characters from taking or gaining benefits from this feat.

Table 5-3: Ace Spec Trainers

Breeder	A breeder with this feat counts as five levels higher for the minor heals ability.
Connoisseur	A connoisseur with this feat gains a +15 bonus on evaluation checks.
Legend Speaker	A legend speaker with this feat counts as three levels higher for determining the distance, duration, and abilities of her charms, though this does not grant her additional charms known or additional charms per day.
Master	A master with this feat counts as two levels higher for general training checks, to a maximum of 12
Performer	A performer with this feat counts as two levels higher for routine advancements, allowing an additional routine advancement if the performer is already at level 12.
Ranger	A ranger with this feat counts as three levels higher for environmental awareness. A level 9 ranger with this feat may choose an additional environment, for a total of four, and gains a

	+8 bonus on perception, stealth and survival checks in these locations.
Researcher	A researcher with this feat gains a +4 bonus on any rolls which they gain a bonus to from their field specialization ability.
Type Specialist	A type specialist with this feat gains a +3 bonus on rebuking checks.

Normal: Characters can freely multi-class, as long as they follow the rules presented in chapter 4 and/or have the multi-class feat.

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 long rest 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.

Aura Pulse:

Prerequisite: Wielder of Aura, Level 3+

Benefit: Add to your dice pool a number of d6 equal to your character level divided by 3, rounded down. Thus, a 6th level trainer with a Charisma of 16 could use roll up to 5d6 damage of aura per day, whether it be all 5d6 at once, 1d6 being rolled 5 times, or any other combination. Additionally, players gain a bonus to their concentration checks when using Aura equal to their Charisma modifier.

Normal: A character does not gain aura. A character that does gain aura is limited by their Charisma modifier as to how many uses per day they have.

Battle-Born Companion:

Prerequisite: Knowledge Pokédex or Train Pokémon 3+ ranks, Ranger or Variant Legend Speaker level 9+

Benefit: Your partner Pokémon is not limited in level. A variant Legend Speaker who takes this feat can choose to have their partner Pokémon immediately level up twice. When the Legend Speaker takes the 11th level of her class, it may immediately level up again. After the Ranger or Legend Speaker reaches level 12, when their partner Pokémon is level 15, it may continue to advance and level up. Every time the character would complete the requirements to level up again, whether in their base class or a prestige class, the Pokémon gains another level. The character need not level up (and cannot passed level 15), but may still advance their Pokémon as if they had leveled up.

Normal: A Variant Legend Speaker's partner cannot level up past level 12, and a Ranger's partner cannot level up past level 15.

Camera Collector:

Prerequisite: Pokédex or Knowledge Pokémon 3+ ranks and a way to take photos

Benefit: With each battery, memory card, or similar item placed into a Pokédex, phone, or other photographic device, a character may take up to 5 photos of wild Pokémon. This is a standard action that requires an initiative check of a DC equal to 15 + the Pokémon's dexterity modifier. This can instead be done as a swift action instead at a DC of 25 + their dexterity modifier, or a full-turn action at 10 + their dexterity modifier. If they are successful, they store the photo. Once per long rest, a player may gain a +2 bonus on a perception, search, or sense motive check related to any Pokémon they have taken a photo of. Additionally, a player who scores a natural 20 (provided they also meet the DC) when taking the photo can use it to gain a +2 reputation bonus on related charisma checks with other humans, such as discussing the species of Pokémon.

Charm Specialization:

Prerequisite: Concentration 3+ ranks, Lesser charms

Benefit: When using a charm, a character may choose to use it silently or without moving. In order to do this, the concentration check they make must be made with a -3 penalty. A character must still complete the motions required or state the name of the charm, they may not ignore both components. If other components, such as materials, are required in order to use a charm, these are still required.

Normal: A character must state the name of a charm out loud and make specific motions in order to use it.

Cheer On!:

Prerequisite: Perform 5+ ranks, Motivate 5+ ranks

Benefit: You may encourage your allies in the heat of a battle. Whenever in a battle with multiple trainers, you may select one trainer to cheer on! By spending a full-turn action cheering, you may choose one of the following effects to grant them.

- Ally receives benefit of reflect for 3 turns, halving damage their Pokémon or they take from physical moves
- Ally receives benefit of light screen for 3 turns, halving damage their Pokémon or they take from special moves
- Ally may revive one Pokémon at full health. The revived Pokémon faints after the battle ends.
- Increase one stat of an ally Pokémon by one stage, other than accuracy or evasion.
- Reduce the fatigue on the ally's active Pokémon by 2.

You may only use Cheer On! if you participated in the battle and had at least one Pokémon faint but you do not send others out (and thus have not blacked out). A trainer may only use Cheer On! once per battle.

Normal: This action cannot be done.

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.

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.

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 Medicine:

Prerequisite: Heal 6+ ranks, Craft (any) 3+ ranks

Benefit: With time and money you can craft items that can heal your Pokémon or remove statuses. This functions the same as the craft skill but requires a heal check instead of a craft check. Potions (DC 11), Super Potions (DC 17), Hyper Potions (DC 25), Max Potions (DC 35), Antidotes (DC 12), Burn Heals (DC 12), Awakenings (DC 12), Paralyze Heals (DC 12), Ice Heals (DC 12), Full Heals (DC 14), Full Restores (DC 40), Revives (DC 30), and Max Revives (DC 50, cost 4,000) may be crafted in this manner.

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 10 feet per move action.

Diehard:

Prerequisite: Endurance

Benefit: When your health point total is below 0 but above the negative value of your constitution score, you remain conscious. Each turn, you may take either a move action or a standard action, but not both, nor any full-turn 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 staggered 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 negative constitution score hit points, a character dies unless they can be restored by their next turn.

Dodge Roll:

Benefit: A character with this feat gains a dodge bonus to their AC equal to one third of their ranks in the Acrobatics skill. This bonus lasts as long as they maintain their dexterity bonus to AC and are aware of the source of potential attacks. Additionally, once per turn, they may make an acrobatics check as an immediate action when they would be targeted by a Pokémon move (DC = move's DC for saving throws). If they succeed, they gain a stage of evasion against that move. Regardless of success, they must forgo their standard action on their next turn.

Normal: Characters do not gain this bonus to their AC. The Dodge Roll action may not be done.

Endurance:

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

- Athletics checks related to swimming to avoid drowning
- Constitution checks to continue running
- Constitution checks to avoid nonlethal damage from holding your breath and starvation or thirst
- 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 turn, 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.

Far Throw:

Prerequisite: Str 13+, Catch Bonus 3+

Benefit: You are exceptionally good at hitting distant targets with a Poké ball. When throwing a Poké ball, double the range increment before you receive a penalty (to 30 feet for standard Poké balls). This allows standard Poké balls to be thrown up to 150 feet total.

Normal: Poké balls can be thrown at most 75 feet with each range increment of 15 feet causing a -1 penalty.

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.

Hidden Capture:

Prerequisite: Improved Initiative, Stealth 2+ ranks

Benefit: When you are moving in a stealthy way as to remain undetected, you may get a small bonus on catching Pokémon. If a Pokémon is encountered and cannot detect you or any others in your party (with a perception check equal to or greater than your stealth check) then you gain a bonus on attempting to catch it. Add +2 to your catch bonus and 1.2 to the cpfactor (this adds an additional .2 if there are other instances that add to the cpfactor). After a Poké ball is thrown, the Pokémon is alerted to your presence and thus this feat cannot be used more than once per encounter, nor can it be used if other actions would reveal yourself before it is used.

Normal: Being hidden adds no bonus to catching Pokémon.

Immense Strength:

Prerequisite: First Level, Str 15+

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.

Imprinting:

Prerequisite: Proficiency with Incubator, Int 13+

Benefit: When making a Train Pokémon check on a Pokémon originally obtained at level one, you use your own Int mod for all checks instead of any other mod, the trainer's or the Pokémon's. All other bonuses, including skill points, skill synergies, assisting, etc. are the same.

Normal: Train Pokémon is based off of Charisma instead of Intelligence, and sometimes requires the Pokémon's intelligence rather than the trainer's Charisma.

Improved Initiative:

Benefit: You gain +4 on all initiative checks.

Lucky:

Prerequisite: Dex 11+

Benefit: Once per long rest, 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.

Not the one...:

Prerequisite: Intimidate 3+ ranks

Benefit: A character with this feat can activate a haunting aura that can inspire fear and distrust in those around. As a standard action, a character twists their presence to appear uncanny in some way, such as speaking incoherent almost-meaningful words, using their size to look down on others, or a piercing gaze that silences foes. All enemies within a thirty foot radius must make a will save (DC 10 + ½ character level + charisma mod) if they can see and hear the character using this feat. On a fail, they are shaken for the next 10 minutes, or until the character leaves, whichever takes longer. Pokémon that see this display must also make the will save. Any Pokémon, including ones owned by the character, that has less than a friendly attitude moves down an attitude step towards the character, regardless of the save outcome. After this feat has been used, it cannot be used again until after a short rest.

Normal: This action cannot be done.

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 long rest 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.

Psychic Teleport:

Prerequisite: Psychic, Level 3+

Benefit: Some families of psychics have even greater powers, able to move themselves near-instantly. An individual using this feat may teleport instantly to a specific location. This location must be the last place they slept, ate, or received medical location and they must be able to walk there. Additionally, the distance they would have to walk may not be more than 10 miles per level. No others, nor any equipment that cannot be carried, can be brought when teleporting (though Pokémon inside of their Poké balls count as equipment being carried). Teleporting like this may only be done once per short rest.

Normal: A character does not have psychic powers, and normal psychics cannot teleport.

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 $\frac{1}{2}$, 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. A referee also can call a trainer battle off early, regardless of whether prize money would be awarded, if they feel necessary. This must be agreed upon by all parties in advance of the battle.

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.

Relevant Role:

Prerequisite: Level 9, NPC Class levels

Benefit: When a character who only has NPC class levels meets the requirements to level up in a non-NPC class twice in a row, they may gain a level in that class as well as lose a level in their NPC class, trading it for a level in the same class they leveled up in.

Normal: A character with NPC class levels cannot level up in another class until they've completed all levels of that NPC class.

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.

Rotom Drone:

Prerequisite: Referee

Benefit: While establishing rules for a battle, a referee may make a perception check (DC 20) as a standard action to view and memorize trainer cards. The referee can learn all the Pokémon the trainer has in their party, the moves all these Pokémon know, the Pokémon's abilities, and any held items they may have.

Normal: A referee has only knowledge presented before them of the Pokémon on competing teams.

Special: A trainer without a trainer card, such as a legend speaker, cannot have their team viewed by this method.

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, lowering the DC for identifying Pokémon from them. This may be done as a swift action, but only on the first turn of a battle. Additionally, with a DC 40 Knowledge Pokémon check, a Pokémon from another region may be identified.

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. Pokémon from other regions cannot be identified.

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 continues the conversation, you may again speak without penalty.

Additionally, if a character with this feat goes a whole day without saying anything while others they can speak to are present, they receive a +1 bonus on the next social check they make using this feat. The bonus increases by an additional one for each consecutive day that nothing is said, up to a maximum of their character level. Speaking before making the check causes them to lose this bonus.

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.

Tireless:

Benefit: A trainer may add 3 to the points of fatigue a Pokémon may take before it reaches its maximum fatigue. For example, a trainer with a 16 constitution, for a +3 modifier, has 9 points of fatigue maximum on each of their Pokémon.

Normal: Pokémon may take a maximum number of points of fatigue up to twice their trainer's constitution modifier, minimum one.

Track:

Benefit: A character with this feat 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. Additionally, these traps can be disabled with the Tinker skill. This is a separate check, that also takes at least a minute, in order to disable the trap and allow a safe pass.

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 long rest.

With a concentration check of DC 11, you may fire an aura sphere that deals 1d6+charisma mod fighting type damage as a ranged attack. Use your catch, capture, or befriend bonus as an additional bonus to hit. The sphere has a

range 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 table 5-4. 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.

Table 5-4: Wielder of Aura feat

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

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. The number of points of fatigue taken are listed with each feat.

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 5 feet 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 turn per Pokémon level, with the smoke lasting that amount plus 1d4 turns.

Pokémon immune to burns do not take damage from the fire.

Fatigue Cost: 1

Normal: This action cannot be done.

Closed-Quarters Combat:

Benefit: When battling indoors, a Pokémon may choose to spend one fatigue to do extra damage. When the Pokémon uses a damage-dealing move, an extra 4d8 is rolled for determining base power of the move (as if the move's base power was raised by 20).

Fatigue Cost: 1

Normal: This action cannot be done.

Counter Shield:

Prerequisite: 6+ ranks in acrobatics, Pokémon with 2+ ranks in acrobatics.

Benefit: Only Pokémon with 2 or more ranks in the acrobatics skill can use this feat. A Pokémon may choose to use offensive moves in a defensive way, creating a shield with the damage they would have dealt. The Pokémon uses this feat by using a damage dealing move that has a range greater than 5 feet and choosing to spend two fatigue. This move creates a counter-shield. Calculate damage on the opposing Pokémon as normal, but do not deal damage to that Pokémon. Each turn, as a free action, the Pokémon using this feat must make an acrobatics check. If the result is equal to or higher than the opposing Pokémon's level, whenever the opposing Pokémon uses a move that makes contact, it takes $\frac{1}{4}$ of the damage it would normally take from the move selected for the counter shield. Additionally, subtract the damage done from the counter shield move from the damage the opposing Pokémon does. Moves that are guaranteed to hit will not have their damage reduced, but damage is still done to the opposing Pokémon. Each turn after the first that Counter Shield is active costs an additional point of fatigue. Instead of making an acrobatics check, the counter shield may be ended without costing fatigue. Failure to make the acrobatics check ends the counter shield. A Pokémon using a Counter Shield may not use damage-dealing moves until they end their Counter Shield. If the Pokémon using this feat is removed from battle, by fainting, being withdrawn, or otherwise, it ends the Counter Shield.

Fatigue Cost: 2

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 an amount equal to the stages of accuracy lowered. Moves that are normally guaranteed to hit cannot be used. If an ability such as No Guard or another effect makes all moves guaranteed to hit, treat those moves as having an accuracy of 100%. At the beginning of the next turn, these bonuses reset.

Fatigue Cost: 1

Normal: This action cannot be done.

Energy Fission:

Benefit: Only Dragon type Pokémon may use this feat. When attacking with a dragon type move, you may choose to change the type of the move into one or two other types. These types are based off a combination of types of basic energy from the trading card game, as Fire, Fighting, Electric, Grass, Water, Psychic, Dark, Steel, Normal, or Fairy. These types are not chosen at time of use, but are determined by the Pokémon. Look up the most recent printing of the Pokémon as a dragon type and determine what energies are required to use attacks. If multiple types of energies could be used (whether shared in one attack or on many), split the damage done by the move equally in those types. This may prevent STAB from being applied to moves, but may allow other modifiers, such as super effective damage, to occur.

Fatigue Cost: 1

Normal: This action cannot be done.

Note: The energies in the trading card game represent slightly different types, hence only the 10 above are listed. Fighting also represents Rock and Ground, Grass also represents Bug, Water also represents Ice, Psychic also represents Ghost and Poison, and Electric, Dark, and Steel are instead referred to as Lightning, Darkness, and Metal. The Colorless type includes Normal and Flying types. **Colorless energy listed in attack only turn Pokémon using this feat's moves into normal if no other energies are specified.**

Final Breath:

Benefit: Only Water or Flying type Pokémon may use this feat. As a full-turn action, by removing breathable air in a whirlwind or torrent, the Pokémon using this feat may suffocate an opposing Pokémon. The target must make a fortitude save or faint for three turns. On a successful save, nothing happens. This has no effect if the opposing Pokémon is the last Pokémon able to battle on the opposing team, or if the opposing Pokémon is a higher level. The DC to avoid fainting is 12 + Strength mod of the Pokémon using this feat. At the end of the three turns, the Pokémon returns to its current state as if nothing happened.

Fatigue Cost: 3

Normal: This action cannot be done.

Focused Mind:

Benefit: Only Psychic type Pokémon may use this feat. When being targeted by a status move, a Pokémon using this feat may make a will save against the move (the DC is calculated normally). If they beat the DC, they are not affected by the status move. Regardless of the outcome of the will save, this move still costs one fatigue. This feat can only be used once per battle.

Fatigue Cost: 1

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 their Pokémon's Str or Int mod 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 table 5-5, based on how effective the move normally would be. This target area's bonus to AC is +4.

Table 5-5: Go for the Horn feat

Type	0 – ¼	½	1	2	4
New damage	½	.75	1.125	2.25	4.5

Fatigue Cost: 1

Normal: This action cannot be done.

Haunting Vision:

Benefit: Only Ghost type Pokémon may use this feat. As a full-turn action, a Ghost type Pokémon using a move they receive STAB on may choose to haunt a target. If the target is currently in a semi-invulnerable turn of a move such as bounce, dig, dive, or fly, the move selected hits and does full damage. By spending an additional fatigue, for a total of 2, a target may be hit even when behind the effects of Protect, Detect, King's Shield, Spiky Shield, and Baneful Bunker. For a total of 3 fatigue, a target may be hit for ¼ of the normal damage even if they are within their Pokéball or otherwise removed from the battle, though they cannot faint as a result of this and will always have at least one health. Non-damaging moves cannot be used when the target is in their Pokéball or removed from the battle. The target must have seen the Pokémon within the past turn in order for Haunting Vision to function.

Fatigue Cost: 1

Normal: This action cannot be done.

Ice Age:

Prerequisite: Level 3

Benefit: Only Ice type Pokémon above level three may use this feat, in addition to the requirement of a trainer being at least level three to select it. As a standard action, the Pokémon using this feat absorbs all heat within a radius of 10 feet/Pokémon level. All non-Ice types within that area have their speed stat cut in half, also resulting in lower movement speed and dexterity. Additionally, any Pokémon within this area for more than three turns becomes frozen. This effect lasts for one turn/3 Pokémon levels. If the Pokémon using this feat is removed from battle, by fainting, being withdrawn, or otherwise, it ends Ice Age.

Fatigue Cost: 1

Normal: This action cannot be done.

Ignore:

Prerequisite: Level 2

Benefit: When switching a Pokémon into battle, that Pokémon may ignore the effects of entry hazards, such as spikes, sticky web, stealth rock, and toxic spikes. If a new Pokémon is switched in following this one and chooses to ignore entry hazards, the fatigue cost increases by 1 per time ignore has been used already in the battle.

Fatigue Cost: 1

Normal: This action cannot be done.

Immovable Object:

Benefit: Only Rock or Steel type Pokémon may use this feat. When being targeted by a physical move, the defender may force the attacker to overcome the defender's Armor Class or the attack fails. Regardless of the outcome of the attack roll, using this feat still costs one fatigue. This feat may only be used once per battle.

Fatigue Cost: 1

Normal: This action cannot be done.

Innocent Trick:

Benefit: Only Fairy or Dark type Pokémon may use this feat. When selecting a status move, the opposing Pokémon makes a will save against the move. If they fail the DC (as calculated normally), the move is used in a priority bracket one higher than previously, allowing it to act before moves in lower priority brackets, regardless of each Pokémon's speed. Regardless of the outcome of the will save, this move still costs one fatigue.

Fatigue Cost: 1

Normal: This action cannot be done.

Limit Break:

Benefit: Only Normal or Electric type Pokémon may use this feat. When declaring an attack, a surge of energy can rush through this Pokémon. They may choose to drain their own max HP by a percentage to increase the amount of damage a move does, provided the Pokémon using this feat does not knock themselves out. For example, a Pokémon may lose one quarter of its max health to increase the damage done their move by 1.25 times.

Fatigue Cost: 2

Normal: This action cannot be done.

Maneuverability:

Prerequisite: Level 2, Dex 13+, Dodge

Benefit: Your Pokémon gains multiple new benefits that can be used with dodging. These are all done as part of dodging, instead of as a full-turn action. Only one can be done at a time.

- When dodging a move, a Pokémon can combine their dodge with a move action, allowing the Pokémon to move on the grid up to their movement speed.
- Instead of dodging for full damage, a Pokémon can take half damage and gain a stage of accuracy for their next attack. This stage of accuracy is lost following the next attack, regardless of whether it hits or not.

- A Pokémon may use their modified stages of defense instead of evasion to when rolling for a move's accuracy. Changes to evasion and defense revert to normal after the dodge attempt, regardless of whether or not it is successful.

Fatigue Cost: 1, plus the cost for dodging initially.

Normal: This action cannot be done.

Move Mastery:

Prerequisite: Train Pokémon 3+ ranks

Benefit: In order to use this feat, a Pokémon must master the use of its moves. This requires it to have already completed training a move as per normal with a Train Pokémon check. Following this, two more train Pokémon checks must be made as if the Pokémon were learning the move for the first check out of battle (DC 20 + (8-Move's PP/5)). These follow all normal train Pokémon checks, including only being attemptable once per day. Once the move is mastered, the Pokémon can use that move in two styles, as detailed below. Whenever they use the move in either strong style or agile style, it counts as a standard action and costs two points of fatigue. However, whenever they use another strong style or agile style move without using a move that isn't in one of those styles, the fatigue increases by one.

- Agile Style: The power of the move used is reduced and is only .75 times as strong as normal. However, the Pokémon gains an agile point. Every time the Pokémon has two agile points, it may spend those to attack on its turn as a swift action (on the same turn or a later turn, even if it has already attacked). Having a higher speed than the opponent (if there is only one), using a move with increased priority, or increasing their speed stat by a stage also grant an agile point. While a Pokémon can have more than two agile points, it may only spend them once per time it has used an agile style move per battle.
- Strong Style: The move hits surer and/or harder. A damage dealing move deals 1.25 times as much damage as usual. A status move has its accuracy increased 1.25 times normal, to a maximum of 100.

Fatigue Cost: 2, with an additional point for consecutively used agile style or strong style moves

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.

Fatigue Cost: 1

Normal: This action cannot be done.

Overwork:

Benefit: Only Fighting type Pokémon may use this feat. As a standard action, the Pokémon using this feat forces a series of difficult maneuvers to keep up with. This feat may only be used if the opposing Pokémon has used a trainer feat, taken the dodge trainer action, or spent fatigue (other than from using a move multiple times in a row). The opposing Pokémon gains two points of fatigue as it attempts to follow this procedure, but cannot be brought to their maximum fatigue. Overwork can be used any number of times, but may only affect each individual opponent once per battle.

Fatigue Cost: 1

Normal: This action cannot be done.

Pitfall:

Benefit: Only Ground type Pokémon may use this feat. As a full-turn action, the Pokémon causes a tremor that creates a deep hole in the ground. This may be targeted directly underneath a Pokémon or trainer. Anybody beneath the pitfall must make a reflex save or fall in. The DC to escape the pit is $10 + \text{Half the Pokémon's level} + \text{The Pokémon's Intelligence mod}$. An individual that falls into the pit, whether it is the initial target or fell in from failing to maneuver over the pit, cannot move, possibly preventing it from taking other actions such as attacking. As a full-turn action, a trapped individual can attempt a DC 15 athletics check to escape. This feat may only be used once per battle.

Fatigue Cost: 1

Normal: This action cannot be done.

Radiate:

Benefit: Only Fire or Poison type Pokémon may use this feat. As a standard action, the Pokémon using this feat releases bursts of dangerous energy. Any person or Pokémon within 5 feet of this Pokémon will lose $1/16^{\text{th}}$ of its maximum HP at the end of each of their turns. This effect stacks with other similar damage dealing effects, such as poison and burn, but is considered a form of typeless damage. Water types and Steel types are immune to this effect. The radiation effect lasts for a number of turns equal to the Pokémon's level. If the Pokémon using this feat is removed from battle, by fainting, being withdrawn, or otherwise, it ends Radiate.

Fatigue Cost: 1

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 an amount equal to the stages of accuracy lowered. Moves that are normally guaranteed to hit cannot be used. If an ability such as No Guard or another effect makes all moves guaranteed to hit, treat those moves as having an accuracy of 100%. At the beginning of the next turn, these bonuses reset.

Fatigue Cost: 1

Normal: This action cannot be done.

Sting:

Benefit: Only Bug type Pokémon may use this feat. A bug type Pokémon may impale the target with a painful stinger. This lowers the user's evasion by one stage. Each turn, the impaled opponent takes damage equal to 1/8th their maximum HP until the stinger is removed. As a standard action, one can attempt to remove the stinger with a strength check. The DC to remove the stinger is equal to 5+the Strength Mod of the bug type that impaled it. This feat can only be used once per battle.

Fatigue Cost: 1

Normal: This action cannot be done.

Symbiote:

Benefit: Only Grass type Pokémon may use this feat. As a standard action, the Pokémon chooses a target to recover from. Whenever the target Pokémon gains HP due to a move, an item being used on it, or eating a berry, the Pokémon using this feat also recovers 1/8th of its maximum HP. The symbiote effect lasts for a number of turns equal to the Pokémon's level. If the Pokémon using this feat is removed from battle, by fainting, being withdrawn, or otherwise, it ends Symbiote.

Fatigue Cost: 1

Normal: This action cannot be done.

Tag Team GX:

Prerequisite: Level 6

Benefit: When in a battle where multiple Pokémon may be out at once, such as a double battle or a triple battle, two Pokémon sharing a type can combine their attacks into a much more powerful attack. Each Pokémon must have a damaging move of their shared type. While using this feat, both Pokémon attack simultaneously. Add the base power of the two moves sharing a type together to determine the number of dice rolled for the combined attack. The Pokémon using the higher base powered move's attack (or special attack, if the higher base power move is special instead of physical) is used to calculate damage. If it is a tie, the trainer may choose which Pokémon's stats to use. Any other effects of the moves are determined by the move with the higher base power. Because of the exhaustive power required to use this feat, in addition to the fatigue cost affecting each attacking Pokémon, this feat may only be used once per trainer per battle.

Fatigue Cost: 3

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 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 turns equal to the Pokémon using this feat's level. This does not affect Pokémon that are underwater, but it does affect other water types.

Fatigue Cost: 1

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.

Fatigue Cost: 1

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.

Type Specialist Feats

Type Specialist is a unique class that's goal is to prove they are truly great with certain, limited types of Pokémon. This leads them to compete in a variety of fields against multiple classes of trainers, with unique goals, demands, and rewards. Because restricting oneself to 2 types can be a disadvantage, no matter how great you are at training those two types, members of other fields may be able to outshine Type Specialists who do not have the necessary skills or class features to perform similar to other classes. Type Specialists feats allow Type Specialists to make up for their downfalls in these interactions, while still mainly focusing on the training of their own Pokémon. Each Type Specialist feat grants certain features, as well as a new level up condition for Type Specialist. Similarly to specializing in only 2 types, a Type Specialist may only have 2 feats from this category.

Battle Ready:

Prerequisite: Type Specialist

Benefit: Type Specialists who take this feat are better at training Pokémon of their non-specialty types than other type specialists would be. If Pokémon would take a penalty to the experience they gain due to not belonging to a specialty type, that penalty no longer applies. In addition, Type Specialists may level up through their normal methods or through any method a Master would level up, provided she only uses Pokémon of her type to do so.

Normal: Beginning at Level 4, Pokémon that gain experience under a Type Specialist that are not of her specialty type gain one less experience point per battle.

Coordinated:

Prerequisite: Type Specialist

Benefit: Type Specialists who take this feat have a knack for performance and the arts. Perform (contest) and Disguise are treated as class skills, meaning if a rank is put in them, a +3 bonus is also given to checks using those skills. When competing in a contest, a type specialist gains the benefit of a routine advancement that a performer would get at Type Specialist levels five, eight, and eleven, allowing additional moves or skills to be included to increase the DC of the will save following the performance. This does not allow use of routines outside of battle. In addition, Type Specialists may level up through their normal methods or through any method a Performer would level up, provided she only uses Pokémon of her type to do so.

Normal: Disguise and Perform (contest) are not class skills for a Type Specialist.

Don't Fall Far:

Prerequisite: Type Specialist

Benefit: Type Specialists who take this feat often have insight into how young Pokémon are similar to their parents, and thus understand some of the mechanics of breeding. This feat grants proficiency with an incubator (though it does not give one) and allows a Type Specialist to eventually breed and hatch eggs of Pokémon of their own type at level nine. In order to breed Pokémon, the Type Specialist follows the same rules as a Breeder listed under Day Care. In addition, Type Specialists may level up through their normal methods or through any method a Breeder would level up, provided she only uses Pokémon of her type to do so.

Native Talent:

Prerequisite: Type Specialist

Benefit: Type Specialists who take this feat blend in naturally with the area their Pokémon are from. This grants them the benefits of the Endurance feat, as well as a +2 bonus on perception, stealth, and survival checks when in an area strongly associated with Pokémon that share a type with the Type Specialist's specialties. The area is up to GM discretion. For example, a fire Type Specialist may gain these bonuses near a volcano, a ghost Type Specialist in a graveyard, and a Rock Type Specialist in mountains. In addition, Type Specialists may level up through their normal methods or through any method a Ranger would level up, provided she only uses Pokémon of her type to do so.

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. At the end of the chapter, table 6-26 lists all applicable skill synergies. 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. For example, a player who has one or more ranks in a skill may assist another player who also has ranks in the skill, taking the same time the action normally takes, to provide one of the two with a +2 bonus. This specific bonus can only be applied once.

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 (other than intimidate) 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.

At the end of this chapter, table 6-27 has a list of all skills. It also sorts skills by which ones are trained only (marked in italics) and which skills are available to each class as a skill they can gain proficiency in. The primary ability score is listed in parenthesis represented by the first letter (C for Constitution, Ch for Charisma). Some skills here, such as individual knowledge skills beyond the main ones, performances beyond contest, and unique crafts and professions are not included due to their versatility. Notes are made where this is relevant. Additionally, a GM may choose to add or subtract skills as relevant for the setting.

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.

Table 6-1: Acrobatics

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
Avoid Attack of Opportunity	15**

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

**The first attack of opportunity avoided in around has a DC of 15. Following attacks of opportunity increase this DC by 2, so the second has a DC of 17, the third 19, the fourth 21, etc.

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.

When a human might provoke an attack of opportunity, such as by moving around or away from an adjacent threat, they may attempt to carefully avoid the attack. This is done with an acrobatics check that allows them to move up to half their movement speed that turn.

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%.

Identifying an item as magic requires an appraise check of DC 20. This could be used to discern that black sludge and stardust are items of note and not just

garbage or sand, respectively. If a trainer wishes to know what the item does it requires a little bit more investment. By spending an hour to study the item and analyze how it may be used, whether by people or by Pokémon, they may make an appraise check. The DC is 25 or the spellcraft DC to create the item plus 5, whichever is higher. For example, identifying a psychic energy peal would be appraise DC 25 (as the spellcraft DC to create the item is below 20). Identifying a lustrous orb would be appraise DC 33. This use of appraise requires the trainer to have at least one rank trained in the skill.

Table 6-2: Appraise

Common Equipment	DC 12
Berry	DC 15
Crafted Items	DC 15
Magic Item or TM	DC 20
Identify function of magic item*	DC 25 or higher.

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 a separate skill check. Generally, a full turn 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, table 6-24 compares sizes and is listed below, providing information for grappling, reach, AC bonuses, and more.

Table 6-3: Athletics

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.

Athletics can also be used for various actions with a rope. Ensuring a grappling hook is secured to a rope requires a DC 10 athletics check. Characters with an escape rope can use it to escape from caves. This requires an athletics check of DC 10 to climb out of corners and hike their way back. Each additional individual they travel with increases the initial DC by 5. Trying to escape with 4 additional individuals would be a DC of 30, for example. Escaping in this manner is safe and ensures there will be no encounters and no chance of getting lost (provided the DC is met) but still takes time, likely roughly equivalent to the time it took to spelunk this deep.

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 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 turn, to try and escape. Otherwise, they can take no standard actions and can only move 5 feet per turn. The grappler can also do unarmed damage (as normal type) against the grappled opponent once per turn as a free action, with the amount of damage being listed in table 6-4 plus their strength modifier. When not grappling, one can attempt to damage with the same unarmed total (as normal type damage) as a standard action. This requires an attack roll, adding their strength modifier, and attempting to overcome the defender's armor class.

Table 6-4: Effects of sizes

Size	Attack/ AC Mod	Grapple, Break 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	1/8 lb.	½ ft.	0 ft.	0 ft.	×1/8	×1/4	-

				less	or less						
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	½ 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. Since bluff is very language dependent, using it with somebody who does not speak the same language instills a -4 penalty on your check. A human using it on a Pokémon also has a -4 penalty, which stacks with the first if you can't communicate.

Table 6-5: Bluff

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

Break – STR (Trained Only)

Certain obstacles may simply require brute force in order to overcome. Destroying large objects often is a difficult task, and most things in the Pokémon world are built to sustain potential damage from battles and attacks. With

some practice, breaking inanimate objects is possible. Checks to break objects can be done as a standard action and can be retried, though one must wait at least a minute between retries, and often times multiple failed attempts will cause some type of minor, temporary fatigue (-2 to strength and dexterity, inability to run) for 10 minutes. Because of the diversity of objects, sizes, shapes, and materials, DCs listed below are basic recommendations and not strict guidelines. Individuals cannot break an object more than one size larger than they are.

Again, these are just rough guidelines for a single action to break a given object primarily composed of one material at a certain size. Using rules from the SRD, a Game Master should factor in object's hardness, "health", dimensions of the object, and more. This skill is only used for attempting to break objects with a single strike. Repeatedly wearing at an object would instead use the values hardness, health, and more as described above.

Individuals also gain a bonus to their break check based on their size, not just the size of the object. This bonus is the same as the Grapple Mod listed in Table 6-4: Effects of Size. Smaller Pokémon (and potentially people or others) will have more penalties breaking objects while larger Pokémon (or others) could have bonuses due to their size. Most humans, being size medium, will have no bonuses or penalties added to their break checks due to their size.

Table 6-6: Break based on sizes

Size	Modifier
Fine	-8
Diminutive, such as a Pokéball	-4
Tiny, such as a brick or wooden board	-2
Small, such as a vase or basket	-1
Medium, such as a door	0
Large, such as a wall or statue	+2
Huge, such as a large car	+8
Gargantuan	+32
Colossal	+128

Table 6-7: Break based on material

Material	Modifier
Paper-like (tear)	-16
Cloth-like (tear)	-10
Metal (bend)	+30
Wooden (shatter)	+18
Ceramic (shatter)	+8
Glass (shatter)	+12
Ice (shatter)	+16
Stone (collapse)	+40
Concrete or worked stone (collapse)	+50

Tumblestones can also be harvested by a break check, with a Miner's pick providing a +2 bonus to this check. They are found in shiny, mirror-like rocks that are very reflective and perfect for making Poké balls. The DC to harvest one chunk of usable tumblestone is 11. A DC of 16 allows harvesting of 1d6 pieces. 2d4 pieces can be harvested with a DC of 21. Black tumblestone is a little harder to harvest; increase all of the DCs listed above by 2. Similarly, sky tumblestone is also difficult, requiring a DC 3 higher than normal tumblestone.

Table 6-8: BREAKthrough maneuvers

Maneuver	DC
Initiate BREAKthrough in level 10 or lower Pokémon	30
Initiate BREAKthrough in level 11 or higher Pokémon	20 + Pokémon's level

The Break skill can also be used to perform the BREAKthrough maneuver. Once per encounter, a trainer may attempt to make a Break check when sending a fully evolved Pokémon out as a free action. If they succeed, by

destroying the limitations within a Pokéball, the Pokémon gains additional health equal to 25% of its normal amount. This cannot be done if the Pokémon is not kept in a Pokéball. In addition, it may use one move (chosen at the time this check was made) that it cannot learn but a pre-evolution can learn, if any (for a total of possibly 5 moves). The Pokémon glows a bright gold, providing clear illumination out 10 feet from the energy in the Pokéball. The Pokéball is destroyed in this process, though a new Pokéball of the same type can automatically return the Pokémon. At the end of each of its turns until it is returned to a Pokéball, the Pokémon gains a point of fatigue. While using the BREAKthrough maneuver, the Pokémon counts as being in a special ruling form. Failing to meet the DC has no effect. This action is not the same as a regular action to shatter a Pokéball.

For example, a Trainer sends out a level 12 Arcanine caught in a Great Ball. They successfully make the DC 32 Break check, and Arcanine gains extra health and glows. The Arcanine already knows Fire Fang, Thunder Fang, Bite, and Roar, but can also use one move that Growlithe can learn that it cannot, such as outrage. Each turn it takes 1 point of fatigue until it is caught again, as a free action, in a Great Ball, automatically confirming the catch.

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, Sleight of Hand, Heal, and more, but some of them include concentrating to successfully use a Charm. Concentration is done immediately when the other action is interrupted or initiated, and thus does not take any additional time.

Table 6-9: Concentration

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

Cooking – INT

Many times trainers will be on the road for many days on their journey. If they do not have access to a Pokémon center or other source of cooked food, it is often a good idea to cook their own! Though trail mix is sufficient to feed humans, this will not feed Pokémon. Additionally, well-cooked food has other benefits, including potential health recover and improving the relationship between trainer and Pokémon. Well cooked food can also be especially filling, reducing the amount of food needed to be eaten in a day.

Cooking meals requires ingredients! This use of cooking often pairs well with survival as a skill, which can be used to gather rare culinary ingredients including berries to flavor a meal and components like leeks, bitter roots, apples and more. These rare ingredients can increase the result of a cooking check by +2. These ingredients can also be purchased, with a price that is often at least twice the price of regular human food per serving and weighs more (see Fruit/Luxury food). Additionally, all Pokémon have a favorite flavor and a disliked flavor; food that matches their taste preference provides a +2 on the cooking check when cooking for a Pokémon while disliked food provides a -3 penalty. Assuming enough food was prepared, each additional point above the DC goal provides another plate of food for another individual. Similarly, if the DC is not met, the food is still edible, though the food quality is noticeably poorer and may provide no benefits. If the total check result for cooking is zero or below, the food created is inedible. Cooking meals in this manner takes an hour. See chapter 11 for more information about the use of food.

Table 6-10: Cooking Meals

Flavor	Natures preferring this flavor	Natures disliking this flavor	Skill DC	Benefits
Spicy	Adamant, Brave, Naughty, Lonely	Modest, Timid, Calm, Bold	15	Provides food for trainer and Pokémon, Pokémon slowly increase their attitude toward trainer.
Dry	Modest, Quiet, Rash, Mild	Adamant, Jolly, Careful, Impish	20	Feeds both, slowly increases attitude toward trainer, Pokémon regain ¼ of max HP.
Sweet	Timid, Jolly, Naïve, Hasty	Brave, Quiet, Sassy, Relaxed	25	Feeds both, increases attitude toward trainer, Pokémon regain ½ of max HP.
Bitter	Calm, Careful, Sassy, Gentle	Naughty, Rash, Naïve, Lax	30	Feeds both for a whole day, increases attitude toward trainer, Pokémon regains ½ of max HP, trainer regains ¼ of max HP.
Sour	Bold, Impish, Relaxed, Lax	Lonely, Mild, Hasty, Gentle	35	Feeds both for a whole day, increases attitude toward trainer, Pokémon regains full HP, trainer regains ¼ of max HP.

Cooking can also be used to make Aprijuice. Aprijuice is a special drink that can be given to people or Pokémon to help their performance in various different aspects. Aprijuice is made from Apricorns and provides a +2 enhancement bonus to a selected ability score when drunk by a person or Pokémon. For Pokémon, this does not increase their stats, only their ability scores (thus, drinking red aprijuice will only increase Strength, and not the attack stat). Aprijuice is only good for one day, after this it will go bad and may have a chance of making a Pokémon nauseous for the duration (based on the original cooking check, see table 6-11). Up to 5 apricorns may be added and each apricorn added of the same flavor profile increases the check result by 1, while different flavors do not change the DC. There must be a dominant flavor; if there is a tie for the strongest flavor, the aprijuice does nothing. A

Pokémon that likes a particular flavor (determined by their nature) gains the benefits for 1.5 times the duration, while a Pokémon that dislikes the flavor only receives the benefits for 2/3 of the duration. Humans do not get any change in duration based on their taste preferences. See table 6-11 for DCs, duration, flavor, enhanced stats and spoiling chance. Making aprijuice takes one hour.

Table 6-11: Aprijuice details

Aprijuice DC	Duration	Chance of Nausea after a day
30	1 minute	50%
35	10 minutes	30%
45	1 hour	20%
Color of Apricorn	Boosted Stat	Flavor
Red	Strength	Spicy
Yellow	Constitution	Sour
Blue	Intelligence	Dry
Green	Wisdom	Bitter
Pink	Dexterity	Sweet
White	Does not boost a stat but can be used as a filler Apricorn	Neutral (liked by neutral natures, no Pokémon dislike)
Black	Charisma	Any flavor (liked by neutral natures, no Pokémon dislike)

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 table 6-12 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.

Table 6-12: Craft

Item	DC	Craft Skill	Item	DC	Craft Skill
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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 table 6-13. Since diplomacy is very language dependent, using it with somebody who does not speak the same language instills a -4 penalty on your check. A human using it on a Pokémon also has a -4 penalty, which stacks with the first if you can’t communicate. Additionally, you cannot use diplomacy on a Pokémon to change its attitude towards trainers.

Table 6-13: Diplomacy

Initial Attitude	Newly Hostile	Newly Unfriendly	Newly Indifferent	Newly Friendly	Newly Helpful
Hostile	DC below 20	20	25	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.

Table 6-14: Disguise

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

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 unless otherwise specified. 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 dropping 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. Providing long-term care allows this recovery to occur in half the time. Additionally, an individual receiving long term care will recover hit points twice as fast as they normally would, 2 per level per long rest, or 4 per long rest if they are getting complete rest and 2 ability points per long rest or 4 per long rest under complete rest (A human normally recovers hit points at a rate of 1 per level per long rest, and 1 point of ability damage per long rest). 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. This use of the heal skill can also work on Pokémon, not just people. 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 turn 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. Similarly to stabilizing, this only takes a standard action to activate, but requires a minute of attention following success.

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

Table 6-15: Heal

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

only the normal amount of health is restored, and the item is consumed as normal. This use of the heal skill only works on Pokémon.

Intimidate – STR

Just as diplomacy can positively influence other’s attitude towards you, Intimidating can negatively influence it. Whenever you want to force an opinion, an intimidate check can be rolled. It will usually cause others to lose respect towards you, and failure can result in them deceiving you or possibly intimidating you back. An Intimidate check takes a minute, and can be countered in two ways. It can be countered by an opposing intimidate check, with the one rolling higher winning, causing the other to give in to the opinion, or it can be opposed by a hit die check (usually your character or Pokémon level, plus a d20) plus your wisdom mod, to keep your opinion and not give in. Alternatively, one can use intimidate to demoralize an opponent, taking a standard action. The loser of the check is shaken, taking a -2 on all ability checks and saving throws. This lasts for as long as the intimidator is present, and 1d6x10 minutes afterwards. Since intimidate is very language dependent, using it with somebody who does not speak the same language instills a -4 penalty on your check. A human using it on a Pokémon also has a -4 penalty, which stacks with the first if you can’t communicate. Additionally, you cannot use intimidate on a Pokémon to change its attitude towards trainers.

Every size category larger you are than the opponent, you gain a +4 size bonus on your intimidate check that stacks. Similarly, every size category smaller you are, you take a -4 size penalty, again, stacking.

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.

Table 6-16: Knowledge Pokémon

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	Same check to identify

Making a Knowledge Check is a standard action. It cannot be attempted again if an undesired result is obtained –

		Type	primary type, +8 from base DC
Evolved Once	+5 DC	Identify area from	Separate check, same DC

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. Identifying a Pokémon requires a check of DC 7 plus whatever modifiers are listed on table 6-16 (with each additional area away increasing the DC by 1). Knowing where a Pokémon can be found is revealed with a 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. Once a party member catches a Pokémon, it is known. A Pokémon from outside the region cannot be identified.

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 as well as recent historical events such as important political and economic figures and navigating the region based off of its geography. Knowledge region combines aspects of confirmed, factual and recorded history, local traditions and customs and geographic locations like forests and mountains as well as built cities and structures. Knowledge Region is default to the home region of the trainer, but can be considered local for other regions if specified. For example, Knowledge Region (Kanto) and Knowledge Region (Unova) are two separate skills. A trainer may invest in multiple Knowledge Regions to know about multiple locations.

Knowledge Legends – INT (Trained Only)

Often used by Legend Speakers, historians and those who study Legendary Pokémon, Knowledge Legends focuses on powers greater than most humans encounter, and how they interact with these forces. Knowledge Legends incorporates ancient tales and stories and may describe particularly noteworthy historical events, such as wars, nobility and other world-shaping influences. These studies also involve potentially fictional tales of Pokémon and their powers and how those may have provided great influence over the world.

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. Though Knowledge Pokémon is used for identifying basic traits of a Pokémon, Knowledge Pokédex is used based on specific measurements and studies.

Table 6-17: Knowledge Pokédex

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, History (if distinctions are to be made from region and legends), Science, 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. The recipient of the motivate must also be able to see and hear the one motivating them in order to gain the effects. 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 turn after the check has been made, you do not have to wait the whole minute. Motivate provides a morale bonus.

A character can rush a motivate by taking a -10 penalty. This reduces the motivation time from one minute to two turns.

To increase the chance of a critical hit, add the bonus granted from the motivate check to the d20 roll, and if it is within normal critical hit range (20 for most moves, 19-20 for a single stage bonus, 17-20 for two stages, 13-20 for three, etc.) or above, the move is a critical hit.

Table 6-18: Motivate

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 able to attract crowds, and possibly earn some money depending on the result of the check. When performing for money, the amounts shown in table 6-19 represent one hour of performing.

Table 6-19: Perform

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

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 1,000 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. A Pokémon must have a high enough strength score to hold the weight of a trainer in their carrying capacity if the trainer wishes to ride them. 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 feet per turn. 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.

Table 6-20: Ride

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 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 table 6-21, though often times the check varies based off of the stealth check used to hide the object.

Table 6-21: 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

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.

When dealing with large crowds, sense motive can be used to gain insight on rumors and learn about local news. 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 the listener blend in and appear local, preventing any suspicions from being formed. Gathering information through the sense motive skill takes 1d4+1 hours to hear the full story but can be done rushed in 1d6+1 times 10 minutes, also at a -20 penalty. In certain situations, it may make more sense to add charisma instead of wisdom for this type of check.

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.

Some actions involving rope can be handled with sleight of hand, such as tying a knot and splicing ropes together. Tying a firm knot is a DC 10 check with special knots being DC 15. Splicing two ropes together is DC 20. Lastly, trying to bind a character results in them being stuck in the rope unless they can escape with a successful acrobatics check. Attempting to tie a knot one handed also increases any of these DCs by 5. All of these actions take one minute to complete.

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 long rest. 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 long rest and you cannot take a 10 or 20 on this check.

Table 6-22: Spellcraft

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 1/2.

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

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.

Table 6-23: Survival

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, for medicinal herbs, or for Apricorns for special Poké balls and Aprijuce. Takes 10 minutes and can be tried 1/day.
45	Search for specific berries with a growth time above 91 hours or search for mints. 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 components of table 6-21 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

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

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.

Table 6-24: Tinker

Device	DC	Time	Device	Time	DC	Example
Open very simple lock	DC 20	Full-turn Action	Simple	1 turn	10	Jam a lock
Open padlock	DC 25	Full-turn Action	Tricky	2d4 turns	15	Sabotage a wagon wheel
Open electronic keypad	DC 30	Full-turn Action	Difficult	2d4 minutes	20	Disarm a trap, reset a trap
Open biometric ID scanner	DC 35	Full-turn Action	Wicked	2d4 minutes	25	Disarm a complex trap, cleverly sabotage a clockwork device

Train Pokémon – CHA

This skill is 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. Following this, for moves, 3 checks in battle must be done using the Pokémon's intelligence mod instead of your charisma mod. After these checks an old move is forgotten (if this would be the 5th move learned, if not, no moves are forgotten) after the third check, the move is learned and can be used without failure. While using these in-battle checks, the Pokémon essentially has a 5th move, though using it has a chance of 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.

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 has never evolved gains a +5 bonus to this check, and a Pokémon that has evolved once gains a +2 bonus, since it is easier to learn moves at earlier stages. However, this only applies if the evolutions can learn the same moves. If a Pokémon is a middle stage and its previous stage does not learn the move, it still gains a +5 bonus. The same applies if it is fully evolved. If it is in a final stage and only the middle stage can learn the moves, it gains a +2 bonus but not the +5. If it is in its final stage and neither previous stage learned the move, the +5 bonus is still retained. This bonus also applies when a Pokémon is trying to use a move in battle, as do all other bonuses except the change in ability modifier and user of the move.

Table 6-25: Train Pokémon

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

The same bonuses related to teaching moves around evolution apply when Pokémon are learning a skill, with Pokémon that can evolve twice gaining a +5 bonus, once gaining a +2 bonus, and those that can't evolve gaining no bonus. Learning a trick takes a week of passive training totaling at least 2 hours a day, and cannot be done faster.

Certain characters can give a Pokémon one skill point when you level up to give it a number of ranks equal to its intelligence mod, minimum one. Ranks given by Rangers' field abilities and Performers' Routine Advancements do not require any checks to invest skill points, as these skills are gained automatically. Other classes may also invest in training their Pokémon to gain skill points. They must give up one of their own skill points when they level up, but do not immediately invest the ranks into skills. When teaching a Pokémon a skill through this method, the Pokémon must first meet the DC twice before it gains a rank in the skill. On the third Train Pokémon check, it gains one rank in the skill on a successful check. Regardless of the method the Pokémon learns a skill (through this or a class feature such as Complex Performance and Field Abilities), it can never have more ranks in one skill than its level. A Pokémon may only make one check to attempt learning a skill per long rest. If a Pokémon has moves that the GM feels are relevant, they may receive a bonus when using that skill or a lower DC for Train Pokémon checks to use that skill. However, normally without special training, moves do not function outside of battle.

Skill Synergies

Table 6-26: Skill Synergies

4 or more ranks in ...	gives a +2 bonus on ...
Acrobatics	Athletics*
Appraise	Evaluation checks for Connoisseurs
Athletics	Acrobatics*
Bluff	Diplomacy checks
Bluff	Disguise checks to act in character
Bluff	Intimidate checks
Bluff	Sleight of Hand checks
Break	Intimidate checks in the following turn
Craft	related Appraise checks
Knowledge Legends	Spellcraft checks
Knowledge Region	Survival checks to keep from getting lost or for avoiding hazards
Knowledge Region	Sense Motive checks for large crowds
Knowledge Pokédex	Knowledge Pokémon
Intimidate	Throwing Scatter Bangs

Perform	Sense Motive checks for large crowds
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Sleight of Hand	Athletics checks involving climbing ropes
Sleight of Hand	Acrobatics checks involving escaping ropes
Train Pokémon	Ride checks

*Only applies one way. If both skills reach 4 ranks at the same time, choose one to apply the bonus to. If one skill reaches 4 ranks before the other, the second skill gains the +2 bonus.

Table 6-27: Skills by Classes

	Breeder	Connoisseur	Legend Speaker	Master	Performer	Ranger	Researcher	Type Specialist
<i>Acrobatics (D)</i>				O	O	O		O
Appraise (I)	O	O	O					
Athletics (S)			O	O		O		O
Bluff (Ch)		O		O	O			
<i>Break (S)</i>				O		O		O
Concentration (C)	O	O	O		O		O	O
Cooking (I)	O	O	O				O	
Craft (I) ____	O	O			O		O	
Diplomacy (Ch)	O	O	O		O		O	O
Disguise (Ch)		O	O		O	O	O	
Heal (W)	O		O			O		
Intimidate (S)				O				
<i>K. Legends (I)</i>			O				O	
<i>K. Pokédex (I)</i>	O						O	
<i>K. Pokémon (I)</i>	O		O				O	O
<i>K. Region (I)</i>			O			O	O	
<i>K. Other (I)</i>		Any two					All	
<i>Motivate (Ch)</i>	O	O			O			
Perception (W)	O					O	O	
<i>Perform (Ch) ____</i>			Music		All			
<i>Profession (W) ____</i>	O	O						
Ride (D)			O	O	O	O		O
Search (I)	O			O			O	O
Sense Motive (W)	O	O	O					
<i>Sleight of Hand (D)</i>			O		O	O		
<i>Spellcraft (I)</i>			O					
Stealth (D)			O		O	O		
Survival (W)			O	O		O		O
<i>Tinker (I)</i>							O	
Train Pokémon (Ch)	O	O		O	O			O

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
 - Flashlight (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 table 7-1. 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.

Table 7-1: Starting Money

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 tables 7-2, 7-3, 7-4, and 7-5, 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 skill checks other than intimidate. 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 other than intimidate, 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.

A list of all basic equipment one might need on their journey is explained briefly below, with table 7-2 detailing the price and weight of these items.

- *Backpacks* are durable and can be used to hold items compartmentalized. They can hold most items a trainer would need on their journey. Because of the different pockets, one can quickly retrieve something from their backpack as a move action.
- A *barrel* is very sturdy and useful for storing items, though often difficult to carry. Because of the way they are sealed, items in a barrel are unlikely to go bad. Retrieving an item from a barrel takes a full-turn action.
- *Baskets* are small handheld containers that are great for holding items like berries. They must be held in hand but are easy enough to search through that an item can be pulled from them as a swift action.
- Many technological devices need to either be plugged in or require *batteries* in order to power them. Batteries can be used for a variety of purposes, as detailed in individual items.
- Up to two individuals can hold a *Battering Gogoat* at the same time. Each individual gains a +2-circumstance bonus on break checks against walls, doors and the like.
- When camping or otherwise in the wilderness, a *bedroll* provides sturdy ground to help support and cushion an individual.

- A *bell* can be used as a simple sound to signal. This can be to attract the attention of wild Pokémon, other trainers, or used to communicate with familiar individuals. Bells can be heard in about a 120-foot radius.
- Many people will not want stray papers to get lost and a *Binder* or *Folder* will help keep them secure, allowing them to be kept together in an organized manner.
- *Binoculars* allow distant objects to appear at twice their size, negating size penalties that may occur on perception checks.
- Especially in colder climates, having a *winter blanket* is necessary for getting a good night's rest when outdoors, such as camping.
- *Buckets* are useful for transferring liquids and other substances short distances.
- *Candles* can create a dim illumination around a 5-foot radius for up to an hour.
- When crafting with fabrics, *canvas* is a useful, durable source material that can be used to make tents, banners and other hardier works.
- Links of 10-foot length *chains* are durable and hard to break and can be linked to longer chains. Chains can be secured to various objects with sleight of hand checks (DC 20) and require a break check (DC 29) to remove.
- *Chalk* is a readily available temporary writing utensil that functions on surfaces like stone.
- Though large, *chests* are easy to organize to store equipment. When brought on journeys (often by expedition teams, rather than by individuals) they are essential for quickly sorting through items. An item can be retrieved from a chest as a move action.
- When trying to follow directions, a *compass* will always point towards north, aiding in many survival checks.

- *Crowbars* provide a +2-circumstance bonus on Strength checks for their typical purposes, usually opening or removing large lids. These may sometimes be used in break checks.
- When starting a fire, *Firewood* is often needed to keep warm. Firewood can usually be easily collected with a survival check (DC 15 or DC 10) over the course of one or two hours, respectively.
- In order to start a fire, *Flint and Steel* can be used with a survival check (DC 5).
- A *Frying Pan* can be used in various cooking checks. It can also be used as a *Drying Pan*, providing a +1-circumstance bonus to survival checks in rainy weather.
- When attached to a rope, a *Grappling Hook* can be thrown with an athletics check. The distance thrown is up to 5 feet for every point on the athletics check past the first 10. For example, an individual who rolled a 19 total could throw the Grappling Hook up to 45 feet.
- Various crafting and adventuring projects may require a *hammer* such as building something, setting up pitons, and more.
- A large *clay jug* is useful for carrying liquids.
- *10-foot Ladders* often are easier to climb than a bare wall and can be used for maneuvering and reducing DCs on athletics checks.
- An *LED Flashlight* illuminates a 30-foot cone dimly, with the closest 15 feet being clear illumination. This is helpful in dark environments. It lasts for 6 hours on one battery.
- A *handheld Flashlight* illuminates a 60-foot cone dimly, with the closest 30 feet being clear illumination. This is helpful in dark environments. It lasts for 6 hours on one battery.

- A *hooded, electric lantern* illuminates a 60-foot radius dimly, with the closest 30 feet being clear illumination. This is helpful in dark environments. It lasts for 6 hours on one battery.
- Locks, including *Simple Locks*, *Padlocks*, *Electronic Keypads* and *Biometric Scanner IDs* can be used to secure various doors. The latter two require connection to a power source and/or computer. These can prevent an area or container from being bypassed or open unless appropriate Tinker checks (see skill for DCs, table 6-24) are made.
- Having a *small steel mirror* can be useful for various things, including reflecting lights and images or just looking over one's appearance.
- A *clay mug* is great as a personal drink container that tends to be more durable and portable than drinking glasses.
- For characters who write a lot of notes, draw, or need to otherwise collect information or ideas, a *ream of paper* provides them a material to write on.
- *Pens* can be used as a more formal, permanent writing instrument.
- In contrast, *pencils* are often for quick notes and are less formal. They are more likely to smudge in certain situations while traveling.
- When digging underground or harvesting ores, a *Miner's Pick* can be used to break rocks, providing a +2 circumstance on relevant break checks.
- Between the size of a mug and a jug, a *clay pitcher* is useful for pouring out liquids and distributing them, rather than transportation or individual use.
- When hammered into a wall or the ground, *pitons* offer a place to hang ropes, chains, or other sturdy equipment to mark locations and aid in climbing and construction.

- A *10-foot pole* is useful for check if an area may be trapped or otherwise sensing things from a distance.
- Though a *belt pouch* can only hold one size tiny or smaller object, that object may be accessed with a swift action due to its accessibility.
- 50 feet of *rope* is an explorer's best friend! Rope has countless uses in securing items, climbing, construction, marking paths, and more.
- Similar to a backpack, a *sack*, can be worn over the shoulder. The lack of separate pockets and the deep nature of it requires a full-turn action to retrieve a specific item from it.
- If water damage is concerned, a container may be treated with *sealing wax* to prevent it from leaking or letting water in.
- A kit of *sewing needles* can be used with various threads and fabrics for relevant crafting checks.
- *Signal Whistles* each have a distinctive note or sound when blown. This can be heard usually in areas of up to a 600-foot radius and are often associated with a specific meaning.
- Wearing a *signet ring* is a symbol of status; they can be recognized with a DC 15 Knowledge Region (of the appropriate region) check to know who the individual may be.
- Stronger than a hammer, a *sledge* can fulfill similar purposes. It also provides a +2-circumstance bonus on checks to break containers.
- *Soap* is useful for staying clean of dirt, oil, and similar materials while also making it difficult to move. Soapy water (requiring a quarter pound of soap) can be poured over a

5-foot square and force an individual walking through it to make an acrobatics check (DC 15) or fall prone, ending their movement.

- Digging and various other construction projects are made easier by having a *spade* or *shovel* on hand.
- When sleeping outdoors, a *tent* provides shelter from the elements, some heat and some privacy and is important for getting a good night of rest. A tent is 10x10 feet and can comfortably shelter two size medium individuals.
- *Trail Mix* includes various nuts and candies that are high in calories and protein to keep trainers and other people venturing off well fed. It takes a long time to expire and thus can be bought in bulk.
- It is also important to have plenty of water on a journey and a *water bottle* acts as an easy way to distribute water among individuals.
- Each day, a person traveling will likely need to consume a *half gallon jug* of water and these are designed specifically with that in mind, allowing easy transportation.

Table 7-2: Basic Equipment

Item	Cost	Weight	Item	Cost	Weight
<i>Backpack (empty)</i>	1100	2 lb.	<i>Lock</i>		
<i>Barrel (empty)</i>	1100	30 lb.	- <i>Very simple</i>	500	1 lb.
<i>Basket (empty)</i>	220	1 lb.	- <i>Padlock</i>	1000	1 lb.
<i>Battery</i>	55	—	- <i>Electronic Keypad</i>	7500	1 lb.
<i>Battering Gogoat</i>	5500	20 lb.	- <i>Biometric ID Scanner</i>	20000	1 lb.
<i>Bedroll</i>	500	5 lb.	<i>Mirror, small steel</i>	2000	½ lb.
<i>Bell</i>	550	—	<i>Mug/Tankard, clay</i>	100	1 lb.
<i>Binder or Folder</i>	100	½ lb.	<i>Ream of Paper (100 sheets)</i>	1500	1 lb.
<i>Binoculars</i>	5500	1 lb.	<i>Pen</i>	200	—
<i>Blanket, winter</i>	275	3 lb.	<i>Pencil</i>	55	—
<i>Bucket (empty)</i>	275	2 lb.	<i>Pick, miner's</i>	1650	10 lb.
<i>Candle</i>	55	—	<i>Pitcher, clay</i>	550	5 lb.
<i>Canvas (sq. yd.)</i>	250	1 lb.	<i>Piton</i>	1100	½ lb.
<i>Chain (10 ft.)</i>	3650	2 lb.	<i>Pole, 10-foot</i>	1100	8 lb.
<i>Chalk, 1 piece</i>	5	—	<i>Pouch, belt (empty)</i>	550	½ lb.
<i>Chest (empty)</i>	1100	25 lb.	<i>Rope (50 ft.)</i>	550	10 lb.
<i>Compass</i>	550	-	<i>Sack (empty)</i>	55	½ lb.
<i>Crowbar</i>	1100	5 lb.	<i>Sealing wax</i>	550	1 lb.
<i>Firewood (per day)</i>	1100	20 lb.	<i>Sewing needle, 12</i>	275	—
<i>Flint and steel</i>	550	—	<i>Signal whistle</i>	440	—
<i>Frying Pan</i>	1550	10 lb.	<i>Signet ring</i>	2750	—
<i>Grappling hook</i>	5500	4 lb.	<i>Sledge</i>	1100	10 lb.
<i>Hammer</i>	275	2 lb.	<i>Soap (per lb.)</i>	150	1 lb.
<i>Jug, clay</i>	3300	9 lb.	<i>Spade or shovel</i>	1100	8 lb.
<i>Ladder, 10-foot</i>	3000	20 lb.	<i>Tent</i>	5500	20 lb.
<i>LED Flashlight</i>	550	1 lb.	<i>Trail Mix (per day)</i>	275	1 lb.
<i>Electric Lantern</i>	6600	3 lb.	<i>Water Bottle</i>	55	1-1/2 lb.
<i>Flashlight</i>	3850	2 lb.	<i>Water Jug, Half Gallon</i>	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.

Table 7-3: Specialized Equipment

Item	Price	Weight	Benefit
<i>Crafting Tools</i>	2750	5 lb.	+2 circumstance bonus on a specific crafting set, chosen at purchase.
<i>Fashion Case</i>	2750	8 lb.	+2 circumstance bonus on disguise checks.
<i>First Aid Kit</i>	1250	1 lb.	+2 circumstance bonus on heal checks, usable 10 times.
<i>Fruit/Luxury Food</i>	550	3 lb.	Food that can be eaten per meal. Fruit can also be shared with Pokémon.
<i>Legendary Symbol</i>	550	1 lb.	Varied bonuses including +1 circumstance on relevant Knowledge (Legends) checks
<i>Magnifying Glass</i>	850	0.5 lb.	+2 circumstance bonus on relevant appraise checks.
<i>Musical Instrument</i>	1250	3 lb.	Required for most musical performance checks, chosen at purchase
<i>Improved Musical Instrument</i>	7500	3 lb.	+2 circumstance bonus on a specific perform check, chosen at purchase
<i>Skill Tool</i>	2500	1 lb.	+2 circumstance bonus on a specific skill check not listed here, chosen at purchase.
<i>Stopwatch</i>	1750	0.25 lb.	Can be used to keep track of time.
<i>Tinker Kit</i>	1250	1 lb.	Required for most tinker checks.
<i>Improved Tinker Kit</i>	3300	2 lb.	+2 circumstance 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. Examples of items that may eventually be obtained include Poké balls with greater catch bonuses, potions and healing items capable of recovering more health or curing multiple statuses, consumable in battle items like X-items, stronger repels, Poké dolls, and more. Other in game items that are used in battling and such are described in later chapters.

Table 7-4: Pokémon Center

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

Minor heals for a human at a Pokémon Center can be purchased once a day per person, and take an hour to apply. Purchasing them recovers 1d8 plus the trainer's total class level in health.

Table 7-5: Pokémon Items

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.

Repels can be used to avoid weaker Pokémon. If a player uses a repel, they will not encounter any Pokémon of a lower level than they are for the next two hours. If used on two people, they may avoid battles with lower level Pokémon for one hour, and if used on four people, they have a 50% chance of avoiding battles for an hour. More than four people require multiple repels.

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.

Key Item

Each trainer may choose one item to be a key item. This item cannot be broken, lost, stolen or removed from their person as they keep it close and accessible at all times. Any item could be chosen as a key item, including a Pokéball (empty or containing a Pokémon), any battle item, any piece of equipment, a Pokédex, capture stylers, trainer's license, or other item such as cell phones, weapons, tools or more. Even in situations where other items may all be destroyed or taken, the key item will always remain in good condition.

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.

Table 8-1: Converting values

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

Attack	$\left(\frac{2 \times Attack + IV + \frac{EV}{4}}{20} \times Level + 5\right) \times Nature$	Strength=0.15*Attack+1.5
Defense	$\left(\frac{2 \times Defense + IV + \frac{EV}{4}}{20} \times Level + 5\right) \times Nature$	Natural Armor=0.08*Defense-0.6
Special Attack	$\left(\frac{2 \times Sp. Attack + IV + \frac{EV}{4}}{20} \times Level + 5\right) \times Nature$	Intelligence=0.15*Sp. Attack+1.5
Special Defense	$\left(\frac{2 \times Sp. Defense + IV + \frac{EV}{4}}{20} \times Level + 5\right) \times Nature$	Wisdom=0.15*Sp. Defense+1.5
Speed	$\left(\frac{2 \times Speed + IV + \frac{EV}{4}}{20} \times Level + 5\right) \times Nature$	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 table 8-1. 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 $\text{sqrt}(EV)/4$ 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 unique ability score that is calculated differently from other ability scores. It is based off of the Pokémon's nature and current moves known, rather than any specific statistic for a Pokémon. First, the condition of charisma must be checked based off of the nature. All Pokémon can have a charisma defined as Beautiful, Clever, Cool, Cute, or Tough or have neutral charisma. See table 8-2 to determine what type of Charisma a Pokémon has based off its nature. Then, find the contest condition for each move it knows (if the move was introduced after generation 6 and does not have a contest condition, the GM may assign it one or leave it as neutral charisma). All Pokémon start with a Charisma of 12. Moves that are in the same (S) contest condition as the Pokémon's nature will add 3 points to the charisma score, moves in an adjacent (A) condition add 1 point, moves that are neutral (N) add 0 points, and moves in opposite (O) conditions subtract two points. Lastly, count the contest condition that appears most in the moves (MF; not including the nature). Multiply this number times itself minus one and add it to the total. A Pokémon with neutral charisma can count all moves without a contest condition as the same type, and all other moves as neutral type.

$$\text{Charisma} = 12 + 3*S + 1*A - 2*O + MF*(MF-1)$$

As a Pokémon levels up and evolves or learns new moves, 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.

Table 8-2: Calculating charisma conditions

Nature	Charisma Type (+3)	Adjacent Conditions (+1)	Opposite Conditions ⁵ (-2)
Modest, Mild, Quiet, Rash	Beauty	Cool, Cute	Clever, Tough
Lonely, Brave, Adamant, Naughty	Cool	Beautiful, Tough	Clever, Cute
Bold, Relaxed, Impish, Lax	Tough	Clever, Cool	Beauty, Cute
Calm, Gentle, Sassy, Careful	Clever	Cute, Tough	Beauty, Cool
Timid, Hasty, Jolly, Naive	Cute	Beauty, Clever	Cool, Tough
Hardy, Docile, Serious, Bashful, Quirky	Neutral	N/A	N/A

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. A simplified version of this is shown in table 8-3, using a d20 instead of a d%. The top row lists the move's base accuracy (A_{base} , and the following rows show modifiers to accuracy and evasion based on stages of stat changes. An

⁵ The previous charisma formula was very complicated and became more difficult to use as moves without contest categories were introduced. This formula can compensate for moves without contest categories. I chose to keep this formula relatively simple; if one wanted to be more accurate, they may want to consider how certain natures disagree with specific contest conditions separately from typical contest condition charts. For example, gentle Pokémon usually would normally struggle in toughness contests (as would any other Pokémon with a defense lowering nature). A more precise formula may specify one condition for moves possibly having harsher effects, and other conditions other than those of the charisma type being neutral.

“AH” means the move always hits, as the value is above 1. A number listed means that number or higher must be rolled on a d20.

Table 8-3: Accuracy rolls for a d20

Move Accuracy	-	100	95	90	85	80	75	70	60	55	50	30
-6 stages	AH	15	15	15	15	16	16	17	17	17	18	19
-5 stages	AH	14	14	14	14	15	15	16	17	17	17	19
-4 stages	AH	13	13	13	13	14	15	15	16	16	17	18
-3 stages	AH	11	11	11	12	13	13	14	15	15	16	18
-2 stages	AH	9	9	10	11	11	12	13	14	15	15	17
-1 stage	AH	6	7	7	8	9	10	11	12	13	13	17
0 stages	AH	AH	2	3	4	5	6	7	9	10	11	15
1 stage	AH	AH	AH	AH	AH	AH	AH	3	5	7	7	13
2 stages	AH	AH	AH	AH	AH	AH	AH	AH	AH	3	5	11
3 stages	AH	AH	AH	AH	AH	AH	AH	AH	AH	AH	AH	9
4 stages	AH	AH	AH	AH	AH	AH	AH	AH	AH	AH	AH	7
5 stages	AH	AH	AH	AH	AH	AH	AH	AH	AH	AH	AH	5
6 stages	AH	AH	AH	AH	AH	AH	AH	AH	AH	AH	AH	3

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. This result is then multiplied by STAB for Same Type Attack Bonus, Type for any type weaknesses, resistances, or immunities, and critical, which occurs only on a natural 20, with the range being doubled for every stage increasing critical hits, such as

holding a scope lens. (This is different from the standard video game critical chances.) Other modifiers include weather, items, and more.

When a Pokémon uses a move, this attack counts as a standard action for the turn, and since the Pokémon and their trainer act on the same initiative in most situations, this means the trainer cannot do other things that take standard actions or longer, such as using a skill. Provided the move can be used (such as the Pokémon does not have it disabled), it follows the following set of steps to resolve the actions of the move:

1. Is the move within range? Check to make sure that the Pokémon could move its move-speed distance and that the move's range (mystery dungeon tiles squared times 5 feet, maximum 120 feet) can hit the opponent. If not, the Pokémon must first use a move action to reach the target. If the target is out of range but the Pokémon could move within its move-speed distance, the Pokémon is assumed to leap forward, attack, and return all within a single standard action.
2. Train Pokémon Check (if required) to teach in battle checks of a non-completed move. If the check scores within 10 of the required DC, the move is used (see Train Pokémon skill).
3. Check for waking up, paralysis, confusion, etc. based off of GM dice rolls or percentages.
4. Move's accuracy check is rolled on a d20, factoring in changes to accuracy and evasion. A move of 100% or guaranteed accuracy may skip this check. If accuracy and evasion modifiers exist, 100% moves must still roll, using their new accuracy, on the d20. For example, a 90% accuracy move will not be successful on a 1-2. A 70% accuracy move will not be successful on a 1-6.

5. The opponent may choose to dodge, and opposing Dexterity checks are rolled (See Actions).
6. The player rolls for a critical hit, dealing 1.5 times damage and ignoring negative attack stages or positive defense stages if they roll a natural 20 on a d20.
7. The player rolls damage using d8s from the formula as above.
8. The GM calculates damage.
9. The player rolls for secondary effects, rolling a d20, rounding percentages to the nearest 5% interval, to determine if effects occur.

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 for a standard, unarmed strike. Size modifier is calculated by the Pokédex entry for height compared to size listings (listed with Athletics in table 6-4). On a critical hit, multiply the damage by 2. People are not great at damaging Pokémon. Certain improvised weapons can be used to deal more damage, such as detailed in the grunt prestige class, or class features can change how much damage people do, such as with Fighting Type specialists⁶. Though accuracy is always determined via a d20 roll, humans using a Pokémon move, such as via the feat Arceus Gift, will convert their Strength or Intelligence into Attack or Special Attack respectively, in order to calculate damage against the Pokémon. Despite humans rarely being able to do significant damage against Pokémon, Pokémon can be quite destructive towards people. Pokémon similarly make an attack roll against Human's AC to try and hit

⁶ Additionally, variant rules for human-made weapons can be found in chapter 18 on the weapons section.

(applying strength, size, and other modifiers). 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 typeless unless otherwise

specified (Humans have no weaknesses, resistances, or STAB unless conditions such as a type specialist using their granted ability are present). 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,

Table 8-4: Pokémon saving throw bonuses

Good Fortitude Save	Good Reflex Save	Good Will Save
Grass	Dark	Bug
Ground	Electric	Dragon
Ice	Fighting	Fairy
Poison	Fire	Ghost
Rock	Flying	Normal
Steel	Water	Psychic

Table 8-5: Save bonuses for Pokémon

Level	Good Save	Poor Save	Level	Good Save	Poor Save
1	+2	+0	11	+7	+3
2	+3	+0	12	+8	+4
3	+3	+1	13	+8	+4
4	+4	+1	14	+9	+4
5	+4	+1	15	+9	+5
6	+5	+2	16	+10	+5
7	+5	+2	17	+10	+5
8	+6	+2	18	+11	+6
9	+6	+3	19	+12	+6
10	+7	+3	20	+12	+6

Normal, Bug, and Dragon have good will saves. A Pokémon may have multiple good saves if types dictate that. A good save is $\frac{1}{2}$ level +2, rounded down, and a poor save is $\frac{1}{3}$ level, rounded down, maximum at level 20.

When people who are not using Pokémon are involved in combat with Pokémon, at the beginning of the encounter, they may choose to use their dexterity stat or roll initiative to determine turn order. In table 8-1, one can take an ability score and convert it back into a base stat. A player could use their dexterity score in this formula to find their speed, and then act appropriately. However, certain characters that have higher initiative bonuses might prefer to benefit from the bonus they have beyond their dexterity score. For these characters, they should roll initiative as normal and then multiply the result by five plus their initiative bonus. This allows characters who are quick at reacting but perhaps not dexterous to still have a chance at acting early in combat.

In order for a Pokémon to hit with an attack in that turn, 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, initiative 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-turn action, unless otherwise specified.

Actions and Fatigue

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. Each consecutive turn dodging adds another point of fatigue to the total. For example, a Pokémon

dodging two turns in a row will take one point of fatigue on the first turn, and two points on the second turn. Dodging cannot be done if a Pokémon is asleep, frozen, or paralyzed. Moves with guaranteed accuracy or those benefiting from No Guard cannot be dodged.

Using the same move more than twice in a row gives the Pokémon one fatigue points, unless it is a move that mechanically benefits from or requires consecutive uses (such as fury cutter, rollout, or the effects of various items like metronome and choice items) and using a trainer feat gives the Pokémon (usually) one fatigue point.

A Pokémon can take a number of fatigue points up to $2 * \text{Trainer's Con Mod}$, minimum one. After this, it struggles. By spending a turn without doing any action, one point of fatigue is lost. 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, to damage the opponent. This damage is direct, and not placed in normal calculations. It then loses a quarter of its own 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. During a short rest, 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 1d8 is rolled to

determine what actions will be taken. On a 1, the Pokémon attacks their own trainer with their highest Base Power move if they are hostile, otherwise they take a nap. On a 2, the Pokémon takes a nap, falling asleep. On a 3-4, the Pokémon forces itself back inside the Poké ball, requiring another Pokémon to switch out. On a 5-6, the Pokémon loafs around. On an 7-8, the Pokémon attacks or behaves normally, as instructed. This also can apply to skill checks outside of battle.

Table 8-6: Pokémon Attitudes

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. Once met, the attitude goes up one stage.
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 stage (doubling the chance of occurring) 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.

Actions related to catching and item use

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 (ChaChaData.xlsx) to determine if a Pokémon is caught. A Poké ball (and all modern derivatives) can be thrown up to 75 feet in total, with every 15 feet causing a -1 penalty on the throw to catch the Pokémon (0 penalty up to 15 feet, -1 up to 30, -2 up to 45, -3 up to 60, -4 up to 75 and -5 at 75 feet away). This has little effect in most battles with wild Pokémon as trainers are usually only a few feet from the battle, but may be important if trainers run away or try to throw a Poké ball at a distance.

Hisuian Poké balls have different ranges. The Hisuian heavy ball, leaden ball and gigaton ball have a range increment of 5 feet each and do not function well from a distance as a result. However, when they are successfully thrown from up close without the thrower being noticed (such as via a stealth check), they have higher catch rates. Feather balls, wing balls and jet balls have similar catch rates to regular Poké balls and their derivatives but have double the range, being throwable up to 150 feet and having range increments of 30 feet, rather than 15, before incurring additional penalties for higher distances. These have greater effects when the Pokémon to be caught is flying, swimming, or otherwise has greater mobility than the thrower might

otherwise be able to handle. In order to effectively use these items, characters must have the palm proficiency feat.

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. Certain bonuses also may increase the cpfactor column listed on the spreadsheet. This multiplier is a 1 when there are no factors enhancing catching, but increases by 1/10th of the bonuses that apply to it. Examples of these bonuses include the catch bonus granted by type specialists and from the catch focus feats. The bonuses from cpfactor add together such that if a character has two bonuses that are each 1.1, they now have a total of 1.2. If they have a bonus of 1.2 and 1.4, their total cpfactor is 1.6.

Trainers can also use items in battles. These items can be things to recover HP or from statuses (such as potions, berries, antidotes, awakenings and more), stat-boosting items (x-attack, x-defense, dire hits, etc.), throwable items such as Poké balls or those under palm proficiency, or use other items. These items are used at a priority of +6, always going first unless a higher priority effect would be used. However, in order to be used at this priority, the item must be at hand or attainable with a move action, such as being stored in the pocket of a backpack. Most items will have the same effect as they would in the Pokémon video games with other unique effects often being described here. Some items, such as a capture styler, are often used with a skill check repeatedly over many turns (note that many items do not count as using a skill check and thus do not qualify for conditions such as the Trainer Bond feat). In any case, using an item is a standard action unless otherwise stated, meaning that a trainer cannot also command a Pokémon to attack on the same turn that they use an item.

The Palm Proficiency feat and Stunning Shot feat also give access to other throwable items that can be used in battle. These include smoke bombs, scatter bangs and cake lures. These are thrown with a catch check, as normal, but as they do not catch Pokémon the goal is instead to get the Pokémon's attention. In order to do this, the total result of the catch must be at least the Pokémon's AC - 5, in which the item will land in the square immediately in front of the Pokémon from the direction of the thrower. A smoke bomb will create a cloud of natural fog in a 20-foot radius that allows a character to use the stealth skill without being noticed. The fog dissipates after five turns. A scatter bang creates a loud noise that may scare some Pokémon away. Treat it as an intimidate check equal to half the result of check to throw it, with no chance for a counter intimidate (as the Pokémon cannot intimidate the remains of the scatter bang pouch). Cake lures can be used to attract a Pokémon to a spot and prevent it from attacking or running away. A Pokémon eating a cake lure will not run away for one round while it gathers the cake lure to eat and if it is especially fond of the food, such as a matching flavor profile or a food that the Pokémon would like in general, it will not attack for that one turn either. The cake lure only functions if it is immediately adjacent to the Pokémon. Lastly, certain items can be thrown to stun a Pokémon if their AC is hit. In this case, the Pokémon makes a fortitude save to resist being stunned (see Stunning Shot feat).

Using a Poké ball containing another Pokémon already also counts as using an item and thus happens on +6 priority. This action involves switching the present Pokémon with another one in their party as a standard action. If a trainer needs to switch their place in a battle, and another trainer wishes to take their place, this can be done as a full turn 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 Performers showcase a Pokémon's skills in other ways besides just attacking with moves, such as contests. Contests have 3 rounds, a dress up round, a dance round, and an appeals/battle round, the last one following battling variations, as shown below. In contests, entrants are trying to score points throughout the three rounds, with the highest scorers advancing into future rounds. Contests are all day events and though performances and dancing may happen back-to-back, between each of the rounds (including the semi-finals and finals) there is at least an hour break for trainers and Pokémon to rest.

Table 8-7: Contest Categories

Category	Similar Categories	Distant Categories
Cool	Beautiful, Tough	Cute, Clever
Beautiful	Cool, Cute	Clever, Tough
Cute	Beautiful, Clever	Cool, Tough
Clever	Cute, Tough	Cool, Beautiful

Tough	Clever, Cool	Beautiful, Cute
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Registration

Trainers competing in the contest must register at least one day in advance of a performance they would like to compete in, choosing one of five contest categories. These categories form a loop and are cool, beautiful, cute, clever, tough before looping back to cool. Generally, only one Pokémon can be entered in a contest, but some may allow for multiple Pokémon in separate or the same rounds. Classes such as Connoisseurs or Breeders who wish to judge must register at least 8 hours in advance. Those that have great talent or skill in judging Pokémon are selected to act as judges for the contest. This usually results in three or more judges based on which have the highest total scores in Appraise, Knowledge Pokémon, Motivate and possibly other related skills (such as unique profession skills). Judges cannot engage in the contest other than judging, but often times level up due to their training regardless. Once registration is complete, the contest begins by welcoming entrants, judges and spectators, briefly introducing individuals participating (as judges or contestants) and describing the general format of the contest.

Some moves released after generation VI in Pokémon do not have known contest categories. In this case, the GM should look into moves that have similar effects that were released earlier and use those as a reference for the contest category or choose their own category for the move.

Dress Up Round

The first round of the contest is the Dress Up round. This involves a trainer using the Disguise skill to hide or showcase attributes of their Pokémon and can additionally add routine performances. For any entrants other than Performers and Type Specialists with the coordinated feat, they may also instruct their Pokémon to add to the appeal of the dress up. This functions similarly to the 'simple routine' a Performer can do with a maximum of one event, such as the Pokémon using a move or skill that they have practiced before in the event. Performers are limited by their routine advancement (which may allow up to seven events be used in combination) and time (as one event may be performed per minute normally). Type Specialists are able to use up to four events if they are appropriate level, have sufficient time, and have the coordinated feat. A trainer rolls a Perform (Contest) check for the total performance, adding in the number of moves and one tenth the total roll on the Disguise check following the performance. Judges and other spectators make a Will save with a DC equal to the total above; each judge's will save is subtracted from the total roll giving the score for that judge. All judges then sum scores for each contestant. Regardless of the judge's scores, players receive an extra point for each move used within the contest category they entered and lose two points for each move that is two categories away from theirs. At the end of the round, the eight highest scoring contestants move on to the following round.

Use of some moves or skills may complicate an event. For example, if a routine is not practiced sufficiently, the DC for the will save is lowered by 5 (or 2 for Performers) for each missing practice. Performers must practice a routine a number of times equal to their Performer class level plus the number of moves used in the performance. Other characters must practice a routine a minimum of 2+CHA score of their Pokémon participating in the dress up round. Additionally, Performers who have extra routine advancements, but less time may have their

Pokémon perform multiple events at once, increasing the DC by 1 as if an additional move or skill were used, though this requires concentration as described in Routine advancement.

1. Players make a disguise check for their Pokémon. One tenth of the result, rounded down, is added to the following DC.
2. Pokémon perform events (moves or skill checks) as time and class level permits. Each additional event adds one point to the following DC.
 - a. Only Performers may have multiple events performed simultaneously if time is short, though this requires Concentration checks of DC 10+5 per simultaneous event or else they get no points for the events.
3. Players roll their Perform (Contest) check and add the result to the DC. If Pokémon have not practiced the events, they receive penalties.
 - a. Performers may have events up to the amount allowed by routine advancements. They must practice once per Performer level plus the number of events. Performers only take a -2 penalty to this check for each missed practice.
 - b. Type Specialists with the Coordinated feat may have events up to the amount by their level as determined by the Coordinated feat. They must practice once per Type Specialist level plus the number of events. Type Specialists take a -5 penalty to this check for each missed practice.
 - c. Other characters may have up to one event. They must practice times equal to 2+CHA mod of entered Pokémon, minimum 3. They take -5 penalties to this check for each missed practice.
4. Judges roll a will save. Score from this round is calculated by subtracting the judges' will saves from the player's DC calculated above, and summed across the three judges.

5. Moves used within the entered contest category for the event adds two points to the score.
Moves in a distant category subtract two points from the score.
6. The top-eight scoring contestants move on.

Dance Round

Following the dress up round, the eight trainers are split into two groups of two for the Dance round. The highest scoring trainer's Pokémon will be the first dance leader and they roll a Perform (Contest) check. However, instead of using their CHA for the check, they use either their DEX modifier or their trainer's DEX modifier (whichever is higher) to determine the total result. The total result is kept in secret, but the initial die roll is public for other contestants to observe. The three Pokémon that are not leaders roll a check the same way with a goal to get as close as possible to the leader's roll. This roll is unique because instead of adding the entire bonus of Perform (Contest) and the higher DEX modifier (and possible other bonuses), they may choose to add or subtract any amount up to their bonus on this check from the initial die roll to try and match the leader's score. Because of this, knowing about other Pokémon's speed, such as by making a Knowledge (Pokédex) check, could be advantageous (though this must be done prior to the start of the dance round as the perform check must be made immediately following the leader's).

The trainer with the closest score to the leader gains an additional 3 points added to their score from the first round, the trainer second closest gains one 1 point, and the last place gains 0 additional points. If there is a tie in distance from the leader, whoever had the higher total on the check gains the points. For example, if the leading Pokémon rolled a 14 total on their Perform (Contest) check and two following Pokémon rolled 12 and 16 respectively, the one who rolled 16 gains the extra points. Whoever had the second highest score at the end of the dress up round

then becomes the dance leader, following the same process as above. This repeats until all four individuals in the dance group have led at least once. At the end of the Dance round, the four individuals who have the highest total scores move on to the third round. This could mean an entire dance group moves forward, that two from each move forward, or one from one group and three from the other.

1. Contestants are split randomly into two groups of four.
2. The highest scorer from the Dress-Up round in the group leads the first dance. They roll a Perform (Contest) check using the trainer's or Pokémon's DEX (whichever is higher).
The die roll is public, but the total score is secret.
3. The Pokémon not leading the dance roll a Perform (Contest) check, similarly using DEX. They may choose to add or subtract any amount up to the total of their bonus to Perform (Contest) using this DEX score from the die roll, instead of adding all of it.
4. The Pokémon with the closest score (or highest in a tie) wins three points, the second closest wins one point, and the furthest wins no points.
5. The dance round repeats with the second highest score after the Dress-Up round leading next until all have been the leader once.
6. The highest four scoring individuals out of either group advance to the Appeals/Battle Round.

Appeals/Battle 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. A Perform (contest) check may be used in conjunction with using a move as a full-turn action (as opposed to the normal minute for performing). This Perform check follows similar rules to those used in earlier

routines, though disguise checks are not accounted for and a maximum of the one event occurs, so no bonus from additional moves or skills is added to the DC. This potentially allows extra points to be accumulated again. If the trainer wishes for the move to also have its standard battle effect on the opposing Pokémon, they take a -10 penalty on their perform check. If the same move is used sequentially, unless normally permitted to without fatigue occurring (such as fury cutter or rollout), then starting on the second use 2 points are subtracted from the trainer's total score from the previous rounds.

Similar to the Dress Up round, using a move within the contest category the Pokémon has entered in adds the Pokémon's CHA modifier to their score (minimum one). However, if a move that is two contest categories away is used, 4 points are subtracted from their total score. Using a move only one category away subtracts an additional 2 points from their score if the move is used consecutively, for a total of -4. If this score ever reaches 0, the trainer loses the battle, regardless of whether their Pokémon have fainted or not. If a combo is used that normally increases appeal (as described in contests, super contests and contest spectaculars from the video games; example: using rest on one turn and sleep talk the next for three extra appeal points), the extra points of appeal are added to the trainer's score as extra points. If a Pokémon is knocked out, it is similarly eliminated as if its score were too low. If the battle continues for more than ten turns (one minute or each Pokémon getting ten actions), the Pokémon that presently has the lower score is eliminated. In the event of a tie, the battle continues until one has a higher score. The two victors of the semi-finals round will move on to finals, where they will battle again. The finalist battle behaves the same as the semi-finals, allowing a mix of performance and battling technique.

1. Semi-finals randomly pair each of the four remaining contestants. They conduct a Pokémon battle. If either Pokémon faints, they are eliminated. The battle lasts for 10 turns or one minute, and at the end, whoever has the lowest score is eliminated.
2. Pokémon using a move of the appropriate contest category during this round gain additional points to their score equal to their CHA mod (minimum 1). Using distant category moves subtracts 4 points from their score.
3. Pokémon using any move more than once consecutively (unless the move specifically benefits from it) causes a -2 penalty to the total score. Using a similar category move more than once instead causes a -4 penalty to the total score.
4. Dropping a score below zero eliminates a player.
5. Players may perform as a full-turn action to add their perform check (and bonuses based on moves) with a minus 10 penalty to their score. This still counts as using the move against the opponent.
6. The winner of each of the semi-finals matches face each other in a finals match, following the same rules as above.

Prizes

Those who make it to the dance round gain an amount of Pokédollars equal to 50 times their final score. Those who make it to the semi-finals gain 100 times their score Pokédollars, the contest runner up gains 200 times their score and the winner gains 500 times their score, along with a ribbon for their Pokémon. Some larger contests may change the format of battles or the participants per round, as well as prize money. Additionally, classes such as Performer level up by making it to top 4 scores.

Unique Battles, Double Battles and More Participants

In most situations, a Pokémon battle is one on one, with each individual spending their turn to engage in the battle. Though some others may participate on the side, such as identifying Pokémon or moves, most of the focus will be on the turns of the two individuals battling. This may limit the engagement of other players though as they have to wait for the one who is battling to finish before they can do anything else. A possible way to overcome this, as well as introducing a new challenge is using double battles or group battles.

It is important to note that some class features, feats and Pokémon moves function differently in double battles. Some moves may hit multiple opponents, be usable on opponents and allies, or target all individuals. Similarly, the location of individuals on the battle may restrict their ability to attack others. In one standard action a trainer may command their Pokémon to attack as long as it could reach the target within its normal movement speed to reach the target. Moving further and/or moving around other potential friends or enemies in the battle may take up part of the move action, and having a grid, especially for when there are more than four participants, is very important.

When Pokémon or trainers are acting independently, such as two trainers versus two other trainers, or two trainers versus two wild Pokémon, a double battle is not very different from a normal battle. All individuals should declare their moves in advance and then individuals will move in speed order, using whichever move they had planned on using. This also helps preserve the opportunity for other strategies such as movement speed and priority that may make the battle more interactive or engaging. Though normally, one trainer cannot control multiple Pokémon at once due to it being an effortful and distracting process, the localized elements of a double battle assist with that.

In cases where multiple wild Pokémon appear, such as double battles, a few other considerations should be made. Some wild Pokémon may have access to the feat “SOS cry” which allows them to potentially call for help from more wild Pokémon over time. This is usually constrained by multiple factors, such as their level, and they likely will be unable to call more than one wild Pokémon at once. When there are large groups (such as 5) wild Pokémon present at a time, this is referred to as a Horde battle. Horde battles serve as an excellent opportunity for a new unique challenge, offering many more turns to act to the opponents. Horde battles are often a group of many slightly weaker wild Pokémon but the sheer number of them can make for an excellent boss encounter, as described later in the section on designing bosses. Lastly, in battles with multiple wild Pokémon, there is too much constant action and movement to aim a Pokéball correctly. A trainer trying to catch a wild Pokémon takes a -10-circumstance penalty for each Pokémon when there are more than one on any attempts to catch or capture Pokémon due to the motion and chaos. In many cases, it is effectively impossible.

Double battles and battles with more trainers involved are special circumstances and otherwise trainers should not be able to command multiple Pokémon at once, needing to switch out their Pokémon as part of their turn. These rules provide suggestions as to how double battles can be ruled within a typical Chambers and Charizard setting that keep balance in mind but also allow for these special format battles from the video games. The same rules may be extended to triple battles and rotational battles, but are not necessary for tag battles (as each Pokémon is controlled by a separate trainer). When one trainer must control multiple Pokémon in a double battle, a referee may grant that trainer the ability to do so as a condition, confining the actions of other trainers so that each Pokémon acts an equal amount of times to each other appropriately. In battles with wild Pokémon, as long as both Pokémon have a friendly attitude or greater towards

their trainer, they can both act under one standard action due to their knowledge training with each other being greater than that of the two wild Pokémon, who likely are not as coordinated.

In some cases, many individuals may be acting in one battle, often independent from each other rather than coordinated. Some of these individuals may not even be battling or may be using other strategies with their characters or Pokémon. These are often special encounters different from regular battles, such as boss fights or rather large encounters with multiple parts happening concurrently. For more information, see the section on designing bosses.

Aftermath

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 running shoes feat) normal speed (30 is the base for humans who are not encumbered) for a number of turns 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 turns 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 150 Pokédollars, or a total of 900 Pokédollars. Characters who do not have sufficient funds may have to give up other items of equivalent value,

such as offering a Poké ball for the price of 200 Pokédollars. In extreme cases where characters fall unconscious and have no usable Pokémon, but can be easily rescued, double the value of items and money should be subtracted from them.

Table 8-8: Aftermath payout

Class	Payout if loss
Master, Performer, Type Specialist	150* Player Level
Ranger, Researcher, Connoisseur	120*Player Level
Breeder, Legend Speaker	80*Player Level

Table 8-9: Aftermath experience

Level – 3	3
Level – 1	5
Level	6
Level + 1	7
Level + 2	9
Level + 3	12

Whenever a Pokémon knocks out another Pokémon in battle, or if a wild Pokémon is caught, experience is granted, as shown in tables 8-8 and 8-9. 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. In addition to the total from table 8-7, Pokémon gain experience equal to the level of the knocked-out Pokémon minus one. For example, if a level 4 Pokémon defeats a level 6 Pokémon, they would gain 9 experience according to table 8-7, plus 5 more, for a total of 14. If multiple Pokémon are involved in the battle (and didn't faint), determine experience each would earn, and then divide each value by the number of participating Pokémon. If Pokémon would receive any experience prior to division, they will always receive at least one experience point.

Table 8-10: Experience gain by level

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	6	8	11	15	20	26	33	41	50	60	71	83	96	110	125	141	158	176	195	215
2	5	7	9	12	16	21	27	34	42	51	61	72	84	97	111	126	142	159	177	196
3	3	6	8	10	13	17	22	28	35	43	52	62	73	85	98	112	127	143	160	178
4	3	4	7	9	11	14	18	23	29	36	44	53	63	74	86	99	113	128	144	161
5	0	4	5	8	10	12	15	19	24	30	37	45	54	64	75	87	100	114	129	145
6	0	1	5	6	9	11	13	16	20	25	31	38	46	55	65	76	88	101	115	130
7	0	1	2	6	7	10	12	14	17	21	26	32	39	47	56	66	77	89	102	116
8	0	0	2	3	7	8	11	13	15	18	22	27	33	40	48	57	67	78	90	103
9	0	0	0	3	4	8	9	12	14	16	19	23	28	34	41	49	58	68	79	91
10	0	0	0	0	4	5	9	10	13	15	17	20	24	29	35	42	50	59	69	80
11	0	0	0	0	0	5	6	10	11	14	16	18	21	25	30	36	43	51	60	70
12	0	0	0	0	0	0	6	7	11	12	15	17	19	22	26	31	37	44	52	61
13	0	0	0	0	0	0	0	7	8	12	13	16	18	20	23	27	32	38	45	53
14	0	0	0	0	0	0	0	0	8	9	13	14	17	19	21	24	28	33	39	46
15	0	0	0	0	0	0	0	0	0	9	10	14	15	18	20	22	25	29	34	40
16	0	0	0	0	0	0	0	0	0	0	10	11	15	16	19	21	23	26	30	35
17	0	0	0	0	0	0	0	0	0	0	0	11	12	16	17	20	22	24	27	31
18	0	0	0	0	0	0	0	0	0	0	0	0	12	13	17	18	21	23	25	28
19	0	0	0	0	0	0	0	0	0	0	0	0	0	13	14	18	19	22	24	26
20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14	15	19	20	23	25

Table 8-10 shows the winning Pokémon's level on the left column, the opponents' on the top row, and the experience the victor gets in the appropriate cell that matches both that column and row. Highlighted cells represent a battle with two Pokémon of the same levels fighting. If a level 1, 4, and 9 Pokémon all together defeat a level 10 Pokémon with none of them being knocked out, you would find values of 60, 36, and 16 experience for each and divide each value by 3, the number of participants, among them, awarding 20, 12, and 5 respectively. If the level 1 Pokémon was instead knocked out, the level 4 and 9 earn 18 and 8 respectively. This occurs before bonuses from other features, such as Type Specialists' experience bonus.

Especially at early levels, it is possible for a Pokémon to level up multiple times at once. Each level should be handed one at a time for stat increases, potential moves learned, evolving, and similar features.

Pokémon Level up according to table 8-11, shown below. All Pokémon start with 0 experience. Going from level 2 to level 3 requires 18 additional experience, for a total of 24. Wild Pokémon are caught with the minimum experience required for their level.

Table 8-11: Experience required to level up

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.

Introduced initially in Pokémon GO! is the idea of size variations within Pokémon. This is an idea that had been hinted to before in the anime, with some Pokémon being particularly large or small for their species. It is a rather easy rule to implement in Chambers & Charizard and helps flesh out the world with a little bit more realism as it is unlikely that all Pokémon will be exactly the same size. Though it should have no effect in battle or for most mechanics such as skills, it helps give additional personality to Pokémon encountered, even if they are a single appearance. Size values (such as height and weight) listed in the Pokédex should be considered the default or average, with most Pokémon not noticeably being different from those sizes. A few examples of how to handle size variations are presented below to help make Pokémon more diverse in interactions.

The simplest example for size variation in Pokémon would be as a result of rolling a die. One example would be rolling 2d% and multiplying the percent result by the Pokémon's default height to have a somewhat normal distribution. This may provide somewhat swingy results; some Pokémon may be especially small (as they could be 2% the height) or especially large (200% the height). The more dice rolled, the closer to average that the Pokémon will be. Taking

half of 4d% would provide an even closer distribution to normal. Other options include rolling a die and adding or subtracting the result to the Pokémon's height based on the result. For example, for Pokémon that are size medium, one could roll a d6 and flip a coin. On a heads they add the result of the d6 from height, on a tails they subtract the result of d6 from height. Due to the large diversity in sizes of Pokémon, there are unfortunately no good rules of thumb for what die size should be used for each species or even size category.

Pokémon that are especially close to the border of a size category (such as being 3'11, almost size medium) may become size medium as a result of this. Generally, both the height and weight should be used to determine the Pokémon's size (see table 6-4), though if the values are especially different, height is sufficient. If the values are very close to borderline and a slight increase or decrease in size may move the Pokémon's size category, special considerations should be made. Generally, Pokémon should not be different mechanically as a result of their size as compared to each other. It is best for the GM to decide as a whole for the species which size category the Pokémon fall under. In the example above, a 3'11 Pokémon may be considered size medium, especially if it weighs more than 60 lbs., making it size medium. About 50% of Pokémon in that species would be size medium and rather than splitting the species they can all be classified as such. In extremely unusual cases, such as if the Pokémon is double the size of normal for its species, the Pokémon may count as a larger size category.

To avoid problems based on extremes of dice rolls, the following table, 9-1, can be used to determine how different in height a Pokémon should be. This provides a more normalized distribution of height to prevent extreme outliers. The result is still determined by rolling a d%, but rather than using a raw value, it can be looked up on a chart, with the multiplier value again being applied to the Pokédex listed height for the species.

Table 9-1: Height Variation

D% roll	Multiplier	Change size category?
1%-2%	.5x the size in Pokédex	Yes
3%-10%	.75x the size in Pokédex	No
11%-32%	.9x the size in Pokédex	No
33%-67%	Same size in Pokédex	No
68%-90%	1.1x the size in Pokédex	No
91%-98%	1.2x the size in Pokédex	No
99%-100%	2x the size in Pokédex	Yes

Weight variation is similar to height variation. This can be calculated by a cube of the ratio for the height in most settings, though particularly light Pokémon might only have their height multiplied by a square of the ratio of heights instead. This will vary from species to species but again is mostly an aesthetic difference. Many of these features are similar to the chance of encountering a shiny Pokémon (roughly 1/4096 in most situations) where it has no difference other than appearance. Other aesthetic differences, such as slightly different patterns of fur, feathers, scales, etc. or unique behaviors can be included. These may be unique to a specific region, family, or even individual Pokémon! For differences that may have more mechanical effects, especially as related to size, see the “Alpha Roar” and “Totem Spirit” feats in chapter 10.

Party Composition and Walking Pokémon

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 Jigglypuff with ranks in perform. A Pokémon must be at least Friendly in attitude to learn skills or assist in skills.

Pokémon Behavior

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

Table 9-2: Attitude conversions

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

simple way to approximate it. The different attitudes are explained below.

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. Indifferent Pokémon cannot assist their trainer in skill checks outside of battle.

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 certain 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 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. In order for these moves to be used, they must have an out of battle effect in the main series video games or an equivalent secret technique. Moves that do not count as ‘field moves’ cannot be used unless a Performer’s complex performance, a Ranger’s field abilities, or a similar ability gives Pokémon the ability to make skill checks. Pokémon making a skill check in this manner with a relevant move may receive a bonus (usually +2 circumstance bonus) to help accomplish the task by using the move.

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.

Grinding

Often times trainers will wish to train their Pokémon quite quickly to ensure they are able to compete at gyms and similar battles. Though Masters get a unique ability in General Training, allowing them to grant experience to Pokémon with train Pokémon checks, and Breeders and Type Specialists have unique ways of granting experience, most of the time experience is gained by battling. When exploring a route, battles may eventually become very practiced and worn out,

and it may be worth it to speed up the process using methods such as grinding. The rules for Grinding are optional and do not need to appear in certain campaigns.

In order for trainers to grind, a few things must be accomplished. All standard Pokémon visible on a route must be encountered at least once. This does not require them all to have been caught, nor does it require them to even have been identified. Certain rare or event Pokémon likely need not be encountered for this to be met. All trainers in the party must also decide to grind Pokémon, they cannot split roles and have other trainers practicing skills or investigating other areas while some trainers grind (the exception to this rule is granted for trainers with Pokémon that don't get standard experience, such as Rangers and variant Legend Speakers, who may perform skills in local, explored areas). The trainers then choose a Pokémon they wish to train for experience, and how long they wish to train it for. All trainers must grind for the same total amount of time, but may divide that time up among different Pokémon. Generally, trainers will have one battle per 30 minutes to an hour, as if they were exploring a route.

The GM then rolls to determine what kind of Pokémon would appear, as if they normally would on a route, and determine what level it is. Trainer battles do not occur when grinding. These wild Pokémon cannot be caught. Rather than spend time generating the wild Pokémon, the GM rolls a d100 or d%, to determine the percentage of lost the player's Pokémon will lose. Certain factors, such as poor type matchups, may double the health lost, while others, such as higher levels than the wild Pokémon, may half the health lost. If the Pokémon does not faint, it gains experience as per normal conditions in a wild battle. This process greatly speeds up a battle, allowing trainers to gain experience much quicker. Trainers can use items such as potions to heal their Pokémon between grinding, but cannot leave the route or do any skills. The

exception to this is the Train Pokémon skill for in-battle checks to learn a move, which can occur during the expedited battle process.

If a GM wishes to further expedite experience gain on Pokémon, they may choose to give a pool of experience to trainers who spend their time grinding. This represents the average amount of experience gained from battles during the time the trainers decide with the Pokémon decide. For example, if a group of 4 trainers decide to all train Pokémon between levels 3-5 for 4 hours, and the route has many level 4 Pokémon, the GM may decide each trainer can distribute 36 experience to their Pokémon, representing the average of four battles of Level 4 wild Pokémon vs. Level 4 trainer Pokémon. It is recommended that the GM prohibit all of this experience go to one Pokémon, and suggest it must be divided among 2-3, perhaps even more. Though this could allow a trainer to give 1 experience point to 2 Pokémon, and 34 to another, a GM can decide what a fair division is. Additionally, depending on the circumstances, bonuses that trainers such as Type Specialists receive might not apply, especially if the group of 4 trainers is instead given 144 experience to divide among themselves. A situation like this might occur if one trainer normally helps another in battle, due to Pokémon being lower levels or roleplay reasons.

Playing as a Pokémon

For players wanting to play as a Pokémon instead of as a trainer, they have access to different ways to develop their character. Though Pokémon do not level up in classes the same way trainers do, they advance on their own, collecting experience instead of meeting specific goals, and growing stronger in each of their abilities overtime. Pokémon have a large variety in their stats, with weaker, early game Pokémon often having lower stats than legendary Pokémon. Additionally, Pokémon at low levels, even quite powerful ones, can be much weaker than humans in terms of stats, while common Pokémon at high levels can be dangerous to all trainers. Because of this, when selecting which Pokémon to play as, both the player and the GM should carefully decide what fits based off the campaign's start and expected progression so the player may feel balanced towards the rest of the party. It is recommended that beginner players or GMs do not play as a Pokémon, as additional considerations for balance may be needed throughout the campaign.

When creating a Pokémon character, players may select an alignment. The specific nature the Pokémon player has, which will likely affect their stats, is determined randomly by die roll, as shown for each alignment in table 3-3, in character creation basics. Players may select their gender, and may roll randomly for their ability, but they may not have a hidden ability. A player and a GM collectively decide what moves the player starts with from any moves the Pokémon can learn by level up at level five or lower. If a Pokémon can learn more than four moves, it may only know four. Whenever possible, the Pokémon should be able to use four moves, as these represent the majority of their features and abilities. Pokémon characters start with randomly determined Ivs, though players and the GM should also discuss if the spread is especially high or low.

As they level up, Pokémon do not gain any changes in their stats or ability scores, nor do they gain any new moves or class features. However, Pokémon stats naturally advance as they level up, increasing a little each time. Each level up, a Pokémon rolls 2d10 for their health and adds their constitution modifier, representing a gain in more hit points. Pokémon also get bonuses on saving throws, depending on their type, as detailed in the chapter on Pokémon battles. Additionally, when a Pokémon would be able to evolve, they will likely see large advances in their stats, and possibly even the opportunity to learn new moves or gain new abilities, depending on the species. Though stat progression and evolution are the only “features” a Pokémon receives as it advances in levels, Pokémon characters also may choose from specific feats, detailed below. They receive these feats at the same rate as human characters, receiving one at every odd level. Despite receiving two feats at level one, one of these feats must be spent on “Independent Pokémon”.

Other than Pokémon player characters, all Pokémon NPCs are considered Independent Pokémon. Most wild Pokémon will have feats invested in Move Replacement, allowing them to learn new moves as they level up, with similar restrictions as normal (only moves found by level up for Pokémon in the video games of 5 times their Chambers and Charizard level or lower). When a trainer catches these Pokémon, unless it is a special circumstance (such as the partners granted to Legend Speakers and Rangers, though this does not apply to other befriended or captured Pokémon), it is considered to no longer be an independent Pokémon and loses all feats, but keeps any moves known. From this point on, a Pokémon must learn moves through normal methods, such as the train Pokémon skill. The exception to this is the “Want to Walk” feat. This feat allows a caught Pokémon to release themselves from their Pokéball at random on occasion, regardless of whether it is independent or not. It is recommended that this feat only be taken by

an independent Pokémon player character that is caught in some way, or by wild Pokémon that have first appeared as reoccurring characters before being caught by trainers. This allows that Pokémon's character to continue to shine and develop, rather than only using them when called upon.

Though Pokémon normally do not start with skills, those that gain skill points by Rangers, Performers, the Train Pokémon skill, or the Skill Study feat, described below, may gain specific bonuses, depending on their type. Information on which skills grant bonuses are detailed below. Any Pokémon, independent or otherwise, can gain these bonuses, but only if they have one or more ranks in the skill or some other bonus beyond the type alone. A Pokémon cannot have more skill points in any one skill than its level. Certain abilities or moves may grant additional +4 bonuses when the Pokémon makes a skill check that it has points invested in.

Table 10-1: Pokémon types and skill bonuses

Bug	+4 bonus on Sleight of hand checks if one or more rank is invested
Dark	+4 bonus on Bluff checks if one or more rank is invested
Dragon	+4 bonus on Spellcraft checks if one or more rank is invested
Electric	+4 bonus on Stealth checks if one or more rank is invested
Fairy	+4 bonus on Perform checks if one or more rank is invested
Fighting	+4 bonus on Athletics checks if one or more rank is invested
Fire	+4 bonus on Break checks if one or more rank is invested
Flying	+4 bonus on Acrobatics checks if one or more rank is invested
Ghost	+4 bonus on Intimidate checks if one or more rank is invested
Grass	+4 bonus on Heal checks if one or more rank is invested
Ground	+4 bonus on Knowledge Region checks if one or more rank is invested
Ice	+4 bonus on Survival checks if one or more rank is invested
Normal	+4 bonus on Ride checks if one or more rank is invested
Poison	+4 bonus on Disguise checks if one or more rank is invested
Psychic	+4 bonus on Sense Motive checks if one or more rank is invested
Rock	+4 bonus on Appraise checks if one or more rank is invested
Steel	+4 bonus on Tinker checks if one or more rank is invested
Water	+4 bonus on Concentration checks if one or more rank is invested

Pokémon Feats

These feats are essentially the same as character feats, representing new benefits that Pokémon characters can do. Other than Independent Pokémon and Want to Walk, all of these

have specific prerequisites. Without these feats, generally the benefits provided cannot be accomplished by Pokémon. Independent Pokémon that are not developed characters are usually, considered to only have the “Move Replacement” feat, allowing them to exchange their moves

Table 10-2: Pokémon feats

Name	Prerequisite	Category	Effect
Independent Pokémon	First Level	Pokémon	A Pokémon with this feat to acts independently without a trainer.
Alpha Roar	Independent Pokémon, Level 5+, No IVs below 10	Pokémon	A Pokémon with this feat is unusually large and gains access to a powerful roar that catches others off-guard
Altered Evolution	Independent Pokémon, Level 7+	Pokémon	A Pokémon that normally requires a method to evolve outside of leveling up can take this feat to supplement the normal evolution process, causing evolution.
Dark Matter Menace	Independent Pokémon, Intimidate 3+ ranks or size Large or Larger	Pokémon	A Pokémon with this feat can combine the negative emotional energy of dark matter with their own intimidation techniques to make those around them uneasy.
Dungeoneer	Independent Pokémon	Pokémon	A Pokémon with this feat can use specific magic items exclusive to Pokémon.
Dynamax Den	Independent Pokémon	Pokémon	A Pokémon with this feat can be found in Dynamax Raid battles and can select a Dynamax Feat
Evasive Dodge	Independent Pokémon	Pokémon	A Pokémon with this feat can dodge as if instructed by a trainer.
Extra Appeal	Independent Pokémon	Pokémon	A Pokémon with this feat increases its charisma.
Hidden Ability	Level 5+	Pokémon	A Pokémon with this feat changes its ability to match its hidden ability.
Master of Illusions	Skill Study (Disguise), Level 5+	Pokémon	A Pokémon with this feat is able to disguise itself as a human.
Move Replacement		Pokémon	A Pokémon with this feat automatically replaces a move it knows with a different move it can learn.
Poké see Poké do	Independent Pokémon, Skill Study	Pokémon	A Pokémon with this feat can use skills in order to earn money.
Recruit	Independent Pokémon	Pokémon	A Pokémon with this feat can temporarily receive help from and direct other Pokémon on missions.
Skill Study	Independent Pokémon	Pokémon	A Pokémon with this feat gains access to specific skills.
SOS Cry		Pokémon	A Pokémon with this feat can call for help in battle.
Speaking Fees	Independent Pokémon	Pokémon	By giving up the use of a move, a Pokémon with this feat can speak common.
Telepathy	Independent Pokémon, Level 9+	Pokémon	A Pokémon with this feat can communicate to individuals within 60 feet through telepathic communication, regardless of language and without making a sound.
Totem Spirit	SOS Cry, Level 5+	Pokémon	A Pokémon with this feat can call for help from other Pokémon in the area, allowing them to join the battle.
Unique	Independent	Pokémon	A Pokémon with this feat can start with an egg move, a

Ancestry	Pokémon , First Level		specific nature, and a specific non-hidden ability.
Want to Walk		Pokémon	A Pokémon with this feat can release themselves from their Pokéball when they feel their trainer may need help, or in place of another Pokémon their trainer may want.
Wild Might	Alpha Roar	Pokémon	A Pokémon with this feat gains similar bonuses to the Move Mastery feat.

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 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.

Alpha Roar:

Prerequisite: Independent Pokémon, Level 5+, No IVs below 10

Benefit: Alpha Pokémon are unusually large compared to other Pokémon of their species. An Alpha Pokémon is roughly 1.5 times taller, wider, and longer than other Pokémon of its kind and its eyes glow in a vibrant, fiery red due to their territorial nature and anger. An Alpha Pokémon may let out a roar as a move action. All humans and any Pokémon they own who hear it within a 30 foot radius must make a will save (DC = 10 + half the alpha Pokémon's level + their Strength, Intelligence or Charisma modifier, whichever is highest) or fall prone. If riding on a Pokémon, the human falls off but may still make a save to not fall prone. Wild Pokémon are immune to this effect. Once this action is done, it can't be done again for 1d6+1 turns. An individual who succeeded on the save against a specific alpha Pokémon is immune to all future alpha roars from them for the next 24 hours. This added size, glare, and roar also gives them a +4 bonus on intimidate checks.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat but still remains larger than most of its kind.

Normal: The alpha roar action cannot be done.

Altered Evolution:

Prerequisite: Independent Pokémon, Level 7+

Benefit: If a Pokémon evolves by a method other than standard leveling up that requires a trainer such as trades, friendship, or specific training techniques, the Pokémon can instead evolve at their next level up.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Normal: This action cannot be done.

Dark Matter Menace:

Prerequisite: Independent Pokémon, Intimidate 3+ ranks or size large or larger

Benefit: A Pokémon with this feat taps into their negative emotions and their connection with Dark Matter. As a standard action, a Pokémon is able to project uncanniness in some way, often using their own size or imposing nature to bring fear to their foes. All enemies within a 30 foot radius must make a will save (DC 10 + ½ level + Charisma mod) if they can see and hear the Pokémon using this feat. On a fail, they are shaken for the next 10 minutes, or until their character leaves, whichever takes longer. After this feat has been used, it cannot be used again until after a long rest.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained by this feat.

Dungeoneer:

Prerequisite: Independent Pokémon

Benefit: Various mysterious items, such as wands, seeds, and orbs, have unique powers that a trainer may not be able to access. A Pokémon with this feat can make a Spellcraft check (example DCs shown in table 10-3) to attempt to activate these items. This takes a full-turn action to accomplish.

Table 10-3: Mysterious Items

Item	Spellcraft DC
Device	25
Friend gift, type-based	18
Friend gift, specific Pokémon	12
Wands	10+(Price/5)
Wands that can't be used against bosses	12+(Price/5)
Wonder Orbs	18+(Price/10, round up)
Thrown Items	10

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Dynamax Den:

Prerequisite: Independent Pokémon

Benefit: A Pokémon with this feat can only be found in specific dens in areas outside of cities and towns. This Pokémon can be approached in a raid battle, as detailed in the section on Designing bosses under Running the game. The Pokémon immediately starts out the encounter dynamaxed, granting it special powers and abilities. It is considered colossal in size, and gains an additional 50% to its maximum and current health when it starts the battle. Additionally, the Pokémon may select one dynamax feat to start with as a bonus feat.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Special: A Pokémon that is presently dynamaxed counts as a special ruling form.

Evasive Dodge:

Prerequisite: Independent Pokémon

Benefit: When under threat of a particularly dangerous attack, an Independent Pokémon with this feat may take the dodge action, as if they were being commanded by a trainer. They may use the action once per encounter, plus one more time for every four levels they have (maximum six times at level 20). Using the dodge action on consecutive turns adds an additional, accumulating use. For example, if a level 20 independent Pokémon attempts to dodge on the first turn of an encounter, it has used up one use of evasive dodge, if it attempts to dodge on the second turn, it uses up two uses, and if it attempts to dodge a third time in a row, it uses up the remaining three uses it has. If all uses of dodge have been used, the Pokémon is considered fatigued and struggles until it is able to rest for an hour of uninterrupted rest. This feat does not grant use of any other uses of fatigue, such as trainer feats.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Extra Appeal:

Prerequisite: Independent Pokémon

Benefit: A Pokémon that takes this chooses one charisma condition. They count as having an additional move of that charisma type, though they don't learn any new moves. This cannot increase their "mf" above 4, though it counts as a move for the purpose of "mf" if "mf" is below 4. It also adds to any same, adjacent or opposite categories, as appropriate.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Hidden Ability:

Prerequisite: Level 5+

Benefit: A Pokémon that takes this feat changes its ability to match its hidden ability.

Normal: This action cannot be done.

Master of Illusions:

Prerequisite: Independent Pokémon, Skill Study (Disguise)

Benefit: A Pokémon taking this feat excels in mimicking human behaviors and appearances. When disguising themselves, they may ignore the usual penalty in changing their height and weight by up to 25% (though the penalty is present if they go beyond 25%, and they cannot change their height and weight by more than 50%). This is accomplished by gathering more supplies for the disguise, using powers, and other features. Additionally, this feat gives them a +10 on all disguise checks made on themselves as humans. Humans who have never met the Pokémon are not entitled to a perception check to recognize that the Pokémon is disguised or who is beneath the disguise, only other Pokémon may attempt this. This feat does not give Pokémon the ability to speak, and suspicious behavior, such as inability to communicate, may result in perception checks being allowed.

Normal: Disguising as a human can be done, but likely at penalties due to Pokémon being different sizes and shapes than humans. People may attempt perception checks to see through these disguises under normal circumstances.

Special: Pokémon in the amorphous egg group gain a +2 bonus on their disguise check and those in the Human-Like egg group gain a +4 bonus.

Special: A Pokémon with the Illusion ability or Transform move gains a +10 bonus on this check.

Move Replacement:

Prerequisite: Independent Pokémon

Benefit: A Pokémon with this feat may instantly learn a new move from its level up list, provided it could learn that move at its level times five or lower by level up in the video games. This requires no Train Pokémon checks. If the Pokémon knew four moves prior to taking this feat, it must replace one; a Pokémon can never have more than four moves. Pokémon with this feat cannot learn egg moves, move tutor moves, or TM, HM, or TR moves, or any other type of moves beside those they'd normally get from leveling up without a trainer's assistance and the GM's approval.

Normal: This action cannot be done.

Special: This feat can be taken multiple times. Each time, a new move is selected.

Poké See, Poké do:

Prerequisite: Independent Pokémon, Skill Study

Benefit: A Pokémon that takes this feat has watched people make money, and can assist people in their jobs as if they have been trained. When selecting this feat, the Pokémon may choose a potential job. The Pokémon must have ranks in a specific skill relevant to their job, usually craft, profession, or perform. That Pokémon can earn an equivalent amount of money as a person that would work that job. Normally, this requires working for specific people or companies, often alongside trainers, such as a ranger and their partner, though sometimes Pokémon can run jobs specifically for other Pokémon, such as Kecleon shops or the reoccurring Oranguru in the Sun and Moon series.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Recruit:

Prerequisite: Independent Pokémon

Benefit: When embarking on a specific task alone, a Pokémon may request help from others they have previously assisted. This usually requires being a higher level than the Pokémon that was assisted and being within one alignment step. The recruit will join and will follow simple instructions, such as attacking, running away, etc. on their turn. As a full-turn action, specific instructions, such as using specific moves or strategies can be given to one recruiting Pokémon at a time. No matter how many Pokémon have the recruit feat, no more than four can ever adventure together at the same time.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Special: A Pokémon that has this feat cannot use it while they associate with a trainer, such as being captured, befriended, or traveling alongside other trainers. However, once they return to their own for at least 24 hours, they regain the benefits of this feat.

Skill Study:

Prerequisite: Independent Pokémon

Benefit: Using their own problem-solving abilities, many Pokémon can learn a variety of skills just as players do. When selecting this feat, choose a skill. The Pokémon gains one rank in the skill for each level they currently have. Additionally, whenever they level up, they gain another rank in it. When they make a skill check in that skill, they effectively add their level, ability score, a bonus from their types (if relevant) and situational modifiers. This chosen skill cannot be Knowledge Pokédex or Train Pokémon. Additionally, certain skills, such as Knowledge Legends, might be seen differently by Pokémon, and some aspects of skills, such as many uses of craft or the BREAKthrough maneuver, may not be possible.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Special: This feat can be taken multiple times. Each time, a new skill is selected.

SOS Cry:

Benefit: When feeling threatened, some Pokémon will call out for help. This can be done as a swift action, and help will be provided based on table 10-3. Once the action is done, it cannot be attempted for another 1d4 turns. If the opposing Pokémon is alone, only one additional Pokémon may be called at a time. If other Pokémon or trainers are involved, up to five Pokémon may be called.

If a Pokémon that is a different evolution stage is rolled, but does not exist, reroll. A Pokémon that is antagonistic would represent Pokémon that are rivals or dangerous counterparts, where one species may cause risk to the other.

Normal: This action cannot be done.

Special: If the action fails, the Pokémon does not need to wait another 1d4 turns before using it again.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Table 10-4: SOS Cry feat

Level of Pokémon with SOS Cry	1-5	6-10	11-15	16-20
Type of Pokémon Called				
Two evolution stages lower in the same family	N/A	1-5	1-10	1-10
One evolution stage lower in the same family	1-10	6-20	11-25	11-60
Same species	11-60	21-45	26-60	61-65
One evolution stage higher in the same family	61-70	46-60	61-68	66-70
Two evolution stages higher in the same family	N/A	61-68	69-70	N/A
Other Pokémon on same route that can heal	N/A	69-77	71-80	71-80
Other Pokémon on same route of different type	70-79	78-90	81-95	81-90

Other Pokémon on same route that's antagonistic	80	91-95	96-100	91-100
Attempt fails	81-100	96-100	N/A	N/A

Speaking Fees:

Prerequisite: Independent Pokémon

Benefit: A Pokémon that takes this feat learns how to speak, read, and write a human language, becoming fluent in it. However, this requires them permanently giving up the ability to use one of their moves. They may choose this move. Once it is chosen, it cannot be changed. Additionally, a Pokémon cannot learn a new move in place of the one given up, they may only have three moves total.

Normal: This action cannot be done.

Special: This feat can be taken multiple times. Each time, a new language is chosen. A move does not need to be given up if this feat is taken more than once.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Telepathy:

Prerequisite: Independent Pokémon, Level 9+

Benefit: By honing their insight through mythical powers, legends, psychic force, their own will, or many other features, a Pokémon that takes this feat learns how to telepathically communicate with others. They may communicate ideas perfectly with any individuals within 100 feet, regardless of if they share language, but may only communicate with one individual at a time. This can be done as a free action, like speaking, but does not require any motion or sound to be made. A successful will save (DC 10 + ½ the Pokémon's level + the Pokémon's charisma mod) can be used to resist this effect for individuals who do not wish to communicate telepathically.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Totem Spirit:

Prerequisite: Independent Pokémon, SOS Cry, Level 5+

Benefit: Some Pokémon are especially capable on their own, being larger than most of their species and having enhanced stats compared to others. They can easily acquire help from wild Pokémon, and will never fail when attempting to call for help. If they do, they reroll, though they may never call for help more times than their level divided by four (five maximum). When they first enter the battle, they also start surrounded by a fiery aura, granting them bonus stages to a stat of their choice, such as attack, defense, special attack or special defense. They gain one stage in one of these stats, plus one per two levels above level 5 they are, maximum 8 stages total. A Totem Pokémon can never have more than 2 stages in a single stat.

In certain circumstances, a GM may decide to grant the Totem Pokémon up to 10 stages to use, such as if the Pokémon normally has lower base stats than others in the area. Additionally, a GM may design other independent Pokémon to specifically be called by a Totem Pokémon, rather than rolling randomly, though if this is done they should be lower level than the Totem Pokémon and the total number that can be called should be one lower than the

maximum number normally able to be called at this level.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Unique Ancestry:

Prerequisite: Independent Pokémon, First Level only

Benefit: A Pokémon character that takes this feat may choose which of their abilities (though not a hidden ability) they would like to start with. They may also choose which specific nature, instead of rolling randomly based on their alignment. Lastly, they may choose one move from their egg move list to learn instead of a normal level-up move.

Normal: This action cannot be done.

Want to Walk:

Benefit: Some Pokémon do not like to stay inside their Pokéball after being caught, and still wish to be independent, even if they truly like their trainer. These Pokémon will often come out of their Pokéball when they feel like it. At the start of a battle or after a Pokémon was knocked out in battle, if a trainer is selecting which Pokémon to send out and has a Pokémon in their party with this feat, there is a 25% chance that the Pokémon with this feat will be called instead. If multiple Pokémon have this feat, choose randomly between which one is called. Additionally, if the trainer is in danger and cannot access their Pokémon, there is a chance equal to twice the Pokémon's level that it will sense their trainer is in danger and will try to free itself. For example, a level 10 Pokémon that senses their trainer is in trouble, such as being tied up and dragged away, has a 20% chance of escaping its Pokéball so that it can come to its trainer's aid.

Normal: This action cannot be done.

Special: Though most Pokémon feats are lost when a Pokémon is no longer independent, this one is not.

Wild Might:

Prerequisite: Alpha Roar

Benefit: The fiery glow within an alpha Pokémon's eyes translates into a fiery passion that it will use in battle! This allows the Pokémon to access agile style moves and strong style moves, as detailed below as standard actions. These cannot be used in the same turn as an alpha roar or the following round. Once either of these are used, they nor alpha roar can be used again for another 1d6 turns.

- **Agile Style:** The power of the move used is reduced and is only .75 times as strong as normal. However, the Pokémon gains an agile point. Every time the Pokémon has two agile points, it may spend those to attack on its turn as a swift action (on the same turn or a later turn, even if it has already attacked). Having a higher speed than the opponent (if there is only one), using a move with increased priority, or increasing their speed stat by a stage also grant an agile point. While a Pokémon can have more than two agile points, it may only spend them once per time it has used an agile style move per battle.
- **Strong Style:** The move hits surer and/or harder. A damage dealing move deals 1.25 times as much damage as usual. A status move has its accuracy increased 1.25 times normal, to a maximum of 100.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Dynamax Feats

These feats can only be taken by wild Pokémon encountered in dynamax raids. If the Pokémon from the encounter is caught, any of these feats are lost. Generally, these will not be on reoccurring characters, but allow for more developed “boss encounters”, creating one stronger Pokémon opponent with new options. These allow more diverse pools of attacks to be used, more frequent use of moves, ways to prevent setup, additional defenses, and health that Dynamax raid Pokémon can use. Dynamax feats also count as Pokémon feats.

Table 10-5: Dynamax feats

Name	Prerequisite	Category	Effect
Attack 2	Dynamax Den	Dynamax, Pokémon	A Pokémon with this feat attacks twice in Dynamax Raids.
Attack 3	Attack 2	Dynamax, Pokémon	A Pokémon with this feat attacks thrice in Dynamax Raids.
Gigantamax Factor	Dynamax Den	Dynamax, Pokémon	A Pokémon with this feat has the Gigantamax factor and can use G-max moves in place of max moves.
Health 1	Dynamax Den	Dynamax, Pokémon	A Pokémon with this feat gains extra health upon dynamaxing.
Health 2	Health 1	Dynamax, Pokémon	A Pokémon with this feat gains extra health upon dynamaxing.
Shields 1	Dynamax Den	Dynamax, Pokémon	A Pokémon with this feat can set up shields to reduce damage taken.
Shields 2	Shields 1	Dynamax, Pokémon	A Pokémon with this feat can set up shields to reduce damage taken.
Shockwave	Dynamax Den	Dynamax, Pokémon	A Pokémon with this feat can create shockwaves to reset the battlefield.

Attack 2:

Prerequisite: Dynamax Den

Benefit: A Pokémon with this feat may attack twice in one turn during a dynamax raid. The two moves cannot be simultaneous, a different individual must be able to act first between them, though the Pokémon can choose after how many individuals to wait before attacking. Additionally, the Pokémon may use regular versions of their moves instead of just max-moves. Once this ability is used, it cannot be used again for 1d4-1, minimum 1, turns. The extra move counts as an additional standard action if a non-move is used.

Normal: A Pokémon may only attack once per battle.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Attack 3:

Prerequisite: Attack 2

Benefit: A Pokémon with this feat may attack thrice in one turn during a dynamax raid. Any of the three moves cannot be simultaneous, a different individual must be able to act first between them, though the Pokémon can choose after how many individuals to wait before attacking. The three moves cannot all be max moves, and at least one must be a max move. Once this ability is used, it cannot be used again for 1d4+1 turns. The extra moves count as additional standard actions if a non-move is used.

Normal: A Pokémon may only attack once per battle.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Gigantamax Factor:

Prerequisite: Dynamax Den

Benefit: A Pokémon with this feat cannot dynamax, but instead can gigantamax. This allows it to use G-max moves unique to its species in place of regulate max moves, as well as provides it with a new form.

Normal: This action cannot be done.

Special: Even though the Dynamax Den feat is lost when a Pokémon is permanently caught, this feat is retained, though it is no longer treated as a feat. The Pokémon just retains the ability to gigantamax instead of dynamaxing.

Special: A Pokémon that is Gigantamaxed counts as a special ruling form.

Health 1:

Prerequisite: Dynamax Den

Benefit: When a Pokémon with this feat dynamaxes, it instead increases its maximum and current health by 75%.

Normal: A Pokémon gains 50% to its maximum and current health when it dynamaxes.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Health 2:

Prerequisite: Health 1

Benefit: When a Pokémon with this feat dynamaxes, it instead doubles its current and maximum health.

Normal: A Pokémon gains 50% to its maximum and current health when it dynamaxes.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Shields 1:

Prerequisite: Dynamax Den

Benefit: A Pokémon with this feat may set up shields in a battle to protect its own health. Setting up a shield counts as a standard action. Each shield has four layers. Any damage-dealing attack reduces one layer of the shield, and a max-move or a move that would knock the Pokémon out in a single hit reduces two layers of the shield. Shields may be set up one time per battle, plus one additional time for every 7 levels the Pokémon has (maximum 3).

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Shields 2:

Prerequisite: Shields 1

Benefit: A Pokémon with this feat improves the shields it can set up in battle. Each shield now has eight layers, instead of four. The layers of the shield function the same. In addition, the Pokémon can establish its shields a total of one time plus one additional time for every five levels the Pokémon has (maximum 5).

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Shockwave:

Prerequisite: Dynamax Den

Benefit: By releasing powerful dynamax energy from storms, wishing stars, and the Pokémon itself, a shockwave can cancel out many changes to the battle, making it closer to how it was at the start. Creating a shockwave is a standard action. The dynamaxed Pokémon is cured of any non-volatile status conditions, and all stat changes are reset. Additionally, for the next turn, all abilities of trainers and Pokémon are cancelled. A shockwave cannot be used for another 1d8 turns after it is first used.

Normal: This action cannot be done.

Special: A Pokémon that is later permanently caught loses the abilities gained from this feat.

Rules Unique to a Mystery Dungeon Setting

Some games will have no or near no interaction between humans and Pokémon, leading Pokémon to go off and explore on their own adventures. These settings might take place entirely within a world without humans, where Pokémon fill in various roles in jobs and development as well as even training each other in teams via the recruit feat. These settings may feature certain mechanics that are otherwise uncommon for independent Pokémon to deal with, including slice of life types of features (such as needing to eat and rest) and Pokémon being able to take advantage of actions they otherwise wouldn't have.

Assuming a Pokémon has had sufficient food for that day (following similar rules for eating normally, roughly 2 appropriate sized meals per 24 hour period) then it has a full belly. Certain actions the Pokémon may engage in cause the Pokémon to get hungrier, which can lead them to be unable to act. The belly mechanic, shown below in table 10-6, replaces fatigue that would normally accumulate in other settings. A full belly starts at 0 hunger and when it reaches 100 the

Pokémon struggles until it is able to take a long rest or eats food. Examples of how much hunger is restored by various types of foods is also shown in table 10-6. Hunger can also be spent to restore HP; a Pokémon taking a short rest can accumulate any points of hunger in order to restore an equivalent value of HP. Use of the same move consecutively does not incur additional fatigue or hunger in these settings. Other sources where a Pokémon may acquire fatigue, such as dodging, certain trainer feats and use of abilities through the BREAKthrough maneuver can also incur hunger. If a Pokémon has the evasive dodge feat, they can use that to avoid accumulating hunger, but dodging beyond that increases the hunger by 10, as shown in table 10-6 below. Though Independent Pokémon normally do not have access to trainer feats and BREAKthrough, in circumstances in which they do (perhaps previously being owned by a trainer and having learned it from them) will generally cost 12 points of hunger per point of fatigue. These abilities should be rare and approved by a GM before being used.

Also described in table 10-6 is the standard attack and linked attacks. The stack attack never costs any hunger as it is a much simpler move than most attacks. It is a physical hit that does typeless damage and makes contact. It has 100% accuracy, and its power is a number of d8s equal to the user's level with a maximum of 10d8. This move is generally only used in very dire situations. Linked attacks are when multiple Pokémon plan to use moves concurrently with each other against the same foe, acting out of normal speed order. The attacks must be linked in advance by an individual at a link shop and the moves in a link may not be changed. All Pokémon must be attacking the same foe and must be adjacent to the foe. All Pokémon in the linked attack must have attacked once individually and the target they are attacking has to have hit one of them with an attack previously. Due to the coordination required for a linked attack, all

Pokémon involved take an additional 2 points of hunger, on top of what they would otherwise gain from their attacks.

Table 10-6: Hunger

Action	Hunger Gained/Lost
Standard Attack	+0 hunger
Using a non- strength- or dexterity-based skill	+1 hunger
Using a strength- or dexterity-based skill	+2 hunger
Using a Move	$+(9-(\text{moves PP}/5))$ hunger
Linked Attack	$+(11-(\text{moves PP}/5))$ hunger
Dodge	+10 hunger
Other fatigue sources	+12 hunger per point of fatigue
Short Rest Healing	Varies, see text description
Berries, Gummis, Seeds	-2 hunger
Health Drinks	-5 hunger
Food (single piece of fruit, pastry, etc.)	-50 hunger
Food (full cooked meal)	-100 hunger

Table 10-7 introduces IQ feats, a type of Pokémon feat designed for Pokémon Mystery Dungeon Style Campaigns. These can only be picked up by independent Pokémon and should only be available to those in a mystery dungeon setting, unless otherwise specified. Many of these have no use for ranger or legend speaker partners (or wild Pokémon) due to their hunger-system requirements. IQ feats marked with an asterisk in table 10-7 can be taken outside of a mystery dungeon campaign, as long as all prerequisites are met.

Table 10-7: IQ feats

Name	Prerequisite	Category	Effect
All-Terrain Hiker	Independent Pokémon	Pokémon, IQ*	Gain additional form of movement.
Bodyguard	Independent Pokémon, Level 3	Pokémon, IQ	Intercept attacks designated for another target as long as adjacent to attacker or target.
Clutch Performer	Independent Pokémon	Pokémon, IQ	Use stat-raising moves for free when low on health.
Concentrator	Independent Pokémon	Pokémon, IQ	Exchange accuracy for damage.
Counter Basher	Independent Pokémon, Counter Hitter	Pokémon, IQ	Do more damage when retaliating on a counter hitter attack.
Counter Hitter	Independent Pokémon, Level 3	Pokémon, IQ	Attack of opportunity on adjacent opponent immediately after being attacked.
Critical Dodge	Independent Pokémon	Pokémon, IQ	Dodge critical hits more easily.
Defensive Rhythm	Independent Pokémon	Pokémon, IQ	Exchange accuracy for protection.
Lava Evader	Independent Pokémon, All-Terrain Hiker	Pokémon, IQ*	Navigate specific natural hazards without any penalty or risk, as approved by the GM.
Leap Ahead	Independent Pokémon, Ranks in athletics	Pokémon, IQ	Increase mobility and range of attacks for double the normal hunger cost.
Nature Gifter	Independent Pokémon, Ranks in heal	Pokémon, IQ	Feed or heal friends with berries and other foods.
Nutritionist	Independent Pokémon, Survivalist	Pokémon, IQ	Recover health when eating food.
Pierce Hurler	Independent Pokémon, Dungeoneer	Pokémon, IQ	Hit multiple targets at once with throwing items.
Power Pitcher	Independent Pokémon, Dungeoneer	Pokémon, IQ	Deal extra damage with throwing items.
Quick Dodge	Independent Pokémon, Evasive Dodge	Pokémon, IQ	After dodging, potentially take a move action.
Super Mobile	Independent Pokémon, All-Terrain Hiker	Pokémon, IQ*	Improve movement speed for All-Terrain Hiker, gain another movement speed.
Survivalist	Independent Pokémon	Pokémon, IQ	Recover extra hunger when eating.
Trap Avoider	Independent Pokémon, Trap Seer	Pokémon, IQ*	Gain bonuses to search for traps and additional +2 on saving throws against traps.
Trap Buster	Independent Pokémon, Trap Seer	Pokémon, IQ*	May attempt to break traps with appropriate tinker check.
Trap Seer	Independent Pokémon, Ranks in search	Pokémon, IQ*	Can search for traps and gain +2 on saving throws against traps.
Wary Fighter	Independent Pokémon	Pokémon, IQ	Take move action after missing with move.

All-Terrain Hiker:

Benefit: A Pokémon with this feat can choose one form of movement it does not already have. It may move at half its normal speed and gains a +8 athletics checks relevant to that form of movement. It may choose to take a 10 on any of these checks.

Special: A GM must approve of the movement form as appropriate to the Pokémon. Example movement forms include swimming, climbing, flying and burrowing.

Special: This feat may be taken in non-mystery dungeon settings, though it is still classified as an IQ feat.

Bodyguard:

Prerequisite: Level 3

Benefit: As an attack rushes forward you may leap forward to intercept it, potentially saving another Pokémon. When another Pokémon gets hit by a single-target attack, if you are adjacent to the target or attacker, you may instead make a save against the move's normal DC. If successful, you become the move's new target and you take 12 points of hunger while the move's original target takes none. If unsuccessful, you take 6 points of hunger and do not intercept the damage.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Clutch Performer:

Benefit: When in desperate situations, a Pokémon with this feat is better at defending themselves. Any status moves that raise their stats can be used for free, without costing any hunger when this Pokémon is below 1/4 of its maximum HP.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Concentrator:

Benefit: You can exchange your own accuracy for more damage. Each turn, as a swift action, you may choose to lower your accuracy by a number of stages up to half your level. This increases your attack or special attack (but not both), chosen at the time of exchange, by an amount equal to the stages of accuracy lowered. Moves that are normally guaranteed to hit cannot be used. If an ability such as No Guard or another effect makes all moves guaranteed to hit, treat those moves as having an accuracy of 100%. At the beginning of the next turn, these bonuses reset. Using this feat costs an additional 3 points of hunger per stage of accuracy lowered.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Counter Basher:

Prerequisite: Counter Hitter

Benefit: You refuse to hold back when retaliating. When a Pokémon with this feat would hit a Pokémon with Counter Hitter, it can do full damage instead of half. This lowers the user's defense by one stage due to the reckless nature of the action.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Counter Hitter:

Prerequisite: Level 3

Benefit: Never let your guard down and always be prepared to strike back! A Pokémon with this feat can immediately make an attack of opportunity whenever they are damaged by an opponent who ends their turn next to them. The Pokémon using this feat rolls an attack roll against their target's AC. If they hit, they may retaliate with

one of their damage dealing moves, as normal (including whatever effects that move has and cost of hunger it may have). This attack only does half damage due to the sudden nature of it, but otherwise functions as normal.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Critical Dodge:

Prerequisite: Evasive Dodge

Benefit: There's little scarier than a critical hit. When attempting to dodge a critical hit, a Pokémon with this feat may add +10 to their roll.

Defensive Rhythm:

Benefit: You can exchange your own accuracy for more protection. Each turn, as a swift action, you may choose to lower your accuracy by a number of stages up to half your level. This increases your defense or special defense (but not both), chosen at the time of exchange, by an amount equal to the stages of accuracy lowered. Moves that are normally guaranteed to hit cannot be used. If an ability such as No Guard or another effect makes all moves guaranteed to hit, treat those moves as having an accuracy of 100%. At the beginning of the next turn, these bonuses reset. Using this feat costs an additional 3 points of hunger per stage of accuracy lowered.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Lava Evader:

Prerequisite: All-Terrain Hiker

Benefit: Natural hazards won't stop an explorer! A Pokémon with this feat may select one type of natural hazard. They may walk through that hazard without any need for skill checks or saving throws.

Special: A GM must approve of the hazard as appropriate to the Pokémon. Examples of hazards include natural poisons, lava, river rapids, quick sand, unstable ground.

Special: This feat may be taken in non-mystery dungeon settings, though it is still classified as an IQ feat.

Leap Ahead:

Prerequisite: Ranks in athletics

Benefit: You can quickly close the gap between you and far away opponents. As a full-turn action, you can make an athletics check and attack. You may jump to any tile in the room within the range as normal for your athletics check, even if that would move you further than your movement speed. From this spot, double the tile range your move can hit due to the mobility in the jump. Using this feat doubles the hunger of both the move and the jump check.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Nature Gifter:

Prerequisite: Ranks in heal

Benefit: It's never good when a teammate falls down! A Pokémon with this feat may spend a standard action to give

a food or HP recovering item, such as a berry, to a teammate.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Nutritionist:

Prerequisite: Survivalist

Benefit: When eating food to reduce your hunger, you may also recover some health. After eating, a Pokémon with this feat regains one-third of its maximum HP. This ability may only be used once per short rest.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Pierce Hurler:

Prerequisite: Dungeoneer

Benefit: When using a throwing item, you may hit multiple opponents in a row. The spellcraft check to hit each opponent is increased consecutively for each new opponent (12 for two, 15 for three, 19 for four, etc.). In addition to the spellcraft check, you must hit the AC for each opponent with an attack roll, adding your strength or dexterity bonus (your choice). Each opponent hit takes damage as if they were hit with the throwing item. The user of this feat also takes hunger equal to the spellcraft DC attempted minus 10, regardless of whether they succeed or not on that or the attack rolls. This feat can be used with Power Pitcher, though the DC for the spellcraft check increases from that as well and the extra damage is only 1.25 when there are multiple targets.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Power Pitcher:

Prerequisite: Dungeoneer

Benefit: When using a thrown item, you may choose to increase the damage it deals. While making the spellcraft check to use the item, increase the DC by 5. If you succeed, the item deals 1.5 times more damage. This does not work on Geo Pebbles and Gravelerocks.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Quick Dodge:

Prerequisite: Evasive Dodge

Benefit: It's important to get away from a tough threat! After 198 successfully dodging an attack, a Pokémon with this feat may spend 5 additional hunger to move up to their speed away from the attacker.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

Super Mobile:

Prerequisite: All-Terrain Hiker

Benefit: Movement and positioning are important! A Pokémon with this feat gains access to a second type of movement, as per the rules of All-Terrain Hiker. Additionally, it is so comfortable with its movement from All-Terrain.

Special: This feat may be taken in non-mystery dungeon settings, though it is still classified as an IQ feat.

Survivalist:

Benefit: A Pokémon knows how to ration their food to get every bit of nutrition possible out of it! Whenever the Pokémon eats food, reduce their hunger by an additional 5 points. If the Pokémon eats food that would impart a negative effect on it, it may ignore that effect.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue. Hiker that it can now move at that at full speed, rather than half speed.

Trap Avoider:

Prerequisite: Trap Seer

Benefit: A Pokémon with this feat gains a +8 bonus to search for traps. They may always take a 10 when searching for traps, even when rushed or threatened. The time it takes to search for traps is cut in half. Additionally, they gain an additional +2 bonus on all saving throws made against traps.

Special: This feat may be taken in non-mystery dungeon settings, though it is still classified as an IQ feat.

Trap Buster:

Prerequisite: Trap Seer

Benefit: A Pokémon that has identified a trap (such as through searching or perhaps by activating it) may attempt to disable it. This usually takes one minute and is done with a Tinker check (DC varies on trap).

Special: This feat may be taken in non-mystery dungeon settings, though it is still classified as an IQ feat.

Trap Seer:

Prerequisite: Ranks in search

Benefit: A Pokémon may find hidden traps. By spending a minute on a search check, they may look for traps that are hidden (DC 20 or higher) around them to ensure they do not spring them. Additionally, they gain a +2 bonus on all saving throws made against traps.

Special: This feat may be taken in non-mystery dungeon settings, though it is still classified as an IQ feat.

Wary Fighter:

Benefit: Sometimes it's best to reposition after a missed attack. If the Pokémon with this feat uses an attack and misses, they may make a free move action immediately. This costs hunger equal to the amount they spent on their move.

Special: This feat has no effect on Pokémon that work with trainers as they have no hunger system, instead using fatigue.

These rules will likely not be as relevant in a game setting where people and Pokémon regularly interact, as it would require keeping track of multiple tools. The rules surrounding hunger are put in place because fatigue is based off of trainers rather than being based off of the individual Pokémon. Standard Attacks and Linked attacks are less necessary as well, instead relying on the trainer(s) to command attacks.

Your Journey

Slice of Life

Chambers & Charizard is a roleplaying game where players interact and try to achieve their goals in the Pokémon world. Though most of the mechanics in the book center around how different trainers capture, raise, and battle Pokémon, how these battles occur, how to overcome obstacles and how to individualize your character, there are many elements to the game beyond these mechanics that are important to consider. Characters being played, both by players and the game master, act as real people. They will not necessarily have all the same beliefs and behaviors of the person playing them, but they will experience many of the same needs. It is generally assumed that the Pokémon world is very similar to the real world, and the humans that populate that world are very similar to real life humans. Because of this, there are many aspects of real life that should be roleplayed appropriately and have mechanics based on them as well. These may vary from setting to setting, as a game master may select specific conditions, base things off of different elements of life, or include non-human character options that change these rules. In those cases, these rules may be used as a guideline, though in a standard setting they will likely guide important day-to-day events of the campaign.

Many features in this book are limited in how often they can be done by durations of short rest and long rest. A short rest is a one-hour minimum amount of time that trainers and Pokémon do not battle, travel, actively do any skill checks (though some passive ones such as craft could be accomplished here), or engage in otherwise stressful situations. In this time, a human recovers from certain conditions, such as blacked out, confusion, cowering, exhaustion which becomes fatigue (including the modified exhaustion that legend speakers may accumulate), frightened, nauseated, panicked, shaken, sickened, staggered, or stunned, in

addition to volatile status conditions from Pokémon moves as long as no source is continuing to create these effects. Additionally, a human at zero health recovers one hit point during the short rest. Pokémon are able to take a short rest while in their pokéball, but may also be brought out to play with and grow closer in friendship. Pokémon recover any accumulated fatigue over the duration of a short rest, resetting to zero. Pokémon outside of their pokéballs can also be healed of non-volatile status conditions including asleep, burned, frozen, paralyzed or poisoned without any interruption to the Pokémon or trainer through heal checks. Many classes also have class features that can only be used a limited number of times per short rest, such as a breeder's minor heals ability, which can be used again after the rest.

Regardless of whether they take short rests or not, players must take one long rest per day or suffer penalties. Usually, a long rest occurs over night while players sleep. A long rest is a period of minimum eight hours that trainers and Pokémon similarly refrain from strenuous activity, similarly to if it were a short rest. It is not required that individuals sleep during the entirety of the long rest, though trainers who do not get eight hours of sleep will be fatigued the next day. Similarly, trainers who do complete a long rest remove fatigue on themselves, as well as recover health points equal to their class level, up to their maximum. If players have suffered any damage to their ability scores (such as from being sick or injured) they recover one point in each ability score during the long rest. While receiving care from somebody else for a long rest, these recovery speeds can be doubled (see the heal skill for more information). Interruptions to the long rest prevent the recovery gained overnight, as well as preventing abilities that can only be done a limited number of times per long rest. Passive skill activities, such as crafting, as well as activities like keeping watch and conversation can occur during a long rest, though trainers who do not get eight hours of sleep may still suffer consequences of fatigue. Because of this,

long rests often last longer than eight hours in some situations, so that others can keep watch in shifts while some sleep. During a long rest, Pokémon automatically recover from any status conditions affecting them, volatile or non-volatile, regardless of whether a heal check was made.

In order to get a full night of rest, trainers must also have appropriate sleeping conditions. Usually, this requires trainers to at least be sleeping in a bedroll. Other equipment or conditions may aid in sleep, such as having a blanket and being in a tent, or having a fire nearby or poor weather outside. A standard tent can comfortably have up to four medium sized people or Pokémon inside of it at a time. Poor weather may require additional tarps or reinforcement to help shelter inside of a tent, and buildings with beds or other forms of hospitality, such as a Pokémon Center, will provide sufficient conditions for sleep without the need for additional equipment. A trainer who does not receive a full night of sleep wakes up the next day fatigued. If they are already fatigued and they go another day without receiving a full night of rest, they become exhausted. Additionally penalties may accumulate over extended periods without sufficient sleep.

Sleep is not the only requirement players must meet in order to avoid fatigue. Characters should eat at least two meals a day in order to keep up their energy and allow them to perform various actions and accomplishments. This applies to both people and to Pokémon. Food can vary widely in quality, but humans need to at the very least eat a pound of trail mix per day, which can be divided across the two meals. Most fruits can be eaten by people or Pokémon, and other foods, such as poffins, poképuffs, and curries can be eaten by both as well with varying effects depending on how they are cooked. Pokémon that stay in their poke balls for most of the day do not need to eat. Skills such as survival to gather rarer ingredients, and cooking are can be useful for providing benefits (see table 6-10 under the cooking skill for more information).

Because friendship is simplified to attitude in Chambers & Charizard, the amount of friendship increased from a meal should be left up to the GM, and should factor in other things such as time spent out of the Poké ball. These benefits may similarly vary based off of preferred and disliked flavors using the same rules for increasing or decreasing the meal's check result.

Trainers that do not eat two meals a day suffer from the same penalties of not getting sufficient rest, beginning with fatigue and eventually becoming exhaustion. After three days of no food at all, characters must make a DC 10 constitution check (only adding their constitution modifier) or take 1d6 points of non-lethal damage if they are a trainer, or take 2d10 points of damage if they are a Pokémon (unless the Pokémon has remained primarily inside of its Poké ball, in which it can last without food for much longer periods of time without any penalties). Players cannot heal this damage until they eat a meal again. The DC for this constitution check increases by 1 for each successive day (11 on the first, 12 on the second, etc.). Trainers must drink water at least once a day or similarly make constitution checks, though these checks must be made once every hour. Trainers with the endurance feat receive a bonus on these checks.

Though not day to day events, other considerations for basic living should be met for trainers and Pokémon to be healthiest. Environmental conditions, such as having comfortably temperature in a very cold or hot climate should be considered as this may disrupt individuals health and deal non-lethal damage over time. This may be from general climate effects or unique weather conditions. Most trainers and Pokémon in temperatures outside of a range of 30-100 degrees Fahrenheit must make a fortitude save once per hour, with the first hour having a DC of 15, the second being 16, the third being 17, etc. Failure results in taking 1d6 points of non-lethal damage. Ice types do not need to make the save for cold weather, and fire types do not need to make the save for hot weather. In extreme cases, this damage may be lethal. Characters with the

endurance feat receive a bonus on these fortitude saves. Other environmental conditions may affect battles, including weather, or affect the success of certain skills.

Though not a risk for individuals health, another possible environmental hazard is light. In certain situations, it may be too dark for characters to see. This prevents perception checks and search checks based on sight, and causes a 50% miss chance whenever trying to target something precisely, such as attacking or using most moves. Because most targets cannot see under these conditions, one can always make a stealth check. Color cannot be discerned under these conditions. Caves are an example of an area where there may be no light. In dimly lit areas, such as just by candle light, individuals take a -2 penalty to perception and search checks based on sight. Since it is still hard to see, individuals can still make stealth checks, regardless of the conditions. Under a moonlit sky would be an example of dim illumination. Characters with darkvision and all dark type Pokémon disregard any penalties within darkness or dim illumination provided it is within their sight range. In standard light or daylight, there are no penalties to vision, also known as clear illumination.

Beyond battles, normal health maintenance, and environmental conditions, other events may occur that threaten the well-being of players and Pokémon, though these are likely rarer. In rare event that there is no sufficient air to breathe, individuals may have to hold their breath. This can be done for a number of turns equal to twice the individual's total constitution score. Individuals may attempt to last longer with a constitution check of DC 10, increasing by one for each following turn. On the first failure, the player drops to zero health and is unconscious. Each following turn, the player loses one hit point (with no check or save to resist) until they reach critical condition. If they remain unable to breathe for a full turn while in critical condition, the player dies. More information about death appears later in this chapter. Falling damage may also

affect players, though an initial athletics check to jump properly or an acrobatics check to land properly can reduce the damage taken. Otherwise, an individual, trainer or Pokémon, takes 1d6 points of damage per 10 feet they fall, up to 10d6 at 100 feet. If a Pokémon is released from its Poké ball in a space too small for it, it similarly takes damage like a fall. Each turn until it is called or released from the space, it takes 1d6 damage per size category larger than the space it's in. For example, a size huge Pokémon occupying a space that can only fit a size medium individual would take 2d6 damage per turn. Finally, in rare cases, a trainer or Pokémon may become ill. This is usually the result of a failed fortitude save. Illness effects may vary based on the cause, but will usually cause damage to an ability score (which may affect stats for Pokémon in battle). The fortitude save for disease should be made in secret (by the GM) so the players are not aware of the result. Each day another fortitude save should be rolled to avoid the illness damaging the player again. If they successfully make the save two days in a row, they are no longer affected by the disease. This damage to ability scores can be healed off over time with rest.

Most humans walk with a base 30 foot movement speed. This equates to about 5 feet per second and represents characters moving at a fast but not running pace. When travelling large distances, it becomes inefficient to track speed in increments of feet per turn. Individuals can move at twice this pace in a hustle for up to an hour or up to four times this pace (provided they are not encumbered, see chapter 7 on carrying capacity) for a number of turns equal to their constitution score. Additionally, individuals can only walk for a limited time during a day. After going great distances, individuals are at risk for a forced march. Each hour past the initial 8 spent walking the individual must make a constitution check of DC 10 + 2*hours past the eight spent in the forced march. Trainers who fail this check take 1d6 non-lethal damage and become

fatigued, and Pokémon who fail take 2d10 damage. One can continue a forced march, but one can't move at a hustle or running pace while fatigued. Table 11-1 shows examples for greater distances covered over time based on different movement speeds. Greater movement speeds may be achieved through feats and class features and riding on Pokémon of high level that are fast could help individuals cover greater distances. However, because trainers often travel in groups, and sometimes with their Pokémon out, the group can only travel as fast as the slowest member. Thus, sometimes smaller, slower Pokémon should be carried or kept in their Poké balls, and trainers should try to walk together in groups.

Table 11-1: Distance traveled over time

	Base movement speed					
Time Walking	10 ft./turn	20 ft./turn	30 ft./turn	40 ft./turn	50 ft./turn	60 ft./turn
One Turn	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.
One Minute	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.	600 ft.
One Hour	1 mile	2 miles	3 miles	4 miles	5 miles	6 miles
One Day	8 miles	16 miles	24 miles	32 miles	40 miles	48 miles

Languages

As people and Pokémon are all intelligent individuals, they are capable of speaking and understanding languages. Some languages are used by Pokémon, such as individual languages for each type of Pokémon. Many are only used by people, or in rare cases, Pokémon that learn forms of human speech. When people do learn to speak the language of one type, they may communicate to that type of Pokémon clearly. Though that Pokémon may articulate ideas to other Pokémon, it is lost in translation if it is to be sent back to a person, and a person's original

thoughts come across as more of vague emotions or concepts to Pokémon of types that can't be spoken, even if articulated clearly. Thus, humans can only efficiently speak to those of languages they have.

All humans start with a Common tongue, the language used almost universally in the Pokémon nation. Humans can occasionally gain other languages through charms, feats, and class features. Though some of these languages are either written or spoken only, each of them has unique uses. A list of possible languages is presented in table 11-2, along with certain notes about them. It does not list languages of types, as there is one for each Pokémon type. This list is not comprehensive, and many times can be modified to suit the campaign or region better. Pokémon that can speak human languages are assumed to only speak in the Common tongue unless otherwise specified.

Table 11-2: Languages

Language	Written?	Spoken?	Notes:
Common	Yes	Yes	All humans can speak this
Braille	Yes	No	
Foreign	Yes	Yes	Likely needs many languages assigned
Glyph	Yes	No	Ancient Mew Alphabet
Latin	Yes	Yes*	Can be spoken, though often only written
Unown	Yes	Yes	Spoken in distortion wave patterns. Can be understood and spoken by Unown, regardless of whether psychic is spoken.

Death

Both Humans and Pokémon can reach low amounts of health where they are in critical condition. Pokémon are much more powerful than humans and can often times easily overpower them. This can make battles, especially against powerful wild Pokémon, extremely dangerous. Even Pokémon can face death, though it is a rare occurrence and they are usually only knocked out instead.

Whenever a Pokémon reaches 0 health, a common occurrence as the outcome of a battle, it faints and is unusable until it is revived, often times at a Pokémon Center. However, many cruel individuals could still wish to kill a Pokémon. As a full turn action, an individual may attempt a Coup de Grace to attempt to kill a fainted Pokémon. This action requires they be within 5 feet of the Pokémon and somehow deal damage to it, and requires this specific action (you cannot accidentally kill a Pokémon if for some reason you are unaware it fainted). The Pokémon makes a fortitude save with a DC of $(20 + \text{Damage dealt})$ if it is a human trying to kill the Pokémon, with the human always guaranteed to hit and score a critical hit for double damage. On a failure, the Pokémon dies, and can never be revived again. On a success, the Pokémon appears dead (only a Heal check with the same DC can reveal otherwise) but is still fainted. If the Pokémon rolls a natural 20 on the save, it wakes up and immediately gets an attack of opportunity against the human attacking.

If another Pokémon tries to kill the fainted Pokémon, it still must be within 5 feet, and it may use any move. The fainted Pokémon makes an appropriate save for damage using the normal DC of a Pokémon using that move $(20 - \text{move's PP}/5 + \text{Strength/Intelligence/Charisma modifier, for whichever move is appropriate})$, with Fortitude applying to physical moves, Reflex applying for special moves, and Will for status moves. The outcome of the save is the same as if

a human attacked, with a natural 20 allowing for an immediate attack back, a success causing the Pokémon to appear dead, and a fail causing actual death.

Perhaps more common is the possibility of human death. A human can take damage until they reach 0 health points, at which point they become staggered. When staggered, they may only take a single move or standard action before falling unconscious. If a human has below zero health, they will be unconscious until they reach an amount of health equal to their constitution score (not modifier) times negative one. While in negative health, people lose an additional health point each turn. At negative constitution score, they reach critical condition. In critical condition, a human cannot be revived except by advanced medical care. Generally, a Pokémon Center is not capable of providing this care, and a specialized hospital would be needed instead. People can also be affected by a Coup de Grace while in this stage. Generally, wild Pokémon, even hostile ones, will not kill a human. Additionally, most trainers (except for evil ones) would not direct their Pokémon to do so. In critical condition, any excess damage taken by the human will cause them to immediately die, with no save permitted.

Later Levels

In some situations, it may be advantageous for the game master to start characters beyond level one. This may apply to player characters who already have experience, non-player characters who begin at a higher level than the players any may act as rivals or otherwise be more advanced, help set things up for a single encounter in a shorter adventure or one-shot, or many other different cases. For the most part, starting at a later level is fairly simple, as players need to just build their character from level one as if they were to progress one level at a time. This means selecting appropriate class features, feats, skills, etc. for each level. Additionally,

Table 7-1 explains what additional money players may have past level one, in addition to their starting pack, in case players have acquired additional equipment.

In many cases, this information should still be discussed with the game master, as some aspects of leveling up are vague due to each class’s leveling requirements being unique. Notably, characters taking multiple class levels without the multi-class feat should discuss this with their game master before introducing their character, as this would normally set players back by a level or two. Many other features of leveling up are vague or variable though. Even starting equipment may vary in one campaign to another. A party with little investment in craft and profession may struggle with money, and even at later levels have fewer items for themselves and their Pokémon than a party with greater investment in these skills. Similarly, other starting elements, such as what level Pokémon are, and how trained they are, also likely vary from campaign to campaign. Tables 11-3, 11-4, 11-5, 11-6 and 11-7 have suggested rulings for starting Pokémon at each level, based off of each class.

These tables can similarly help pace what level players should be based off of their Pokémon level. If a player is still level one, but has Pokémon of level four, they probably should have an opportunity to level up sometime soon. This can be used as a rough guideline for game masters trying to pace their campaign and when to put in specific milestones for each class, especially since each class has different leveling up requirements.

Table 11-3: Breeder Pokémon by trainer level

Trainer Level	First Pokémon	Second Pokémon	Third Pokémon	Fourth Pokémon	Fifth Pokémon	Sixth Pokémon
1	1					
2	2	1				
3	3	2	1			
4	5	3	2	1	1	

5	6	4	3	2	2	
6	7	5	4	3	3	
7	8	6	1	4	4	
8	10	7	2	1	1	1
9	11	8	3	2	2	2
10	12	9	4	3	3	3
11	13	10	5	4	4	4
12	15	11	6	1	1	1

Table 11-3 shows information for the Pokémon party of a breeder starting past level one.

Breeders will likely have a large number of Pokémon from an earlier point in the campaign as they borrow from others and help train them over time in their day care. Because this feature helps breeder characters level up, breeders are likely to rotate through a variety of Pokémon, raising them from the start until they get to a respectable level. A breeder may have two or three Pokémon for himself that keep pace with others, but many of their other Pokémon will likely be lower level. A breeder will likely have a variety of moves on their Pokémon as well, as some of their training may be going to weaker Pokémon that won't have access to very powerful moves, and some to their stronger Pokémon. Because of this, breeders may have one or two powerful moves on their high-level Pokémon, but without significant investment in the train Pokémon skill, they would still have some weaker moves.

Table 11-4: Connoisseur, Performer, Researcher, Type Specialist Pokémon by trainer level

Trainer Level	First Pokémon	Second Pokémon	Third Pokémon	Fourth Pokémon	Fifth Pokémon	Sixth Pokémon
1	1					
2	2	1				
3	3	2				
4	5	4	2			
5	6	5	3			
6	7	6	4	4		
7	8	8	5	5		
8	10	9	7	6	5	
9	11	10	8	7	6	
10	12	12	9	8	7	7
11	13	13	10	9	8	8

12	15	14	12	10	9	9
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Most classes follow table 11-4, suggesting the scaling for starting Pokémon for connoisseurs, performers, researchers, and type specialists. These trainers will likely have one or two Pokémon from early on that progress quickly along with them, as Pokémon tend to have more opportunities for experience and leveling up than people. Later Pokémon they catch will also grow at a reasonable pace, but may not be as strong as the original members of the party, largely because these classes are less focused on battling. Each class has various features that may help them train their Pokémon new moves. Because the Pokémon are generally around the same level as the trainers, as long as the trainer has some investment in the train Pokémon skill, these Pokémon will have moves appropriate for their level as normal in the video games. Certain variations may occur, such as a Kukui researcher likely having many powerful moves, even without heavy investment in the train Pokémon skill, or a type specialist largely having moves related to their types. However, if the trainer does not invest appropriately into the train Pokémon skill, it is likely that most of their Pokémon will not have very powerful or a large variety of moves.

Table 11-5: Master Pokémon by trainer level

Trainer Level	First Pokémon	Second Pokémon	Third Pokémon	Fourth Pokémon	Fifth Pokémon	Sixth Pokémon
1	1					
2	2	1				
3	4	2				
4	5	4	3			
5	6	5	4			
6	8	6	5	5		
7	9	8	7	6	5	5
8	10	9	8	7	6	6
9	12	10	9	9	7	7
10	13	12	10	10	8	8
11	14	13	12	11	9	9
12	16	14	13	12	10	10

Being the best at Pokémon battles, masters are likely to have the strongest Pokémon, as shown in table 11-5. Pokémon belonging to a master level up quicker than most other classes, and masters should also obtain Pokémon quicker than most other classes, other than breeders. Masters are known for having fairly complete teams and their high catch bonus helps them acquire a large number of Pokémon. Features such as move replacement and general training additionally help keep Pokémon high level with powerful moves. A high level master will have a number of Pokémon stronger than him that he has raised for a long time, leading them to each have powerful moves. Even low-level masters will likely have some powerful moves on their Pokémon, thanks to the move replacements given at most levels. Level one masters will likely have an additional move beyond other trainers because of this.

Table 11-6: Ranger Pokémon by trainer level

Trainer Level	Partner Pokémon	First captured Pokémon	Second captured Pokémon	Third captured Pokémon	Fourth captured Pokémon	Fifth captured Pokémon	Sixth captured Pokémon
1	1		X	X	X	X	X
2	2		X	X	X	X	X
3	3		X	X	X	X	X
4	4			X	X	X	X
5	6			X	X	X	X
6	7				X	X	X
7	9				X	X	X
8	10					X	X
9	11					X	X
10	12						X
11	14						X
12	15						

Because Rangers Pokémon do not level up by normal battling, tracking their experience is a bit different. Rangers may sometimes have Pokémon leveling up faster than other classes, while other times may be slower. Rangers only have a single partner Pokémon, but they may capture and use other wild Pokémon they encounter, and later release them. The table above

shows not only what level the partner Pokémon is, but also at what level the ranger gets an improvement to their styler, allowing them to capture a greater number of Pokémon. Ranger partners, being independent, have access to Pokémon feats that can be used to give them more powerful or unique moves, and these should be considered when rangers build a character starting later than level one. However, outside of these feats, it is unlikely a ranger will have any powerful moves at higher levels, and rangers cannot choose any moves for the captured Pokémon they use.

Table 11-7: Legend Speaker

Pokémon by trainer level

Trainer Level	Partner, standard	Partner, variant
1	1	1
2	2	2
3	3	3
4	5	4
5	6	5
6	7	6
7	8	7
8	10	8
9	11	9
10	12	10
11	13	11
12	15	12

Legend Speakers are similar to many other classes in how their Pokémon advance.

Legend speakers who choose to allow their Pokémon to battle as normally will have a similar leveling curve to connoisseurs, performers, researchers, and type specialists. Though they have less access to training their Pokémon, the fact that they only have one Pokémon helps them focus their efforts to keep their partner strong. Additionally, just like rangers, legend speaker partners are considered independent and can learn new moves via Pokémon feats. As other legend speaker Pokémon are much more temporary, they are not listed. For variant legend speakers,

their Pokémon have very little emphasis on battling, and instead level up at the same rate that the legend speaker does.

These tables are all estimations, and campaigns may see large variation in the level of Pokémon and trainers. Some Pokémon may be particularly stronger than their trainers if they do a lot of grinding or have another character help them grow, while other trainers who avoid battling may have weaker Pokémon in comparison. However, this serves as a rough guide for where Pokémon should be at for characters that start at higher levels and don't have recorded information for each preceding level. Players may also catch different Pokémon in different orders, and may have a Pokémon that they didn't start with end up being their strongest Pokémon by a higher level. Other than rangers, no class is limited to only having the Pokémon on the table, but the Pokémon here represent the main ones in the party that a trainer is likely to use throughout their journey. For Pokémon starting with skill points, the player and GM should look at the Pokémon level-by-level to figure out when it was given those skill points and what its intelligence bonus would be at each of those levels.

For characters who have levels in more than one class, or levels in a prestige class, use whichever class has the most levels to determine which Pokémon they should start with and how strong they should be. If the number of levels in each class is equal, use whichever one the player had first to determine which table to follow.

Running the Game

Other Characters in the World

Designing Routes

Routes are an important location in the Pokémon world, as they serve as the main location for transportation to occur, the main location to identify and catch wild Pokémon, and the main location to gain experience and battle other trainers in unofficial battles. With the diversity of skills and uses of Pokémon presented in Chambers and Charizard, it is often important to consider more things that can occur on routes than in standard Pokémon games. For example, a ledge may have a DC 20 athletics check to climb over. Because of this, other skills such as search and survival can create blocks. Even still, sometimes it is best to have routes be linear or make them completely non-navigable at early levels, until an event has occurred later in the story (whether this simply opens up the route, or grants an HM or Ride Pager type service). Otherwise, players may find ways to navigate routes.

Similarly, battles should not be avoidable entirely. A general rule of thumb is there should be one encounter per 30-60 minutes of traveling a route. This represents 2-3 miles of travel in most cases. Events can fall into a few different categories, such as finding an item, finding a wild Pokémon, a trainer battle, a rare Pokémon or boss encounter, other events, or an unavoidable story encounter. Each of these will have a different percent chance of occurring, with certain factors such as weather, time, and season possibly further modifying the results of these encounters.

Finding an item is generally a simple process. This will naturally happen a small percentage of the time, generally no more than 20% of encounters on a route should be finding

an item. The items are generally going to be either simple items such as regular Poké balls and potions, or thematic items, such as finding a hard stone underground. These will likely also be determined by a random chance table, with each item corresponding to a certain percentage. If players choose to stop on a route, they may possibly actively look for other items. For example, search can be used to find items possibly dropped or left behind by previous trainers, often times including adventuring equipment and not just Pokémon supplies. Survival can be used to find berries, apricorns, herbs, and other similar items. As routes advance, the items found may be rarer or more valuable.

A wild Pokémon battle is also fairly easy to generate. The base stats as well as any other information for the Pokémon can be placed into the ChaChaData.xlsx spreadsheet, which can randomly generate IVs, abilities, etc. Care should be taken to observe the ability and moves (which should be adjusted appropriately for encounters in the area, as some Pokémon that have been bred can start with powerful moves) to understand what wild Pokémon can do in advance and come up with some basic strategies. Often times, choosing a list of potential moves in advance to be aware of what they are capable is recommended, as shown below. Unless particularly high level, most Wild Pokémon moves should be chosen somewhat randomly. Certain synergized moves may be used in succession, but generally moves should be determined randomly, rolling 1d4 to choose which move is used. Wild Pokémon can be battled and caught as explained in previous chapters on setting up battles.

Trainer battles that are randomly generated aren't too different from wild Pokémon battles, though these Pokémon can't be caught, these battles can have a Referee, trainers cannot run away, and there may be multiple Pokémon on the opposing trainer's team. The opposing trainer will likely have one stronger Pokémon than most of the Pokémon on the route, or

multiple Pokémon of the same level or slightly weaker. Since they are a real person, they will likely have levels in an NPC class, described later under NPCs. They will also have feats, skills, and other strategies to consider. For example, some NPCs may have their Pokémon dodge in battle, manipulate the environment, or even have EVs, IVs, or unique items on their Pokémon. Certain trainer battles may even be with other players or individuals with normal class levels, such as a Master or Researcher.

The most unique feature of trainer battles is that you can't run from a trainer battle. Often times, if eye contact is made, the battle begins, unless both trainers express disinterest. There are ways players can get around this. Often times, a simple discussion with diplomacy or similar skill checks can talk the opposing side out of a battle. Alternatively, opposed perception checks can be made, and if the party wishing to avoid the battle rolls higher, they may attempt to roll stealth to evade the potential battle. If their stealth check also is higher than the opponent's perception, the trainer is able to sneak past without any battle. If they succeed on the perception check, they may also turn around or wait for the opposing trainer to pass, but sometimes the trainer may see them eventually. If the battle begins, all trainers involved roll initiative. The higher rolls can choose when to act in turn order, rather than being required to go first. This only matters for sending out Pokémon, as a trainer may wish to see what the other individuals send out before deciding which Pokémon to use from their own team. After all Pokémon are sent out, battle continues normally with speed determining turn order.

Sometimes there will be rarer encounters, such as a wild Pokémon or powerful trainer that acts as a route "mini-boss" encounter. These encounters are usually rare, and occur under 5% of the time, often closer to 1-2%. These encounters should be set up similarly to others, but extra care should be taken to point out the danger or seriousness of the situation, and there should

be some way to avoid the battle or risk. For example, wandering into a deep part of the woods may trigger an encounter with a powerful, dangerous Pokémon. There may be apparent signs that the Pokémon is dangerous though, such as broken trees, claw marks, or sounds it makes, that are easy to observe and interpret. Even if it is a wild Pokémon, it will likely be stronger, rarer, and act with more strategy than similar Pokémon on the route. This means it may have better IVs and natures, possibly low amounts of EVs, a useful item, and a more synergetic assortment of moves. Wild Pokémon can generally be caught even if they are treated as a boss in this method, but depending on players' capabilities, they may be too high of a level to listen in battle.

Events are quite different from previous encounters, and do not occur in standard Pokémon games. These occurrences often require skill checks or saves. This is also an opportunity to introduce puzzles, such as mazes, riddles, or other problems that require players to use real life thought to overcome (though their real life ideas should often be aided by skills in game, so that the characters have an explanation for overcoming the event). It could be a narrow bridge across a stream that an acrobatics check is needed to cross, or else fall into the river, or it could be much more complicated, possibly a series of traps set up by a villain. These are still random encounters, and can be attributed as such whenever players traverse the route by describing that they went a slightly different path, since routes are depicted as larger in things such as the Anime and Manga. Some events might have very little significance to story, while others may include important details that help explain other events. This may affect their chance of occurring, making them more or less likely to happen.

When designing scripted story events, these will not have any random chance of occurring. Instead, these events are guaranteed to happen, and will be set on a route a certain number of encounters in. For example, meeting a potential Rival or other major NPC may occur

towards the end of the route. If the route is described as being 6 encounters long, suggesting it would take about 6 hours to traverse, the NPC may show up after the 5th encounter. This may be a one time event, or it may be a reoccurring event in the story. If it is reoccurring, then when traversing the route from the other direction, the event should occur after the 1st encounter, unless it moves throughout the route in some manner. However, if this happens, it is more likely going to become a random encounter after the initial scripted event. Scripted events may fall into any category on routes explained above, such as a trainer battle or event, or may be a completely different encounter, possibly just finding a strange landmark or discussing with a person of interest.

Routes should also have a rough description of the surrounding environment. When closer to a forested area, there will certainly be trees surrounding the path the trainers walk on, and these may obstruct battles or provide opportunities to hide. In mountains, the paths may be narrow and not support battles easily. In a city, there may be more items to be found, as well as more trainers than wild Pokémon. The same processes used to design routes explained above can be applied to similar locations, such as forests, caves, etc.

Below is an example of a route:

Route 100 is a forested route that runs West to East from one city to the next. There are many low-level Pokémon here, but many high-level trainers. Because of this strange balance, it isn't uncommon to see researchers in the field studying interactions between the two groups. Level 2 Rattata can be found 10% of the time. During the day, Level 2 Pidgey are found, but at night these are replaced with level 2 Hoothoot. 10% of the time, wild Oddish can be found at level 1. Trainers on this route often battle with evolved forms of these Pokémon, having 2 of the four listed above at level 6. Trainers will generally offer battles optionally, since many

individuals come here to catch new Pokémon. Trainers can be found 30% of the time. 15% of the time, a Researcher can be found observing an existing battle between a trainer and a Pokémon. The researcher may ask for help in finding a random Pokémon on the route to show them, and will reward the player with a Great Ball if they do so. Additionally, 5% of the time, players may find a potion on the route, 5% of the time a repel, and 5% of the time a bag of trail mix.

Table 13-1: Random encounters for a sample route

Chance of Occurring			Notes or Description
Wild Pokémon Battles	1-10%	Level 2 Rattata	Here is where you could put moves for each Pokémon on the route, to make sure none of them are too strong or give a powerful move to trainers too early such as not granting Pidgey Sand Attack. Additionally, you can note the fact that Pidgey only appear during the day, and Hoothoot at night. One could even add that Hoothoot start in trees, and a player must climb the tree in order to efficiently battle or catch them, making the battle somewhat event-like
	11-30%	Level 2 Pidgey	
	11-30%	Level 2 Hoothoot	
	31-40%	Level 2 Oddish	
Trainer Battles	41-45%	Raticate and Pidgeotto	These Pokémon are all level 6. It is definitely beneficial to break these up and discuss moves and abilities in advance for your notes on battles with more powerful trainers and Pokémon. One might even want to describe basic class features or strategies trainers might use, such as taking certain feats like Enthusiasm or Go For the Horn.
	46-50%	Raticate and Noctowl	
	51-55%	Raticate and Vileplume	
	56-60%	Pidgeotto and Noctowl	
	61-65%	Pidgeotto and Gloom	
	66-70%	Noctowl and Gloom	
Researcher Event – 71-85%			The event will likely be described in more detail in a written paragraph than a table.
Item	86-90%	Potion	
	91-95%	Repel	
	96-100%	Trail Mix	

Designing Bosses

Often times you will want to have a specific encounter that allows for all players to involve themselves at once. Though regular battles support players not involved in the battle using checks from the side, such as potentially identifying weaknesses of the target, distracting trainers, or causing other effects, those left on the side likely do not face the same risks and feel the same thrill. Boss battles are ways that all players can feel engaged in a battle at once. More so than other battles, these will likely require use of a grid in order to map out locations of players who could risk hurting themselves, Pokémon that are fighting against the boss, and how far a player can move. These battles are often more dynamic and will involve use of many unique strategies not always present in Pokémon games.

One of the first steps in designing the battle is finding an appropriate enemy. With the introduction of Totem battles and calling for allies in Generation VII games, we see that there are many ways wild Pokémon can be used for a battle. Giving them heightened stats, similar to the fiery aura, a heightened miss chance against certain status moves, and multiple actions per turn are all important, as having groups of many trainers each potentially with multiple Pokémon could easily overpower a single foe. Often times, a fully-evolved, powerful wild Pokémon or a Legendary or Mythical Pokémon is a good candidate for the boss. Under the right circumstances, a trainer can also pose a great threat, especially if they have other trainers working beneath them. A Villainous Boss that has multiple grunts could cause a battle keeping many players busy at once (especially if the grunts also choose to get involved in the battle and use features such as Beat-Down or Team Motto). Trainer's Pokémon also have the possibility of using trainer feats and other similar actions, such as dodging, and may be a larger team than other common trainer battles.

It is important to remember to follow all normal rules in battling a boss – though they are likely stronger than other encounters, they should not have any handwaved special abilities without reason, if at all. As described in route design, it is highly beneficial to pre-generate the encounter, such as choosing the specific set of moves, EV and IV distribution, the ability, nature, held items, and any other important traits for the Pokémon involved in a boss battle. For a team of four Pokémon all roughly around the same level, an appropriate boss would likely be 2-3 levels higher than them. This assumes each Pokémon is under control of different trainers, as each trainer may use their turn as themselves or to direct their Pokémon in battle, as per usual. A Pokémon attacking remains a standard action, and they will likely have more need to move around a grid with many possible targets being involved, requiring move actions. Some trainers may choose to use items such as energy launchers, class features such as rebuking, feats such as wielder of aura, or other things in place of using their Pokémon on their turn. A boss will not have as many opportunities to act as all of the players against it, thus requiring its level to be higher.

Alternatively, multiple targets of roughly equal levels to the Pokémon players use could be used as a boss, similar to a horde battle. If this is the case, they should not be under the command of a single trainer, otherwise only one could take actions at a time. Instead, having multiple trainers each controlling one Pokémon at a time (and likely having backup Pokémon or being slightly stronger to counter the full team the player characters may have) or having wild Pokémon acting under a common goal could work as a boss. This helps balance out the actions of the players, as the encounter will have at least roughly the same number of participants as the players' side. When building large encounters like this, the team should certainly work to balance each other's potential weaknesses or build some sort of group strategy, possibly relying

on benefits from similar weather or other battling conditions. By planning these strategies in advance, it also increases the speed at which the battle can flow. Because of the time it takes for players to think through their turns, roll dice, and execute their strategies in overcoming the encounter, keeping the encounter as quick as possible on the GM's end is important, and this can be done with some planning in advance.

After deciding what type of boss encounter will be run, some preparation in designing its features should be done. This includes having at least a rough idea of what the surrounding terrain where the battle will occur could be like, having some moves selected for the Pokémon involved, knowing feats, items, or strategies for the trainers and other humans involved, and any other conditions that may be important to consider. In order to further increase the difficulty without increasing the level of trainers or Pokémon involved, think what could be beneficial to their strategy. This includes a “fiery aura” as totems have in Sun, Moon, and their Ultra counterparts to increase stats, being able to call in allies, an SOS battle, or another way to allow more actions, having a field advantage such as a flying type that trainers can't easily reach, and more. If the boss encounter has any features like this, consider adding story reasons for why they are so much more powerful or unique. Additionally, these features should be limited or balanced by the boss's level, as described in the chapter *Playing as a Pokémon*.

A fiery aura is a simple feature to add to any boss, whether it is controlled by a trainer or it is a wild Pokémon. This results in a +1 stage (or more) to one of the Pokémon's 7 stats of Attack, Defense, Special Attack, Special Defense, Speed or rarely Accuracy and Evasion, and generally functions similar to the Totem Spirit feat. Calling another Pokémon in an SOS battle can only be done by powerful wild Pokémon. The action has a 50% chance of success, with related Pokémon appearing on success. This can be done once per turn as a swift action. In a

wild battle, up to a maximum of 5 Pokémon may appear, though if the battle plans to allow more than 2 wild Pokémon, all following the initial boss should be significantly lower in power.

One other option is to style the battles similarly to Raids in Pokémon GO. These require less use of a grid, and likely will have more handwaving of distance a move can go. The Pokémon used as a boss will be much stronger than the players but would have significantly limited attacks. Drawing from this, it may be worth using players' initiatives entirely over Pokémon's speed, and possibly allowing multiple consecutive move use, altered type-effectiveness, and more. This can be much quicker-paced and feel very impactful and allow players to each catch their own version of the boss. Once caught, it is also likely that the boss would have much weaker stats and different moves, preventing game-breaking in later key battles throughout the campaign.

Dynamax raids, introduced in the Sword and Shield games, also allow for more powerful Pokémon to be fought as a boss. As these raids always contain wild Pokémon, the Pokémon may have specific feats to increase difficulty in fighting it. Generally, four trainers will challenge a Pokémon at a time, though this may be raised or lowered, and NPCs may be added to balance the party. Each player selects one initial Pokémon, and all four players act on their speed as normal. Dynamax Pokémon start with more health than they normally would, and are capable of using max moves, allowing them to better setup a strategy or increase their own power. Additionally, they are immune to certain conditions and can possibly attack multiple times in a turn, as described under the dynamax feat section. Dynamax Pokémon should not occur frequently, requiring a specific den or power spot in order to battle them, and will likely be more relevant to plot encounters than a random boss, but can be customized and individualized with their own unique feats or with standard feats for a wild Pokémon.

Certain status moves can drastically change the dynamic of a battle, such as a Mean Look preventing a reoccurring villain from escaping, a curse causing the battle to end in four or fewer turns, or even placing a challenging boss under a status condition. Actions players can cause, such as a ranger's capture check, rebuking, using certain skills like diplomacy, and more, can also cause an otherwise climactic battle to end early. It is difficult to plan for all possible outcomes but knowing what mechanics the players have access to in advance can help adjust battles in advance as necessary. Boss battles should not be impossible to win, and occasionally these types of shortcuts should be allowed. Mixing wild Pokémon and humans are a way to preserve action economy and provide possible counters for various actions. Similarly, having trainers' Pokémon as opponents with sets designed to be competitive against the players' Pokémon can help balance these encounters. Various lore reasons can explain why trainers may assist potentially dangerous wild Pokémon that serve as bosses, ranging from wanting the power for themselves to trying to help the Pokémon and much more. Using aspects from Legend Speakers, or other areas of Pokémon lore, can also add to this.

Ultimately, as the Game Master, you may give whatever reason you please, though it is best to think of reasons ahead of time. Explaining the battle takes place in a dream after an encounter with a Musharna and the Pokémon you tried to capture doesn't exist feels more rewarding to hear than, "It just doesn't work." Sometimes exposition strongly favors you break the rules, perhaps to have players fall asleep as in the above example, perhaps to give a character a rival that will always beat them, or some other reason. It could be worth looking into material from other d20 roleplaying systems to try to find some reason for this event to happen or talking to your players in advance to make sure they are okay with a few narrative driven moments

requiring more focus on roleplay than mechanics. Most players won't question this and will look forward to how it can change the story.

Gym Challenges

Perhaps the most archetypal boss battle in the Pokémon franchise is to go through the gym challenge, facing various gym leaders and earning badges. Throughout all media of Pokémon, gyms have been presented as a challenge more than just a standard Pokémon battle, requiring trainers to think and prove their own worth. This has manifested in a variety of ways, including small puzzles or riddles for players to solve, unique constraints of the gym's stadium, quests to find the gym leader and prove one's worth before facing them, and many more. Gym leaders often use stronger Pokémon, and may center their strategies around powerful moves, providing unique circumstances for both the battle and approaching it.

Because of their experience, Gym Leaders are often higher level than other trainers, and they likely will have access to the Gym Leader Prestige Class, detailed in the Class Variant chapter later on. This allows gym leaders to shape battles towards them, master their techniques, and act as public figures within the Pokémon world. Beyond the mechanical benefits and requirements of being a gym leader, the class explores unique opportunities for roleplay and challenge within the Pokémon world. Gym Leaders are capable of granting levels upon their defeat, providing assistance with skills and tasks, and acting as an official to seek out for help. Their role in the world can vary based on the region; in Galar, for example, gym leaders act as public figures and athletes. In Unova, each gym leader is not only successful and prestigious in battling, but also manages their gym and maintains a career outside of battling that generally ties into their specialties.

Challenging a gym leader is not something that anybody may do – it often must be earned by the trainers attempting to do so. Often times, Masters, Type Specialists, and many other classes will seek to defeat gym leaders to prove their skill as Pokémon trainers, and though raising powerful Pokémon and successfully winning battles is a large part of that, a challenge should be presented to trainers first. Most gyms require some type of gym challenge, an opportunity for the trainer to test themselves without the aid of their Pokémon, in order to compete in the gym. Common challenges include gathering objects, pathfinding through a maze, deciphering riddles and trivia, solving logic puzzles, and more. Failure to complete certain aspects of these challenges may result in penalties within the gym battle, or even extra battles before the trainers may directly face the gym leader themselves. Often times, these puzzles and challenges should require the trainer to use abilities and skills unrelated to Pokémon, ensuring that they are capable of accomplishing great achievements on their own.

In order to take advantage of using the trainer's capabilities over the Pokémon's, it may be worth focusing on specific feats. As a GM, these should be balanced with the party in mind as to not limit players too much and prevent them from accomplishing the challenge. It is a good idea to keep track of class features, feats, and other abilities players have, so that the challenge can be constructed in such a way that the players can accomplish it or would soon be able to given the progression the characters are going through and how they might change in an upcoming level. For example, using certain feats that anybody can take, such as Track or Trapfinding, could be a good way to integrate players' skillsets into the puzzle in a way that Pokémon would not be able to overcome the challenge alone. These could manifest through the challenge by having gym challengers try to find the gym leader, their Pokémon, an acolyte, or another individual somewhere in the gym or surrounding area, or specifically avoid certain areas

where players may be hindered as a result of traps. Incorporating feats like this can help characters that may not challenge the gym directly participate, and can scale appropriately with level (even not requiring the feat in the earlier levels, such as traps with a DC below 20). When skill or ability checks should be required for a challenge, the DCs should be set so that a player who has moderate investment in that specific roll would struggle, but still be able to accomplish the check. Incorporating puzzles to be solved out of character can also make the challenge feel more interactive for players, requiring them to think and accomplish tasks through trial and error or various strategies. Examples of integrating these puzzles with in-character challenges include asking trivia questions or riddles for players to solve out of character, and requiring knowledge checks in character to be made. Correctly guessing out of character could drastically lower the DC, making the experience still require some investment in character (so that a low intelligence character with no investment in knowledge can't outshine a researcher, for example), but provides more sense of reward to the players for accomplishing the challenge. This makes it so challenges are not impossible and that dedicated trainers in a specific skill will benefit from all their hard work.

Just as there is a benefit to investment in skills required in a gym challenge, there should also be a risk for players that are severely unprepared. Usually, a gym guide or referee will explain to challengers what is required before they are allowed to challenge the gym leader. They should also communicate any risks players may face, such as being prohibited from competing in the gym challenge until later (if at all) or if they could face physical danger. It's not uncommon that traps and obstacles in the gym challenge can hinder players, sometimes resulting in damage being taken or other severe consequences. Though gym leaders, guides, or acolytes will likely intervene before anything becomes too dangerous, risk in gyms is often present. This risk is

present in order to further strengthen the bond between trainers and their Pokémon; because the Pokémon face injury in battling for the trainer, a player risking their safety during a gym challenge helps them demonstrate to their Pokémon that they too are willing to take risks in order to prove themselves. Though some gyms may have easier and safer challenges than others, a challenge of some sort should still be present in order to uphold this philosophy prior to the battle.

A further extension of this philosophy is to mix the battle and the challenge into a combined effort. Though generally, Pokémon are not present during gym challenges, some challenges may involve the Pokémon assisting their trainer or may fall back to battles if trainers cannot complete parts of the challenge. These should be kept to a minimum; both from a lore perspective surrounding the nature of the gym and a mechanics perspective for the players of the game. Though unique gym challenges exist that integrate battles into the actual challenge itself, such as Motostoke's gym challenge, many battles in gyms are forced upon the player and can slow down the game. Players come to a gym to test and demonstrate their strengths as trainers, and having smaller battles before facing the gym leader can seem slow and unnecessary, delaying them from truly challenging themselves. Though extra battles can serve as a good risk or punishment in some gyms, other limitations should be considered as outcomes as well.

Because gym challenges may require a wide diversity of skills and knowledges and tries to encourage the bond between individuals, it is often worth competing in gym challenges in groups. Chambers and Charizard divide up the roles of different types of trainer classes, giving them each different strengths and weaknesses, and even though facing the gym leader centers around battling and strengths in Pokémon, the gym challenge may highlight the skills of other players. Trainers may choose to enter the gym challenge as a party, with each of them assisting

each other, and possibly allowing for multiple attempts at certain skill checks (such as perception, search, knowledges, etc.). Players who feel they aren't equipped to handle the challenge, based off the gym guide's description, may choose to sit out rather than face unnecessary risks, though even classes not designed for battling can often help out in the challenge, and will likely even be better than Masters and other battling classes at certain skills! As long as one trainer is able to complete the gym challenge successfully in the party, then anybody in the party is allowed to battle against the gym leader.

The actual gym battle should be considered similarly to other boss battles, including more developed strategies, rarer Pokémon, stronger moves, better training, and more use of trainer-specific battling mechanisms like trainer feats, dodging, and more. A gym battle must be officiated by a Referee, meaning that the winning side will earn money paid by the losing side, and that rules may be set with specific restrictions. Examples of restrictions in a battle include the type of battle, prohibiting switching, use of items, specific held items, special ruling forms (specific ones or all of them), certain class features (such as rebuking, devolution spray, performances, and more), skills (such as break, motivate and knowledge skills), uses of fatigue like dodging or specific trainer feats, and more. Again, players' abilities should be considered in this – if their strategy is centered around specific trainer feats, for example, taking away their ability to use them could be detrimental to their enjoyment of the battle. But if they are competent at battling without trainer feats, but use them on occasion, it could help level the playing field and balance the differences between the trainer and the gym leader. Gym leaders don't have to take advantage of any of those features, or could use many of them, and it should be decided in advance based off the gym leader and referees as characters.

Some restrictions that are worth considering for many battles include the type of battle, the number of Pokémon that may be used, and the use of certain skills. A great way to incorporate multiple trainers who wish to test their abilities against a gym leader at once is to use double battles or other types of multi-battles. This helps expedite the game, changes the nature of the gym battles to make them feel more like a boss-fight, and feels more cooperative. Whether this is done or not, gym leaders may want to limit the number of Pokémon a challenger may bring, to make sure both teams have the same number. For trainers who are not involved in a battle, they have the opportunity to watch and participate from the side lines. Depending on the restrictions prevented, these trainers could still help a challenger against the leader. A connoisseur may be able to identify specific strategies the leader may use, a researcher may be able to identify stats or moves that a gym leader's Pokémon might have, and a performer may be able to motivate the challenger to be more likely to score critical hits, for example. If they choose to participate from the sides without having Pokémon present, they should be factored in turn order, as described in the Pokémon battles chapter.

Beyond the benefits provided by the gym leader class such as stadiums, gym leaders may capitalize on other elements of strategy that are otherwise accessible to players. These could revolve around dodging, trainer feats, BREAKthrough and other uses of fatigue, having a gym specifically designed for their Pokémon (such that the Pokémon may hide, interact with the environment, or utilize its own skill points in some way), and advanced training techniques such as using EVs, IVs, or otherwise having stronger and rarer Pokémon. Having a variety in the way gym leaders act helps each gym feel more unique and helps strengthen the idea of boss battles in Chambers and Charizard. Many of these require detail being put into gym leaders as NPCs, detailing out their class features and feats, as well as their relationship with other NPCs that may

help them train and grow stronger. Because gym leaders are often connected through the league, it is likely that each can offer different skills from a diverse set to help train together. For example, a breeder or researcher may be able to help in obtaining a specific nature or training for specific EVs for a Pokémon that another gym leader has. Because gym leaders scale in difficulty, they shouldn't be perfect, even with access to so many resources. The leader's own constitution should be considered as a limit for fatigue, their level and class features should be considered for access to feats and skill use, and their placement in the hierarchy of gyms and when players visit them (based off level or previously completed gyms) should dictate their access to Pokémon and training. Gaps between gyms can vary, so rarity of Pokémon and level will also vary from setting to setting, but having move diversity and EV training increase as the campaign progresses is one way to scale the gym battle. For example, a gym could have a total of about 25 points of EV training times the rank of the gym (whether it is first, the easiest, or eighth, likely the hardest) invested in two stats. This won't be noticeable early on, but by later gyms, the difference in stats could be quite significant.

Gyms are often also notable for a specific theme or strategy. This usually manifests as a specialty type that gym leaders have, where all of their Pokémon are of a shared type. However, many gym leaders will use Pokémon that are not of their type, but may know moves of their specialty type, or instead focus on other strategies. Focusing on using specific moves across all their Pokémon, unique types of battles, unique status conditions, weather, and more have all been shown in canon Pokémon media. Hints around the strategy can likely be given throughout the entire gym challenge, not just in the battle itself. Though support is most present for focusing on a specific type and/or a specific move within that type, gym leaders can and should be just as diverse as other trainers.

NPCs

Not all individuals in the world are going to become elite Pokémon trainers. Many will still interact frequently with Pokémon, though many choose to take on other professions that allow them to have a more stationary life with consistent funding. Some of these characters are retired trainers, while others simply do not wish to leave on great adventures. These characters will likely have levels in an NPC (Non-Player Character) class, described below. These characters draw from many archetypes that are not well explored within Pokémon lore, that are too restrictive to specific families, or simply those that don't use Pokémon. Not all Non-Player Characters will use NPC class levels, often times Gym Leaders, Rivals, and other prominent figures will use builds similar to player characters. This chapter explores designing characters that don't serve as critical points to the story or region.

It's worth noting that all player characters and many trainers that they will encounter will often be remarkable in some physical or mental way, and thus have greater than average stats. Most NPCs will have less extreme stats, as those with 18s are more likely to succeed on a trainer's journey or similar career than those who are rather average. When designing NPCs, it is often easiest to quickly assign them an array of stats rather than rolling dice. For a particularly unnoticeable individual, all their stats would be 10s or 11s. For an individual with some unique talents, an array such as 13, 12, 11, 10, 9, and 8 gives a few positive stats and a few negative ones. Other arrays or rolling dice, such as using 3d6 per stat instead of the highest three of 4d6, can be used, and NPCs can also have abilities more traditional for a player character in some circumstances.

Though often these characters mediocrity will leave them unnoticed in the background, it is sometimes fun to personify these characters more, as they are representative of real people.

Something as simple as a basic description and a name can make an otherwise average character stand out, possibly adding a role to the plot or even just helping immerse people in the experience of the world. To further develop these characters, unique descriptions, personality traits, or backstory information. For example, players who see a journalist with a scar across his face named Chase Duskholme reporting on TV may immediately be drawn to the character. Chase Duskholme may actually just be interviewing a chef and have very little to contribute to the players' journeys, but having a description like this shows that the players are not alone in the world and that other characters may go about things without player involvement.

NPC classes function very similar to other classes for trainers, they have a hit die they roll for health, skill points to invest in skills – with some being more suited for the class than others. Additionally, they face normal multiclass restrictions, needing to have the feat or drop a level in a previous class after twice meeting a level up condition for a new one. They have different skills at catching Pokémon, as well as a different strengths and weaknesses in saving throws to avoid injuries. Additionally, each has a unique level up condition. However, NPC classes are not entirely the same. NPC classes only get a single class feature, and though usually unique or better than early abilities that other trainers would get, these abilities often do not improve nor become more frequent. This reflects that these abilities are not suited for adventuring and are tailored very much to the goals of that one class. Because of this, most NPCs will be very low level. Additionally, once a trainer takes a level in an NPC class, they cannot take levels in a non-NPC class until they have finished all levels in their NPC class. This is to prevent a player from trying to take advantage of some of these unique abilities that are not designed for typical Pokémon journeys, and are instead designed for fleshing out settings such as towns and routes in the Pokémon world.

There are 11 different NPC classes presented below. These are Don George, Initiate, Journalist, Nurse Joy, Officer Jenny, Poké Maniac, Professional, Supporter, Teacher, Type Themed, and Youngster. Though they can join other trainers on a journey, it is unlikely that they will. These characters make up the majority of the population in the Pokémon world, helping support businesses, encourage new trainers, and interact with local Pokémon.

NPC Classes:

Don George:

Don George are a family of male trainers mostly found in largely populated regions. They help promote the sport aspects of Pokémon competitions and will often have small unofficial dojos to assist trainers in practicing. Don George will help in hosting tournaments and refereeing matches, acting as a good candidate for a gym leader referee or a contest judge. Because of the physical aspects of training and the assortment of skills common among Don George, Strength and Constitution are likely good abilities to have.

Table 16-1: Don George

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Referee, Funded Dojo
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	
6	+6	+5	+2	+2	
7	+7	+5	+2	+2	

8	+8	+6	+2	+2	
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	
11	+11	+7	+3	+3	
12	+12	+8	+4	+4	

Skills - Appraise, Athletics, Break, Concentration, Intimidate, Motivate, Perception, Perform, Train Pokémon, (2+Int) skill points per level, d8 hit die

To Level Up: A Don George must host or judge a battle tournament that brings in trainers from at least one area away per level in the Don George NPC class.

Proficiencies: A Don George is proficient with Poké balls and is given a trainer's license.

Level 1: Referee – A Don George gains the Referee feat, despite not meeting the prerequisites.

Level 1: Funded Dojo - Don George is paid 500 Pokédollars from an institution such as a gym per battle judged in this location. This is in addition to additional rewards, such as those from Meowth's Waving.

Initiate:

Some trainers are just up to no good, aspiring to steal Pokémon and cause mayhem. Strangely enough, many villainous teams either train their new recruits in school, or take individuals already showing potential in their fields to recondition, giving the individual time to learn and grow before they truly become a grunt. These trainers – not quite yet a full grunt, but

clearly up to no good, are initiates. Abilities that will help a grunt advance, such as dexterity and charisma to sneak around and tell lies, are the most important for an initiate.

Table 16-2: Initiate

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Pack Tactics, Mischief in Training
2	+1	+0	+3	+0	
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Promotion
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	
8	+6	+2	+6	+2	
9	+6	+3	+6	+3	
10	+7	+3	+7	+3	
11	+8	+3	+7	+3	
12	+9	+4	+8	+4	

Skills – Bluff, Disguise, Perform (Music), Sleight of hand, Stealth, Survival, Tinker, (4+Int)

skill points per level, d6 hit die

To Level Up: An Initiate must take a mission assigned to them by a grunt of a higher level and complete it to an appropriate degree of success to advance in the grunt class. This may be stealing a Pokémon of their level or greater, sabotaging a trainer of their level or greater, or playing an important role in assisting a grunt, for example.

Proficiencies: An initiate is proficient in Poké balls.

Level 1: Pack Tactics – For the purposes of all Grunt Abilities, an Initiate counts as a Grunt.

This may allow them to participate in Team Mottos, blast off with other grunts, aid in beat-downs, or affect more individuals when starting a riot.

Level 1: Mischief in Training – A grunt may choose one of their class skills. The grunt gains a +2 specialization bonus on rolls when using this skill.

Level 5: Promotion – An initiate who reaches level 5 is capable of joining a villainous team as a grunt. This grants them one Grunt Ability, as described in the Grunt prestige class of their choice. Additionally, at their next level, they may multi-class into the Grunt prestige class if they meet all the prerequisites. An initiate who does not meet the prerequisites cannot multi-class until completing the initiate NPC class, as per normal rules. If a trainer has 5 levels as an Initiate and 3 levels as a Grunt, they may take levels in classes under normal multi-class restriction rules, allowing them to take further levels in Initiate or in standard trainer classes (possibly causing them to lose their bonus Grunt Ability if they drop below 5th level in the Initiate class). This is as if they had the Relevant Role feat.

Journalist:

Whether it be the discovery of a researcher, a new champion declared, a PokéStar Studio blockbuster or the end of a great war, journalists serve a critical role in informing the public about the event. Journalists can deal with many different forms of media, such as Newspapers, Television, Radio, or Internet, and as they progress through their career they will likely cover larger and grander topics. Whether their passion is simply entertaining the public or informing

them, Journalists are great at attracting attention. Journalists have no specific family restriction, but will often likely need to be in the vicinity of a media publishing company that fits their interests. Charisma is likely the most important stat for a Journalist so they can gather, promote, and attract attention, though wisdom and constitution are also useful abilities to stay safe in tough situations

Table 16-3: Journalist

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Breaking News!
2	+1	+0	+3	+0	
3	+1	+1	+3	+1	
4	+2	+1	+4	+1	
5	+2	+1	+4	+1	
6	+3	+2	+5	+2	
7	+3	+2	+5	+2	
8	+4	+2	+6	+2	
9	+4	+3	+6	+3	
10	+5	+3	+7	+3	
11	+5	+3	+7	+3	
12	+6	+4	+8	+4	

Skills - Bluff, Diplomacy, Disguise, Knowledge (Region), Perception, Profession, Ride, Search, Sense Motive, Stealth, (6+Int) skill points per level, d4 hit die

To Level Up: A journalist must report a notable story that is widely received, such as a new discovery, a large political event, or a significant achievement of an individual who doesn't have levels in an NPC class to level up in the Journalist NPC class.

Proficiencies: A Journalist is given a trainer's license.

Level 1: Breaking News! – Once per long rest, a Journalist may attempt to attract a small crowd. She may make a profession (journalism) check that forces all individuals with hearing range to listen to her story if they fail a will save equal to the result of the check. This effect lasts for a number of turns equal to half the journalist's level, rounded down, though many listeners will choose to stay longer. The journalist must have news to report and must be reporting it through an appropriate medium (such as newspaper, radio, TV, internet, etc.). If working with an individual with the Protect the Public ability, any listeners gain the benefits of that ability - not just those with NPC levels within 60 feet.

Nurse Joy:

A large family found across the world, Nurse Joy are pink haired women that have a passion for helping heal Pokémon and people. Because of this, they will often be employed at Pokémon centers and hospitals. Some Nurse Joy will even go out into the world to build their own Pokémon centers in remote locations, eager to help aid a greater number of individuals. Wisdom aids in heal checks performed by a Nurse Joy, and constitution helps in her own ability to stay healthy.

Table 16-4: Nurse Joy

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+0	Emergency Training
2	+1	+0	+1	+1	
3	+1	+1	+1	+1	
4	+2	+1	+2	+2	
5	+2	+1	+2	+2	
6	+3	+2	+3	+3	
7	+3	+2	+3	+3	
8	+4	+2	+4	+4	
9	+4	+3	+4	+4	
10	+5	+3	+5	+5	
11	+5	+3	+5	+5	
12	+6	+4	+6	+6	

Skills - Concentration, Cooking, Diplomacy, Disguise, Heal, Knowledge Region, Knowledge Pokémon, Knowledge Legends, Profession (Nurse), Sense Motive, Tinker, (4+Int) skill points per level, d6 hit die

To Level Up: A Nurse Joy must restore a fainted Pokémon at least twice your Nurse Joy level to full health without using items to level up in the Nurse Joy NPC class.

Proficiencies: A Nurse Joy is given a trainer's license.

Level 1: Emergency Training – Once per long rest, a Nurse Joy may passively aid in a Pokémon's recovery by making a heal check of DC 10. Upon success, the next day the Pokémon

will gain a number of hit points equal to its level plus your level in the Nurse Joy class.

Additionally, a Nurse Joy may make a separate heal check once per long rest of DC 20. Upon success, the next hour this check may be made again, even beyond the once per long rest limit, and the Pokémon regains health equal to your level in the Nurse Joy class. This check requires full attention to the Pokémon for the full hour, preventing any other activity.

Officer Jenny:

Another international large family, Officer Jenny are a group of women notable for their presence and prestige in the Pokémon world police force. They are found in most towns and cities and are often serious, acting as a first line emergency service to protect both people and Pokémon from potential dangers. Officer Jenny benefit from loyal Pokémon partners that can provide a wide variety of attacks. Because of this, strength is useful for catching Pokémon and Charisma is useful for training them.

Table 16-5: Officer Jenny

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+0	Safety First
2	+1	+1	+1	+0	
3	+2	+1	+1	+1	
4	+3	+2	+2	+1	
5	+3	+2	+2	+1	
6	+4	+3	+3	+2	
7	+5	+3	+3	+2	

8	+6	+4	+4	+2	
9	+6	+4	+4	+3	
10	+7	+5	+5	+3	
11	+8	+5	+5	+3	
12	+9	+6	+6	+4	

Skills - Acrobatics, Appraise, Athletics, Diplomacy, Intimidate, Knowledge (Region),

Perception, Search, Sense Motive, Stealth, Tinker, (4+Int) skill points per level, d8 hit die

To Level Up: An Officer Jenny must prevent or stop a crime deemed worthy by a higher-level officer Jenny or member of the International police to level up in the Officer Jenny NPC class.

Proficiencies: An Officer Jenny is proficient with Poké balls and is given a trainer’s license.

Level 1: Safety First – Officer Jenny may choose to have all Pokémon attacks do nonlethal damage against humans, causing an individual to go unconscious at 0 HP instead of risking killing them. Damage must be chosen at the time of attack.

Poké Maniac:

Poké Maniacs are the fans all across the world of Pokémon! Some love the sport of battles, some love the arts of contests, some just find them adorable and breed more, and some collect specific favorites. Poké Maniacs are often so dedicated to the idea of Pokémon that they dress up as their favorites. Though they don’t have specific family restrictions, they likely will live in an area where their favorites can be found or in an area with a prominent Pokémon fan club presence. Wisdom is useful for this class in finding Pokémon they adore as well as understanding the bond people and Pokémon share.

Table 16-6: Poké Maniac

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+0	+0	+0	Fan Club
2	+2	+0	+0	+0	
3	+3	+1	+1	+1	
4	+4	+1	+1	+1	
5	+5	+1	+1	+1	
6	+6	+2	+2	+2	
7	+7	+2	+2	+2	
8	+8	+2	+2	+2	
9	+9	+3	+3	+3	
10	+10	+3	+3	+3	
11	+11	+3	+3	+3	
12	+12	+4	+4	+4	

Skills – Cooking, Disguise, Knowledge Pokémon, Knowledge Pokédex, Motivate, Perception, Perform, Search, Sense Motive, Train Pokémon, (4+Int) skill points per level, d6 hit die

To Level Up: A Poké maniac must complete a task deemed worthy by the Pokémon Fan Club to level up in the Poké Maniac NPC class.

Proficiencies: A Poké Maniac is proficient with Poké balls and is given a trainer’s license.

Level 1: Fan Club – As Evaluation Time, described under Connoisseur. If Evaluation Time is required as a prerequisite, Fan Club may be used in its place.

Professional:

Not everybody in the Pokémon world interacts with Pokémon as a central feature to their life. Many individuals, though still involved with Pokémon, focus on careers. These can range from scientists and inventors to shopkeepers and insurance salespeople. They do not have any family restrictions, and some may get opportunities to travel if their profession may involve something such as transportation or shipping. Professionals are likely to have a steady income from a regular job, though the prestige their promotions carry often allow them to find employment wherever they may go. As the profession skill is the cornerstone of the class, wisdom is likely the most important ability for a professional, though they may also benefit from the extra skill points of intelligence.

Table 16-7: Professional

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Business Training
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	

11	+5	+3	+3	+7	
12	+6	+4	+4	+8	

Skills – Cooking, Concentration, Craft, Diplomacy, Knowledge Region, Motivate, Profession, Search, (6+Int) skill points per level, d4 hit die

To Level Up: A professional must achieve a promotion at their job to level up in the professional NPC class.

Proficiencies: A professional is given a masterwork tool that provides them with a +2 circumstance bonus on one profession skill of their choice, chosen when taking the first level in this class.

Level 1: Business Training – A professional gains a specialization bonus equal to two times their professional class level in one profession skill of their choice, chosen when taking the first level in this class.

Supporter:

Supporters cover a wide variety of functions, often excelling at assisting others in the heat of an important battle or an important task. Though on their own they don't have much to them, the diversity that they provide allow them to find and appropriately help almost anybody and exist in almost any location. There are no family restrictions on being a supporter. Dexterity is the most important skill for a supporter, as it allows them to maximize uses of their support ability, from quick reactions to help others in their tasks. Intelligence is also useful to fill out the diverse skill pool available to supporters.

Table 16-8: Supporter

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+0	Support
2	+1	+0	+0	+0	
3	+1	+1	+1	+1	
4	+2	+1	+1	+1	
5	+2	+1	+1	+1	
6	+3	+2	+2	+2	
7	+3	+2	+2	+2	
8	+4	+2	+2	+2	
9	+4	+3	+3	+3	
10	+5	+3	+3	+3	
11	+5	+3	+3	+3	
12	+6	+4	+4	+4	

Skills – All skills are considered class skills for a supporter. Supporters gain (2+Int) skill points per level, d4 hit die.

To Level Up: A supporter may level up by helping any other character meet their level up conditions by assisting in skill checks or granting extra actions, as long as the supporter would also meet those level up conditions. The supporter may not level up more than once at a time, and they may not level up using the same class method twice in a row.

Proficiencies: A Supporter is proficient with Poké balls and is given a trainer’s license.

Level 1: Support – Once per short rest, up to a number of times equal to their dexterity modifier per long rest, a Supporter may grant another character an extra move action. This takes a standard action on the supporter’s turn. This move action may be taken immediately or on the other character’s turn in initiative. Once per long rest, a Supporter may grant another character a full-turn action. This takes a standard action on the supporter’s turn, and can be taken by the other character at any time before the end of the Supporter’s next turn. Other characters may only receive one extra move action or full-turn action per long rest through this method.

Teacher:

Though most individuals leave school around the age of 10, they have a lot to learn in those early years. Additionally, for those who wish to pursue a further career, often times with goals of being a professional or sometimes a researcher, teachers are an important class of characters. These NPCs can be found in any settlement with a school, and are not restricted to any specific family. Teachers benefit most from a High Intelligence, as it helps them answer questions of their students.

Table 16-9: Teacher

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Lecture
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	

6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6	+2	+2	+6	
9	+6	+3	+3	+6	
10	+7	+3	+3	+7	
11	+8	+3	+3	+7	
12	+9	+4	+4	+8	

Skills - Appraise, Concentration, Craft, Knowledge (All), Profession, Search, Sense Motive,

Tinker, (4+Int) skill points per level, d4 hit die

To Level Up: A teacher must have a class of students advance to the next level of classes to level up in the Teacher NPC class.

Proficiencies: A teacher is given a trainer's license.

Level 1: Lecture – Once per short rest, a teacher may hold a lesson for an hour. At the end of the lesson, all individuals who attended gain a +2 circumstance bonus to one relevant knowledge check made in the next day.

Type-Themed:

Similar to Type Specialists, Type-Themed characters specialize in a single type of Pokémon that they excel at catching. Often they are from a local environment or route where that type of Pokémon is abundant, leading them to favor it over all other types. Unlike Type Specialist, Type-Themed characters are likely to only stay in that one area, with a goal of catching as many unique Pokémon of their chosen type as possible. Type-Themed Characters are

not family restricted. Strength is likely their most important ability, as catching Pokémon is their most important goal.

Table 16-10: Type-Themed

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+0	Theme
2	+1	+0	+0	+0	
3	+2	+1	+1	+1	
4	+3	+1	+1	+1	
5	+3	+1	+1	+1	
6	+4	+2	+2	+2	
7	+5	+2	+2	+2	
8	+6	+2	+2	+2	
9	+6	+3	+3	+3	
10	+7	+3	+3	+3	
11	+8	+3	+3	+3	
12	+9	+4	+4	+4	

Skills - Acrobatics, Athletics, Bluff, Diplomacy, Knowledge Pokémon, Ride, Survival, Train

Pokémon, (2+Int) skill points per level, d6 hit die

To Level Up: A Type-Themed character must catch a number of Pokémon of their theme not previously caught before equal to their level to level up in the Type-Themed NPC class.

Proficiencies: A Type-Themed character is proficient with Poké balls and is given a trainer’s license.

Level 1: Theme – Upon entering this NPC class, a Type-Themed character must choose a Theme. When catching a Pokémon that has a type from their theme, they get a +4 specialization bonus to catch the Pokémon. This bonus also provides a +0.4 to the cpfactor column in the ChaCha spreadsheet. Additionally, each Type-Themed character has one base saving throw that is calculated differently (half your level +2) than presented in table 16-10. Below are the different options for a Type-Themed character.

Table 16-11: Type-Themed names and saves

Theme	Type	Save	Theme	Type	Save
Bird Keeper	Flying	Reflex	Kindler	Fire	Reflex
Black Belt	Fighting	Reflex	Lad/Lass	Normal	Will
Bug Catcher	Bug	Will	Magician	Psychic	Will
Delinquent	Dark	Reflex	Punk	Poison	Fortitude
Depot Agent	Steel	Fortitude	Rocker	Electric	Reflex
Dragon Tamer	Dragon	Will	Ruin Maniac	Ground	Fortitude
Gardener	Grass	Fortitude	Skier	Ice	Fortitude
Hex Maniac	Ghost	Will	Storyteller	Fairy	Will
Hiker	Rock	Fortitude	Swimmer	Water	Reflex

Youngster:

Sometimes a trainer isn't ready to go on a journey yet. Youngsters stay close to home, often within a route or are from their hometown, to enjoy the world of Pokémon. Though there is

no family restriction on being a youngster, there is an age restriction, as described below.

Because trainers can't legally go on a journey before they are ten years old, most youngsters simply borrow Pokémon from their family. Because they are young kids, it is extremely rare that they will get in trouble or face consequences for playing with Pokémon, even if they aren't supposed to have them. Strength helps a youngster attempt to catch new Pokémon, and Intelligence helps ensure their Pokémon are the very best.

Table 16-12: Youngster

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+0	Age Restriction, Comfort and Ease
2	+0	+1	+0	+1	Top Percentage
3	+0	+1	+1	+1	
4	+0	+2	+1	+2	
5	+0	+2	+1	+2	
6	+0	+3	+2	+3	
7	+0	+3	+2	+3	
8	+0	+4	+2	+4	
9	+0	+4	+3	+4	
10	+0	+5	+3	+5	
11	+0	+5	+3	+5	
12	+0	+6	+4	+6	

Skills - Acrobatics, Athletics, Bluff, Break, Perception, Stealth, Train Pokémon, (2+Int) skill

points per level, d4 hit die

To Level Up: A Youngster must beat a trainer they have previously battled but never beaten in a rematch to level up in the Youngster NPC Class.

Proficiencies: A youngster gains no proficiencies or starting equipment.

Level 1: Age Restriction – Trainers normally cannot start their journey until they are ten years old. Youngsters are not trainers who have started their journey, but children who are enjoying Pokémon battles and exploring thanks to the help of others. A character older than ten years old cannot take levels in the Youngster class. Once they are older than ten, they lose all youngster class features, skill points, and return to one hit die and must return all Pokémon to their original trainers or release them.

Level 1: Comfort and Ease – Youngsters like clothes like caps and T-shirts. But most importantly they like shorts (and not just half pants), because they're comfy and easy to wear. Because of this, youngsters will always wear shorts, no matter the environment. In fact, as long as a youngster is wearing shorts, they do not suffer from negative environmental effects such as weather.

Level 2: Top Percentage – Youngsters find, borrow, and train only the top percentage of Pokémon. This ability functions the same as Value Training, described under researcher. If Value Training is required as a prerequisite, Top Percentage may be used in its place.

NPCs also payout prize money after losing a refereed battle, as shown on table 16-3. Their payout follows the same formula that player characters do, a constant depending on their class times their level times the level of their highest Pokémon. For example, a level 5 Don George with a level 6 Pokémon would pay out 1,200 Pokédollars in a losing battle. Because they

have less formal training for battles as well as less experience their payout is much lower than that of player characters. Still, some of the NPC classes with more notable class features relevant to Pokémon journeys and battles have reasonable payout, while others the prize money is rather small.

Table 16-13: NPC Payout

Class	Payout if Loss
Supporter, Teacher	50*Level
Don George, Journalist, Officer Jenny, Nurse Joy	40*Level
Type Themed	32*Level
Poké Maniac	24*Level
Professional, Youngster	16*Level

These NPC classes can be modified, or new ones may be created with similar guidelines. Generally NPC classes will have worse catch bonuses, saves, skill points and hit dice than regular classes. They only receive one or minimal class features, often something unique that provides a small bonus. When they receive similar class features to another class, they should have some that makes the feature distinct, such as being paired with a much higher catch bonus than a connoisseur would get, but receiving no upgrades as evaluation time would. It is also important to consider whether the role may already be covered by another NPC class. A diver likely would function similarly to a swimmer, the water type-themed NPC class. Similarly a scientist likely would be categorized as a professional. Some trainer classes, such as a dancer, might even be more similar to a class like performers.

Rivals

However, player characters should not expect that they are the only ones on journeys in the world. As many people follow the tradition of going out on Pokémon filled-adventures, some of these individuals will be more experienced or have more talent than the players have themselves. It is good to introduce characters like these, rivals, early on in the game as a way to show players that they are not the strongest characters out there and that others interact with the world in a similar way to them. Rivals can be characters that players may have known from before starting their journey or new individuals met along the way. Rivals can be friendly and agreeable to the player characters, or could be distant and cold, only seeing them as another bump in the road to success. Having a variety of different characters, including some rude rivals and some friendly rivals helps diversify them as people. Using NPC attitudes is a great way to gauge what rivals feel about each of the player characters; friendly, helpful or fanatic attitude characters can still be rivals that just share an overlapping goal and encourage the best in each other without having any antagonistic feelings.

Different characters each have different goals, personalities, and beliefs and their rivals should reflect that. A breeder may see a rival as just a more-experienced trainer who is willing to teach and share knowledge, where a rival master may have overlapping goals of becoming the champion, something that cannot be shared with a player character with the same goal. Similarly, within classes rivals may vary; one rival master may spend most of their time defeating weaker trainers so that they appear strong and confident, while another may actively seek out tough challenges, even if they regularly lose, to gain from the experience and grow. Both of these characters should likely experience some character arcs and growth, changing in their own way across the story of the campaign. Likely, these changes will be facilitated by interaction with the party. It is a good idea to have one or two specific rivals for each player character, though having

some rivals for the whole group is also possible. Sometimes, player characters may even form rivalries with each other, but it is still good to have other reoccurring NPC trainers that they can compete against.

Just like Chase Duskholme, giving rivals distinguishing features helps strengthen the relationship between players and their rivals. A specific catchphrase, a demeanor held towards the player characters, other trainers, or Pokémon as a whole, a notable hobby or obsession, or unique appearance can all strengthen the memorability of a rival. Rivals should always have something that makes them stand out, whether it be initially present or not, as they will be recurring and should be memorable to the player characters they oppose. It is good to try and flesh out the rivals as characters as much as possible, beyond just having a quirk to them, as this will encourage more interaction.

This does not mean the game master must write rivals from scratch as fully developed characters that show up early on and frequently return. Rivals may be written from early sessions and repeatedly develop based off of interactions with plot, but often times, only a few key interactions are needed to establish their characters and showcase their growth. Subtle changes in behaviors that slowly occur between run-ins may do more to tell the story of their character progression than frequently bringing them around and showcasing their traits. Additionally, rivals need not be written for the purpose of being a rival. Many times, a character intended as a one-off NPC may have a unique enough feature or personality that players express interest in learning more about them. This may help develop an otherwise simple character and give new interactions that players would not have expected from them. Similarly, player interest can dictate how rivalries are formed before the game even starts if specific characters are mentioned within their backstories. This allows both the player character and their rival to grow together

and change from what was originally written and reduces the number of characters that initially need to be written by the game master. Providing different rival interactions for different characters can strengthen the worldbuilding and realism for the game.

Generally, rivals are going to be written in a similar manner to player characters, having class levels, feats, skills, equipment and a fully developed Pokémon team. Depending on the class and playstyle, some of these features may be less necessary to write out explicitly. A master that uses lots of trainer feats may not need specific skills listed, assuming they have sufficient ranks in Train Pokémon the only information needed would be their feats, Pokémon and personality. Similarly, a researcher who rarely battles probably needs more attention to their skills, equipment, and feats than the specific details of their team. It is good to have a general idea for all of these components of the character, as they may be more involved in situations outside of their optimal setting but given the nature of them not always being present, it is possible to only have them appear in situations where they would be prepared (both in character and as a finished written character).

Perhaps the most famous rival within the Pokémon franchise is Gary Oak, who set a precedent of always being at least one step ahead of the protagonist he faced. When designing rivals one of the most important things to consider is how balanced you want things to be in or against their favor. A rival that never beats the PC may not seem like a serious character and any attempt to further develop them may be overlooked. On the other hand, a rival that is significantly stronger and never loses will seem unfair to player characters and may make them feel unmotivated in continuing with their goals and/or the story if somebody else can better accomplish these. Given their reoccurring nature, rivals should experience as much of a variety in wins and losses as players should, and it may be worth considering writing some of these as

happening off-screen. Hearing about a dramatic loss of a rival that the players did not witness again helps develop their character and the dynamics of the world around them, showcasing their role in the world. Players should witness a variety of outcomes for rivals though, even if it's failing at simple checks here and there.

With this in mind, balancing rivals is an important consideration. As rivals may often seem ahead of players, giving them a slight edge may help emphasize their strength and the desire of players to overcome them as well as the strength of the world in witnessing a rival losing. Giving a rival Pokémon that might be a level stronger, a rarer Pokémon, a unique move, powerful items, or some other features that are not readily available are all ways to make rivals stand out mechanically. Rivals should not be given so much power so that they will always win, but overcoming a stronger character rewards players not only with more experience points in battle, but also a greater feeling of success when they do defeat them. Because rivals are also adventuring characters, they should likely have ability scores comparable to player characters and higher than most NPCs, and possibly have unique or extra skills to again showcase diversity and experience. Rivals should be strong but not too strong, showcasing opportunities and resources available to players while providing a difficult but fair challenge.

Another important consideration is whether you want rivals or any major NPC (such as gym leaders, characters from backstories, or other powerful trainers and Pokémon) to be present for significant plot events. Knowing when and how to utilize these characters can be tricky; having too many additional characters present dilutes what players actively get to engage in and do on their own. Additionally, it may shift the encounter too heavily in favor of the players' or opponents' side, depending on how many parties are involved. Players may invite rival characters to go along on certain major adventuring points, but if the rival is particularly strong

having them appear in this adventure, while useful to the players, may change the dynamic of encounters from what was originally written. Because of this, it is important to not have rivals always present, giving them opportunities to step out and act on their own. Alternatively, there could be other major events happening in other locations throughout the region, so the rival volunteers to investigate those events. This again shows dynamic world interactions and may give the player a choice to where they would like to adventure, with the rival offering to accommodate the unchosen options. If a rival becomes particularly relevant and prevalent in a game, whether because it is within their character progression or players actively seek out and interact with them a lot, it is worth considering reducing some of the advantages the rival may have otherwise had to make them more appropriately balanced to the power levels of the party members they'd interact with. This gives the party members more opportunity to shine and makes the rival seem less unfairly powerful in comparison. Additionally, if they are too powerful, knowledgeable, or relevantly skilled, their decisions may outweigh those of player characters, reducing the impact and choice they have within the game. Rivals are a great tool for plot development but should not be over-utilized.

This section has assumed that rival characters will always be human but there are many instances in which Pokémon may form rivalries as well. This can manifest in multiple ways; wild Pokémon may be jealous of a trainer's Pokémon and actively form a rivalry with their Pokémon. Beyond this, the wild Pokémon may have a rivalry with trainers in general, wanting to cause trouble against people due to possible previous bad experiences they had. Learning about these other experiences, from other trainers, NPCs, or through the wild Pokémon itself, still helps develop the Pokémon's backstory and can showcase the same type of character development often seen with human rivals. Two trainers, whether having a rivalry or not, may also have

Pokémon that form a rivalry between them. Two Pokémon of the same species trained by separate trainers may form a rivalry to prove which one of them is stronger, or who has the stronger trainer. Some Pokémon naturally have rivals as well, such as Zangoose and Seviper, and they may form a rivalry with each other over it. Pokémon as rivals gives more opportunity to flesh them out as characters separate from their trainer, showcasing their natures and skills, as well as showcasing that they have personalities and lives even without trainers such as wild and independent Pokémon. When using wild Pokémon as rivals, utilizing independent Pokémon rules, making them a higher level, and/or giving them other Pokémon to help them (such as with SOS Call or Recruit) help keep them a challenging encounter.

Character Variations

Depending on the setting, story, and players, some characters may benefit from having multiple options presented to them beyond what their class normally provides. These could be in the forms of changes made to an existing class, feats and options for unique settings, different ways to make restricted classes more accessible or other customization options. There really aren't any limits to what characters should or shouldn't be able to do but this chapter provides some guidelines on information a game master might want to consider in case a player wants their character to advance in a unique or interesting way. Some of these are simple ideas that may not need much balancing at all, though due to the scale of the game quickly increasing in power at higher levels some suggestions for balance are provided.

One simple request a player may ask is to have a different class skill as it may be relevant to their backstory or idea for their character. Generally, all characters can invest their ranks into skills in the same way without any penalty though certain classes are geared to using some skills more than others. This provides a bonus to those characters for having trained relevant skills, providing them a +3 on all skill checks. On top of this, some class features may promote the use of certain class skills above others with players wanting to take advantage of this. In order to gain these benefits, one could multi-class, though this may penalize them by delaying the time to get class features from the class they want and/or requiring acquisition of the multi-class feat. Skills generally are not going to be too game-breaking and as all characters already have access to all skills (though some with lower proficiencies) it isn't unreasonable to allow players to switch their class skills. If players would like one specific class skill and have a reason for why they think it fits their character a potential fair balance would be to remove two other skills that seem less relevant from their class skill list. For example, perhaps a Ranger in an urban setting would want tinker as a class skill to reflect their survival tactics. They could choose to remove

break and ride from their normal class skill list in order to balance this out. This usually should only be done for very few or no skills, and should not be done to generate a new skill list entirely.

Presented with the Legend Speaker is a variation that allows the partner to level up without any need for experience gain. This may help a pacifist Legend Speaker character enhance their roleplay, without causing their Pokémon to be significantly weak, as it allows them to level up once per character level. The Pokémon will likely be a few levels lower than others in the party, but this lowers the need for investing in a trainer's license to heal the Pokémon, ranks into the Train Pokémon skill, and more. There are many reasons a trainer may choose to take this variation, though there are also hinderances with it, such as falling behind in the experience curve. It doesn't prevent a Pokémon from battling, but it does hinder their potential to battle much stronger opponents later on.

Legend Paths variant rule: Normally, a Legend Speaker's Pokémon gains experience and levels up from battling as a Pokémon normally would. However, many Legend Speakers might take a more pacifistic route. A Game Master might decide to let the Legend Speaker's partner, and only their partner, level up as the Legend Speaker does, gaining one level whenever the Legend Speaker does. Because of this, June, a Level 6 Legend Speaker may have a Level 6 Xatu. This Xatu may still battle normally but does not gain experience as a result of battling.

Table 17-1 presents alternate partners for Legend Speakers. Pokémon listed in bold are considered the default partner that should be prioritized given their similarities to the ideals of the path and their availability in the region. In some regions, a Legend Speaker may not have partners for their path available. Whether the legendary Pokémon in the region is available or not, having a Pokémon from other regions may not fit the tone or theme of the game. This table suggests alternate partners based off of appearances of similar characters within the Pokémon franchise. Though it is not restrictive to this list, these options were chosen based off of relevant

lore and with keeping balance across multiple levels of gameplay in mind. As always, a game master may choose to make different Pokémon available depending on the region and may choose to allow multiple options for one of these paths if they feel it is appropriate.

Table 17-1: Legend Speaker Partner Variants

Legend Path	Partner 1	Partner 2	Partner 3	Partner 4
Guardians of the Sea	Psyduck	Dratini	Rookidee	
Destruction Tower	Bellsprout	Voltorb	Eevee	
Era of Civilization	Baltoy	Bronzor	Golett	
Ancient Weather	Castform	Vulpix	Slowpoke	Wingull
Balance of Consciousness	Meditite	Ralts	Darumaka	
Time-Space Axis	Bronzor	Staryu	Duskull	Clefairy
Swords of Justice	<i>Honedge⁷</i>	Karrablast	Shelmet	
Forces of Nature	Gothia	Pidove	Stunfisk	
Tao	Axew	Natu	Meinfoo	
Mortality	Nincada	Riolu	Flabébé	
Island Guardians	Oricorio	Flabébé	Cutiefly	
Solstice	Minior	Exeggcute	Cosmog	Elgyem
Darkest Day	Galarian Farfetch'd	Honedge	Yamper	
Sovereign and Steed	Galarian Ponyta	Blitzle	Mudbray	

Some classes, such as Legend Speaker and Researcher, have pre-written archetypes, their Legend Paths and Research Fields. A creative Game Master may come up with alternatives following other powerful Pokémon or influential people, and these homebrew archetypes may be allowed or disallowed just as the basic ones are. For example, if a player wants to create a character based off of Pokémon Go mechanics, a Field specialty (and following class features) for Professor Willow may be created. This field specialty could likely synergize with the prestige class Go-Scout Collector, explained in more detail later in this chapter.

Another class that has notable archetypes is the Type-Specialist. These archetypes are much more variable, as a player chooses two types to specialize in from a specific set of rules. These rules can be somewhat restrictive, as the only possibilities for Ice type specialties are

⁷ Most of the Pokémon listed as the default starter in the path are prioritized for being in the debut region of the respective legendary Pokémon. Honedge is an exception due to the relevance of Aegislash in that line and the way the path is structured.

water and psychic, for example. A variation is presented here for location-based type specialists. The Game Master could decide a Type Specialist from a snowy mountain instead specializes in Ice and Rock types. Perhaps near an abandoned power-plant that a young child played and trained in the new Type-Specialist could specialize in Ghost and Electric types. There likely would be a backstory component to explain this variant rule, but it allows more flexibility for some types that are harder to satisfy the rules for, provided the GM allows it.

Prestige Classes

In many similar systems of Role-Playing Games, Prestige Classes are a unique way to further develop your character. These are classes that cannot be taken at level 1, as they have prerequisites to enter, usually including feats, base saves or ranks in skills, catch bonus, or class features. Prestige classes usually can't be entered until level 6 or later. Whenever it refers to base catch bonus, saves, or ranks in a skill, this is just what has been given as a result of your classes or as a result of investing ranks in a skill, this does not include abilities and other modifiers that are added to the dice total when rolling. Prestige classes are all three levels long, allowing a character who does not multi-class to take all 12 levels of a base class and 3 levels of a Prestige class they meet the requirements for to total their 15 levels. The Multi-Class feat is not required for Prestige Classes, all that is required is that players meet the requirements, and they may choose to add their next level into the prestige class instead of a base class. Players may not have more than one prestige class at a time, even if they meet the requirements, as prestige classes require dedication and training to the class beyond that of a normal class. However, players may continue to level up in classes obtained prior to gaining a level in a prestige class, or may multi-class into a new class with normal restrictions, after taking levels in a prestige class.

Ace Trainer

Beyond the skill of a Master, an Ace Trainer has truly taken training Pokémon to a new level of skill. Beyond the usage of Pokémon in a standard battle, Ace Trainers can use a Pokémon's skills and moves to completely change the dynamic of a situation, using creative concepts to overcome challenges and enemies. Ace Trainers must develop their own unique styles in battling, and have the following requirements to enter the class:

Requirements:

- **Catch Bonus:** Base +5 or higher
- **Feats:** Skill Focus (Train Pokémon), at least 2 Trainer Feats
- **Special:** Pokémon must be able to take at least 4 points of fatigue before entering

Table 17-2: Ace Trainer

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+0	+0	+0	Bonus Trainer Feat
2	+2	+0	+1	+1	Bonus Fatigue
3	+3	+1	+1	+1	Bonus Trainer Feat

Skills – Acrobatics, Athletics, Break, Concentration, Diplomacy, Heal, Intimidate, Ride, Search, Survival, Train Pokémon, (2+int) skill points per level, d10 hit die

To Level Up: An Ace Trainer may level up by meeting the requirements of a previous class and choose to gain a level in Ace Trainer instead of in that class.

Proficiencies: Members of the Ace Trainer class gain proficiency with Poké balls if they did not previously have it.

Bonus Trainer Feat: At each level except second, an Ace Trainer can get a Trainer Feat as a Bonus Feat, provided they meet the requirements.

Bonus Fatigue: An Ace Trainer adds an extra two points of fatigue to their cap before a Pokémon reaches maximum fatigue.

Burst Heart Adept

Sometimes a trainer and their Pokémon will share a mystical bond, unrivaled by all others, that allows them to think and act simultaneously, as if they were one. Those who further focus their studies on this energy are known as Burst Heart Adepts, and are able to work with their Pokémon in remarkable ways. Trainers who become Burst Heart Adepts channel their own knowledge and power in synergy with their Pokémon, allowing phenomenal accomplishments to occur.

Requirements:

- **Save:** Base Will Save +2 or higher
- **Skills:** +5 ranks in Spellcraft or higher
- **Special:** Pokémon with a Fanatic Attitude

Table 17-3: Burst Heart Adept

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Battle Bond, Burst Heart, Adept Ability
2	+1	+0	+1	+3	Adept Ability
3	+2	+1	+1	+3	Adept Ability

Skills – Athletics, Break, Concentration, Disguise, Heal, Intimidate, Knowledge (Pokémon), Knowledge (Legends), Ride, Spellcraft, Train Pokémon, (2+int) skill points per level, d8 hit die

To Level Up: A Burst Heart Adept may level up by meeting the requirements of a previous class and choose to gain a level in Burst Heart Adept instead of in that class.

Proficiencies: Members of the Burst Heart Adept Class do not gain nor lose any proficiencies.

Battle Bond: A Burst Heart Adept may choose one of the Pokémon that has a Fanatic attitude with them to gain the effects of Empathy. If it already has Empathy, the Pokémon and their trainer now share an even stronger link, allowing them to directly communicate telepathically with each other as long as they are within 120 feet of each other. Additionally, if the distance between them is greater than 120 feet but less than 10 miles times the Burst Heart Adept level, the two know the direction to each other. This chosen Pokémon is the only Pokémon they may use for the Burst Heart feature, as well as any Adept Abilities, and is referred to as the Burst Pokémon. Some abilities specifically require the Pokémon to be in bursted form.

Burst Heart: Instead of keeping a Pokémon inside of a normal Pokéball, a crystal structure is created that encases the Pokémon. This is known as the Burst Heart. Instead of sending their Pokémon out as Burst Heart Adept may send themselves into battle (rolling initiative against the opposing Pokémon to determine who will act first). As a swift action, before either the trainer or opposing Pokémon takes its turn, they may attempt a Concentration check (DC 25 – Pokémon's level) to activate the Burst Technique, allowing the trainer and Pokémon to fuse together into a more powerful form. If they are unsuccessful, the battle continues normally with the trainer having sent out no Pokémon, possibly resulting in them getting attacked on following turns. If they are successful, they may use any adept ability they know, as well as battle normally. A Pokémon may still be called from the burst heart normally as if it were being called from a Pokéball, not requiring any Concentration check. Trainers may exit burst as a Concentration check as a full-turn action (DC 15 – Pokémon's level), or if their Pokémon faints, see below. A

trainer can only enter this Burst form a number of times per long rest equal to their Constitution modifier, minimum 1.

When in the Burst form, Pokémon gain some of the strengths and weaknesses of their original trainer. A trainer adds +10 to the base stats of the original Pokémon for each point in a modifier of one of the trainers' abilities. Strength turns into Attack, Constitution turns into Defense, Intelligence for Special Attack, Wisdom for Special Defense, and Dexterity for Speed. The alignment matches that of the human, and the human is in control of every action the Pokémon takes. All other features and statistics remain the same as the original Pokémon's. Since the trainer becomes the Pokémon, any time the Pokémon takes damage or is affected by a status, the trainer is as well. When the burst ends, the trainer is affected by the same statuses the Pokémon is, and loses any health that the Pokémon lost in battle. If this brings them below their maximum, the trainer faints. If the human remains bursted while below 0 hitpoints, they may remain in this form for a number of minutes equal to their Constitution modifier, minimum 1, before the burst ends and the human faints. This gives the trainer time to heal themselves and their Pokémon. If the Pokémon fainted, the burst immediately ends, and the trainer is left in critical condition, requiring hospital attention.

If a human Bursts, the Pokémon's held item is considered to be a Burst Heart. While in this form, they are considered to be in a special rulings form. Humans/Pokémon that are bursted cannot use other features of special ruling forms.

Adept Ability: Each level, a Burst Heart Adept may choose an Adept Ability from the following list. The choice is permanent. A Burst Heart Adept cannot have more Adept Abilities than their Burst Heart Adept class level. These abilities cannot be chosen more than once unless otherwise

specified. These can then be used in battles, though some have the requirement of using the burst technique before they can be used. Using an Adept Ability is considered a standard action.

- **Battle Bond Heartbeat:** A trainer and their Pokémon share a connection in survival, and are able to overcome disasters because of this bond. Whenever the Burst Pokémon must make a saving throw, the trainer can choose to roll with their modifiers instead. Additionally, the trainer can use other things such as tokens of luck on this roll if they choose to make the saving throw. If the roll results in a fail, both the trainer and the Pokémon are affected by the outcome, however, if the roll makes the DC, then the Pokémon continues with the effects as normal, and the human is unaffected.
- **Battle Bond Senses:** A Burst Pokémon may use some skills that the trainer has at least one rank in, using the trainer's ranks in the skill plus their own ability modifier and any conditional modifiers that the Pokémon may normally use this for any check. If they fail a DC they attempt, the trainer nor their Pokémon may use this skill at all until the trainer has completed a short rest. Additionally, the trainer takes a -2 penalty on Fortitude saves if the skill was strength-based or concentration, -2 on Reflex saves if the skill was based on dexterity or intelligence, and a -2 on Will saves if the skill was based on wisdom or charisma until the rest is completed. Pokémon cannot use Knowledge Pokédex or Train Pokémon through this, nor can they use Break for the BREAKthrough Maneuver.
- **Battle Burst:** If the Pokémon chosen to burst knocks out an opposing Pokémon in battle, the trainer can as a free action attempt to cause a Burst with a +5 bonus to their concentration check.
- **Burst Channel:** (Requires Burst to be activated) A Burst Heart Adept can use any moves the Pokémon can normally use, combined with their own force. The Bursted form rolls an

attack roll opposed by the opposing target's AC, and if they are successful they roll damage as if the human is attacking. The result of that roll is an extra amount of d8s rolled when calculating move damage. For example, a Master/Burst Heart Adept using Tackle, which normally requires 8d8 to be rolled for damage, can roll an extra 1d4 and add their Strength modifier.⁸ If they roll a 3 and have a Strength of +2, they can now roll an extra 5d8, allowing them to roll 13d8 for Tackle damage instead of 8d8, which is then calculated normally. This only applies to moves that make contact and deal damage. Additionally, if burst channel is used, non-damaging beneficial effects (up to GM discretion) of moves such as stat increases and lowering cannot occur, however moves with drawbacks (such as close-combat) will still have their effects occur.

- **Burst Health:** (Requires Burst to be activated) A Burst Heart Adept normally does not gain health when bursting. A Burst Heart Adept in their Burst form may make a concentration check (DC 20 + Burst Heart Level) as a standard action to gain bonus, temporary hit points once per burst. These hitpoints are lost first, and do not cause the trainer to lose hit points if they exit the burst. The Pokémon gains an additional 2d10 health per level of Burst Heart Adept the trainer has. They disappear after an hour if they are not lost.
- **Synergy Combo:** Combining techniques often allows new techniques to be created, many times at higher power. If the Burst Pokémon uses each of its moves once consecutively,

⁸ A Burst Heart Adept adds their Intelligence modifier on Special attacks instead of Strength. However, if they use Intelligence, they can only do 1d4+Int damage. A physical attack can be increased to 1d6+Str if the character is a fighting type specialist, and possibly higher if certain weapons are used. A Swords of Justice Legend Speaker who bursts with a member of the Honedge family can do 1d10+Str, for example. This damage should not scale with weapon damage.

the last one has doubled chance of secondary effects from occurring. This combo can only be used once per battle.

- Synergy Burst: (Requires Burst to be activated) A Burst Heart Adept can go above and beyond the normal Burst with their Pokémon. If a Burst Heart Adept is in their Burst form and is at or below a quarter of the Pokémon's maximum health, they may choose to gain a stage in either Attack or Special Attack, and a stage in either Defense or Special Defense. After this, until the burst ends, they may only use their highest Base Power move when attacking, fatigue still applying as normally, or moves to heal themselves. If they heal above the quarter threshold, the stages cancel out and the Synergy Burst ends. This ability can be used only once per long rest.
- Synergy Support: A Burst Heart Adept's direct relation with their own team goes beyond the one Pokémon they can burst with. Once per battle, if the burst Pokémon is in a battle, it may use any status move or move with 50 or lower Base Power that another Pokémon on the team that is not currently out has. This is a full-turn action, and cannot be used if Burst is activated.

GO Scout Collector

Sometimes you just want to catch a Pokémon immediately and don't have the patience to wait through a battle. Perhaps you'll toss a berry and then a Pokéball, but never more than two or three items. Whether you want to catch the strongest Pokémon for an equally fast-paced, high-intensity battle, study the nature of these unique Pokémon appearances, or just make a bunch of new friends, a team is present for you. The GO program allows you to join others around the entire world to find and capture Pokémon.

Requirements:

- Feats: Curve Ball, Improved Initiative
- Skills: Knowledge (Pokémon): +5 ranks or higher

Table 17-4: GO Scout Collector

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+0	+0	+0	Team Choice, GO Ability
2	+2	+1	+1	+1	GO Ability
3	+3	+1	+1	+1	GO Ability

Skills – Acrobatics, Athletics, Diplomacy, Knowledge (Pokémon), Knowledge (Pokédex),

Knowledge (Region), Search, Sense Motive (4+int) skill points per level, d6 hit die

To Level Up: A Go Scout Collector may level up by meeting the requirements of a previous class and choose to gain a level in Go Scout Collector instead of in that class.

Proficiencies: Members of the Go Scout Collector class gain proficiency with incubators as if they took the Egg Caring feat.

Team Choice: A Go Scout Collector must choose a team at first level, either Instinct, Mystic, or Valor. If they choose Instinct, they gain a +2 competence bonus to Reflex saves, if they choose Mystic, a +2 competence Bonus to Will saves, and if they choose Valor, a +2 competence bonus to fortitude saves. This team choice also effects some of the GO Abilities a Go Scout Collector may choose from, listed below.

GO Ability: Each level, a Go Scout Collector may choose an ability from the following list. The choice is permanent. A Go Scout Collector can't have more GO Abilities than their class level as

a Go Scout Collector. These abilities cannot be chosen more than once unless otherwise specified.

- **Camera Collector:** A Go Scout Collector gains the Camera Collector feat as a bonus feat, regardless of whether or not they meet the prerequisites. The Go Scout Collector still needs a way to take photos.
- **Fast Move:** A Go Scout Collector is great at quickly using moves in succession. They gain a +1 bonus on initiative checks. Additionally, they may add half their dexterity bonus to the number of the same move they may use in succession before facing fatigue. For example, if a Go Scout Collector has a dexterity score of +4, they may use 4 of the same move 4 times in a row, two more than the normal limit, before taking points of fatigue.
- **GO! Scouting:** A Go Scout Collector gains a +2 on Stealth checks and increases their move speed by 10 feet.
- **GO! Capture:** A Go Scout Collector gains a +2 on Perception checks to notice a Pokémon and may add their initiative bonus to their catch bonus if they throw a Pokéball on the first turn. This bonus also adds one-tenth of their initiative to the cpfactor column.
- **Instincts from birth:** A Go Scout Collector who hatches a Pokémon may give it one of its parents' natures, regardless of whether they hold an everstone, as long as they know its parents' natures. Additionally, the Pokémon starts with one egg move of the Collector's choice. A Go Scout Collector must be on Team Instinct to take this feature.
- **Mystical Evolution:** A Go Scout Collector can make a Knowledge Pokémon Check with a DC equal to the Pokémon's minimum evolution level (from the video games) divided by 2 to determine at what level (in Chambers and Charizard) it will evolve at. If the

Pokémon evolves by trade, the DC is 25. If a held item or other condition is required in addition to either method above, the DC increases by 5. If it is an evolutionary stone, the DC is 20. Any other method has a DC of 30. Additionally, evolutionary stones are not consumed upon a Pokémon evolving. Lastly, a Pokémon that evolves by trade can evolve after level 6 if it has the held items required, if the Go Scout Collector makes a successful Spellcraft check (DC 30) that may be attempted once per long rest without requiring a trade. If they wish to evolve it without the held items, the check's DC increases by 5. They may not take a 10 or 20 on this check. A Go Scout Collector must be on Team Mystic to take this feature.

- Pokéstop: A Go Scout Collector is skilled at finding hidden caches of items. Once per long rest per town visited, a Go Scout Collector can find an item. Use table 17-5 to determine how many of each items can be found, rolling once for each row in the column. A minimum of 0 items can be found per category.
- Pokéstop Pro: A Go Scout Collector continues to hone their training in finding caches. They now roll for every item in the Pokéstop Pro Column instead. If an item has an asterisk in the column, do not roll for it unless the item immediately below it gets 0. For example, a Go Scout Collector who rolls 3 for Super Potions would gain 0, so they have an opportunity to roll for potions, which they otherwise would not get the chance for. A Go Scout Collector must have taken Pokéstop in order to select this ability.
- Valor's last stance: Once per long rest, if a Pokémon struggles due to receiving maximum fatigue, its fatigue may be reset to 1 point. A Go Scout Collector must be on Team Valor to take this feature.

Table 17-5: Pokéstop caches

Item	Pokéstop	Pokéstop Pro
Pokéballs	1d8-4	1d8-2
Greatballs	1d8-6	1d8-4*
Ultraballs	-	1d8-4
Potions	1d8-4	1d8-3*
Super Potions	-	1d8-6
Egg	25% of receiving 1	50% of receiving 1
Berries (0-30 hr. grow time)	1d4-3	1d4-2*
Berries (31-60 hr. grow time)	-	1d4-2

Grunt

Not every trainer is a law-abiding citizen, whether they are a good-hearted individual or not. Some are much more likely to steal, lie, and cheat their way to the top, using strange deceptive skills to win in battles and obtain money, rare items, and of course Pokémon. Grunts are also known to be able to take hits, often from other trainers who dislike them, villainous bosses and higher ups who treat them poorly, the police, and more. Grunts are adaptable to most situations.

Requirements:

- **Alignment:** Any Chaotic or Evil
- **Saves:** Base Reflex +3 or higher
- **Skills:** +5 ranks or higher in at least 4 of the following: Bluff, Disguise, Perform (Music), Sleight of hand, Stealth, Survival, Tinker

Table 17-6: Grunt

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+2	+2	+0	Grunt Ability
2	+1	+3	+3	+1	Grunt Ability
3	+1	+3	+3	+2	Grunt Ability

Skills – Athletics, Bluff, Break, Craft, Disguise, Intimidate, Perception, Perform (any except contest), Profession, Ride, Search, Sleight of Hand, Stealth, Survival, Tinker, (6+int) skill points per level, d6 hit die

To Level Up: A Grunt must steal a rare or valuable item or Pokémon, thwart an important organization, complete an assigned mission, or create their own organization of grunts in order to level up.

Proficiencies: Grunts do not gain nor lose any proficiencies.

Grunt Ability: Each level, a Grunt may choose an ability from the following list. The choice is permanent. A Grunt can't have more Grunt Abilities than their class level as a Grunt. These abilities cannot be chosen more than once unless otherwise specified.

- **Beat Down:** A grunt gains proficiency in improvised weapons, allowing them to attack with their Catch Bonus as a Base attack Bonus plus their Strength as a bonus to hit on melee Attack rolls. This is opposed by the opponent's AC. If successful, the item deals damage plus strength plus 2. Most items will deal 1d4 base damage before adding modifiers but some may do more, up to 1d8 base damage. For every other ally to the grunt within a 20 feet radius, the bonus damage increases by 1, with all bonus damage being scaled per normal weapon rules. For more information on humans using weapons

in combat, see the section on weapons in the next chapter. Additionally, the grunt gains a +1 dodge bonus to AC for every other grunt within the radius.

A grunt who takes this ability can use a Frying pan as a Dying pan, dealing 1d6 damage with it, before modifiers from beat down. Additionally, they may use it as an Anti-flying pan. If a person or Pokémon capable of flight is struck by a frying pan wielded by a grunt, they must make a fortitude save (DC = 10 + grunt's level + grunt's strength mod) or be unable to fly for the next minute.

- **Blasting off:** A grunt does everything they can to get away, rather than risk getting turned in. A grunt that selects this ability who takes more than twice their level hit points in damage but is not in critical condition (above negative constitution score) can choose to blast off after taking the damage. They disappear into the sky in an explosion, preventing them from being tracked, though this knocks them unconscious if they weren't already. They wake up an hour later with all of their equipment and Pokémon, and they appear in a random direction 1d4 miles away from their start point. Multiple grunts in the same party can choose to all blast off to the same location.
- **Face of the Shadows:** A grunt has unique costumes and disguises that help them avoid attention from the public. This gives them a +10 on all disguise checks made on themselves. Additionally, strangers who have never met the grunt are not entitled to a perception check to recognize that the grunt is disguised or who is beneath the disguise, only those who know the grunt may attempt this.
- **Nature's Opponent:** When choosing this ability, choose either to be a student of the land or a student of the sea. A student of the land gains a burrow speed of 10 feet. This allows them to dig tunnels that are 10 feet tall, 5 feet wide, and 20 feet long maximum at a rate

of 10x5x5 feet per turn. If the tunnel is expanded past the dimensions listed above, the furthest points from the grunt will collapse. This can be done in any soft earth, but nothing hard or artificial. A student of the sea gains a swim speed equal to 50 feet and can choose to take a 10 on a swim check, even under rushed or dangerous circumstances.

- **Rocket GO!:** A grunt with this ability may take levels in the GO Scout Collector prestige class starting at their next level, even if they don't meet the requirements to enter the class. This ability allows certain characters to have more than one prestige class. A grunt must still meet any prerequisites for specific GO Abilities, such as Pokéstop Pro requiring the Pokéstop ability first. Additionally, grunts cannot take the Team choice class feature or join a team, meaning they cannot take GO Abilities that require being a member of a team.
- **Start a Riot:** Even in the most peaceful settings, a grunt may cause chaos and destruction. As a standard action, a grunt may make a perform (music) check (DC 20). If they succeed, they select one target per level they have in grunt to enrage in and confuse. For each additional grunt within 100 feet, another target may be affected. All targets must be within 60 feet of each other. Targets that successfully make a will save (14+Grunt's Charisma modifier) are immune to the effect. Those who fail gain a +2 bonus to strength and constitution (which may affect their attack and HP if they are a Pokémon) but also lose touch with their surroundings, taking a -2 penalty to their AC. Each turn, affected targets must attack the closest individual they see or object of their size or larger. If they attack another individual, they may make another will save before the attack to try and end the effects. While in this state, targets may not use any intelligence, dexterity, or charisma based skills. The grunt may continue to perform as a move action on each of

their turns. This effect lasts for as long as the grunt makes the perform DC plus two turns. Other grunts that are targeted by this ability gain the strength and constitution, but suffer no penalties.

The Charm Transcend Confines removes all effects of this Grunt ability on individuals it is used on.

- **Team Motto:** Many villains have a monologue or battle cry to announce themselves. A Grunt may make a perform (Music) check of DC 18. They then spend 4 turns performing. They may spend additional turns performing, each turn cumulatively increasing the DC by 1. If there are two or more grunts, they alternate who is performing, switching who spends the standard action required for the check on their turns, as long as the DC is made each turn. At the end of the Motto, they gain a +4 morale bonus on initiative, skill checks, attack rolls, and saves. This bonus increases by 1 for each turn of additional reciting, up to a total bonus equal to the ranks the grunt has in perform (music). This lasts for one minute per grunt level, beginning as soon as the fourth turn ends.
- **Trapcraft:** In the never-ending goal to capture rare Pokémon from trainers, a grunt is ready to prepare unique traps and devices. Below are some listed traps Grunts can prepare, the time to craft them, and the cost or materials. Each trap requires a DC 20 tinker check to make. A trap's hardness acts as damage reduction, and the HP listed is as if it were a human character, breaking when it hits 0. All Traps need to be reset after use unless otherwise specified.
- **Type-Proof Trap:** To prevent individuals from foiling the hard work put into traps, grunts can spend extra resources to ensure that the traps are immune to certain types of damages. To do this, the Grunt must have 1,000 Pokédollars and a Pokémon of a type that resists

the damage they wish the trap to be immune to, and this Pokémon must have a move of the same type that resists the damage. This Pokémon does not have to belong to the grunt, but must be in their party, whether caught by them or an ally or stolen. This can only be applied to traps, and not to any other objects. A Grunt must have taken Trapcraft in order to take this ability.

Table 17-7: Grunt Traps

Trap	Money or Items	Time	DC and effect
Pitfall	0 Pokédollars, Shovel	1 hour	(15+Grunt Level) Reflex or fall in 10x10x10 feet pit. Survival check to hide the trap, opposed by search. Can be extended 10 feet in any direction with another hour of work.
Net Spring	2500 or 4 ropes, Sleight of hand Check	10 minutes	(5+Sleight of hand check) Reflex or get pulled into the air, can hold up to 300 pounds within a 15x15 area. Survival or Stealth check to hide the trap, opposed by search. Net has a hardness of 1, 10 HP to cut a person free, must be attacked from outside.
Falling Cage	8250	5 minutes	(20) Reflex to escape or (35 break) to break out. Cage falls over 20x20 foot space. The cage has a hardness of 10 and 40 HP. Perception check to notice, opposed by stealth to hide the trap.
Spinning tile	2500, Tinker Check	1 hour	(10 + Tinker check) Fortitude or Reflex to escape, 5x5 tile sends individual spinning up to

			150 feet in one direction or when they collide with another trap or obstacle. Does not need to be reset. Hidden with stealth.
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Gym Leader

Likely the most prestigious occupation in the Pokémon World, a gym leader is known to command respect from People and Pokémon alike. Masters of battling and of many other arts, gym leaders are capable of and competent at defeating foes and guiding challengers. Individuals travel from across regions to study unique techniques in battling, as well as possibly advance their own skills. Many successful individuals even will be recognized by the league, and can reward trainers with badges for their hard work. Gym Leaders normally have a type or theme they specialize in that help their training be specific to their Pokémon.

Requirements:

- **Skills:** Train Pokémon +8 ranks or higher, any other skill with 8 or more ranks
- **Special:** Must have trained either as an acolyte under a gym leader or defeated 4 or more gym leaders

Table 17-8: Gym Leader

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Type Specialty, Leader Ability
2	+2	+3	+1	+1	Leader Ability

3	+3	+3	+2	+2	Leader Ability
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Skills – Acrobatics, Athletics, Bluff, Diplomacy, Intimidate, Ride, Search, Survival, Train

Pokémon, (2+int) skill points per level, d12 hit die

To Level Up: A Gym Leader may level up when instructing a lower level trainer, granting them a level, in a unique way that has not caused them to level up before. This may be a heated battle, guiding the trainer in their own class, helping stop a major threat, or many other events, but it must be unique at each level and must allow the other trainer to level up.

Proficiencies: Members of the Gym Leader class do not gain nor lose any proficiencies.

Type Specialty: Gym Leaders often focus on catching and training one type of Pokémon. Their unique practice and style grants them certain bonuses when catching and training. Choose one Pokémon type. A Gym Leader gains a +3 specialization bonus to catch Pokémon of this type.

Additionally, when training a Pokémon of this type a move of its type, the Gym Leader gains a +4 specialization bonus to teach moves. Finally, the Gym Leader gains the granted ability of the Type as found on the Type Specialist chart, though they do not gain the ability to concentrate to change into that type. (Since these bonuses are all specialization bonuses, they do not stack with Type Specialists. A Gym Leader’s specialty types that are separate from a Type Specialists do not count against the experience penalty, though they do not gain the bonus experience.)

Leader Ability: Each level, a Gym Leader may choose an ability from the following list. The choice is permanent. A Gym Leader can’t have more Leader Abilities than their class level as a Gym Leader. These abilities cannot be chosen more than once unless otherwise specified.

- **Acolyte of the Art:** A Gym Leader can gain an apprentice to assist them in running the gym. Upon choosing this feature, the gym leader selects a city to host their gym battles. This Acolyte is an NPC that joins the party whenever the Gym Leader is in town, but

does not leave the town. They can be of any class, but cannot have a level higher than the Gym Leader's class level plus their charisma modifier divided by 2. For example, a Level 8 Master, Level 3 Gym Leader with a Charisma of 20 can have an Acolyte of level 4 or lower, 3 from their class levels, 5 from their charisma modifier, divided by 2. The acolyte assists in whatever ways they can, provided it does not interfere with alignment restrictions. If the Acolyte leaves service for a negative reason (such as major preventable injury or major disagreements), the Gym Leader must wait a year before finding a new one.

- **Gigantamax Soup:** By finding max mushrooms or related ingredients and cooking them properly, a gym leader may awaken a Pokémon's hidden potential. A Gym Leader may search for max mushrooms with a survival check (DC 28). These can then be cooked (DC 23) and fed to one of their Pokémon from a species capable of gigantamaxing to give it the gigantamax factor.
- **Power Spot:** A gym leader can call upon the power of the Wishing Stars to activate a power spot in the current battle. Individuals in the area are capable of dynamaxing one of their Pokémon per encounter if they have a dynamax band. The dynamax lasts for three turns. If the Pokémon has the gigantamax factor, it can gigantamax instead. This can only be done in an official gym. Alternatively, a gym leader can once per long rest have a dynamax raid battle on a route by finding a den (search check DC 15) and placing a wishing piece in it. Dynamax and Gigantamax Pokémon count as special ruling forms.
- **Protect the Public:** A Gym Leader swears to protect innocent individuals above all others. As a Full turn Action, a Gym Leader can grant all individuals with NPC class levels

within a 60 foot radius a +30 feet morale bonus to their speed, +3 natural armor and +2 resistance bonus to saves. These bonuses last for 1 minute per level in Gym Leader.

- Stadium Card – Boost: This ability can be activated as a move action by successfully making an athletics check (DC 18). Upon Switching in, a Pokémon gains one stage of one ability randomly. This affects all Pokémon, the Gym Leader's and their Opponent's. Another Stadium Card Leader Ability activated after this one ceases this one's effects.
- Stadium Card – Dynamic: This ability can be activated as a move action by successfully making an athletics check (DC 18). All Pokémon may be switched as a free action instead of as a standard action, the Gym Leader's and their opponent's. The Pokémon switched in because of this method gains 2 points of fatigue. A Pokémon can still be switched in as a standard action normally, avoiding the fatigue. Another Stadium Card Leader Ability activated after this one ceases this one's effects.
- Stadium Card – Shrine of Punishment: This ability can be activated as a move action by successfully making an athletics check (DC 18). At the start of every individual's turn, certain Pokémon take extra damage. Any Pokémon that is in a special ruling form takes damage equal to $1/8^{\text{th}}$ of its maximum HP. Another Stadium Card Leader Ability activated after this one ceases this one's effects.
- Stadium Card – Support: This ability can be activated as a move action by successfully making an athletics check (DC 18). Potions can be used as a move action instead of as a standard action. Additionally, they heal an additional 20 HP. This only applies to standard potions. This affects both the Gym Leader and their Opponent. Another Stadium Card Leader Ability activated after this one ceases this one's effects.

- Stadium Card – Trivia: This ability can be activated as a move action by successfully making an athletics check (DC 18). Prior to a battle, a gym leader may write up to five trivia questions, assigning each one to a different stat for Pokémon. Each trivia question should be answerable by players, possibly requiring a knowledge check for specific details and answers. Recommended DCs for trivia questions requiring knowledge checks are 22, with an additional +2 for each question. If players answer a question correctly, their Pokémon gains a stage in the assigned stat. If they are incorrect, they lose a stage in the assigned stat. The fourth and fifth questions raise and lower stats by two stages instead of one. Only one question may be asked per turn. Another Stadium Card Leader Ability activated after this one ceases this one's effects.
- Technique Mastery: A Gym Leader may choose one move that is known by more than one of their Pokémon. This choice is permanent. A Gym Leader can teach any Pokémon that learns this move by any method in one day with a DC 30 Train Pokémon check.
- Trusted Referee: A Gym Leader must have the Referee feat in order to take this Ability. A Gym Leader can be trusted to follow League Regulations. Because of this, a Gym Leader may Referee for any battle they participate in, even though they are a competitor. They may not set any restrictions to the battle without having a separate Referee present. This means a Gym Leader with the Referee feat will award prize money if they lose, regardless of the presence of another Referee, and will win money if the Gym Leader wins.

International police

The International or Global Police are a rare group of specially trained individuals with tools and skills rarely seen. They often help protect regions from villainous individuals, and as such, are expert battlers and also experts at stopping harmful trainers. Whether it be a peaceful resolution, thinking fast and using resources, or a powerful, strategic battle, the International police are competent at bringing down villains from across the world.

Requirements:

- **Saves:** Base Fortitude or Reflex +5 or higher
- **Skills:** Sense Motive: +5 ranks, Diplomacy 3+ ranks, Search +3 ranks or higher
- **Special:** Must apply and successfully complete background checks and interviews.

Table 17-9: International Police

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Police Ability
2	+1	+1	+3	+0	Police Ability
3	+2	+1	+3	+1	Police Ability

Skills – Acrobatics, Appraise, Athletics, Cooking, Diplomacy, Heal, Intimidate, Knowledge

(Region), Perception, Search, Sense Motive, Stealth, Tinker, (4+int) skill points per level, d10 hit die

To Level Up: A member of the International police must resolve a major conflict that is of human or unknown origins in order to level up. Resolving a conflict from a known Pokémon does not count for level up purposes.

Proficiencies: Members of the International police Class do not gain nor lose any proficiencies.

Police Ability: Each level, a member of the International police may choose an ability from the following list. The choice is permanent. A member of the International police can't have more Police Abilities than their class levels in International police. These abilities cannot be chosen more than once unless otherwise specified.

- **Classified Knowledge:** A member of the International police may use the Slumber Status charm without needing to concentrate a number of times per long rest equal to their intelligence mod. Once per long rest, they may use the Trace charm without needing to concentrate, if the Pokémon they use it on is considered a threat to the public.
- **Detective Partner:** A member of the International police develops a connection with a partner that goes beyond normal person to Pokémon communication. If this ability is selected, the trainer loses any ability to speak to Pokémon if she previously had any, such as via class features or charms. This does not automatically get replaced. If they would later gain the ability to speak to Pokémon, they must choose to forgo it or lose this ability. After selecting this ability, a trainer may choose any one Pokémon, even one that is not theirs. The trainer gains the ability to speak to and understand this Pokémon. Additionally, no ideas are “lost in translation” when this Pokémon discusses with another that the trainer can't speak to. This allows the detective partner Pokémon to act as a translator between people and Pokémon.
- **Police Equipment:** A member of the International police gains the following items. Each may hold up to 6 batteries. The battery power is consumed after one use, though new batteries can be added. Batteries may each cause individual effects or have their effects stack, chosen when the item is used. Replacing batteries is a standard action.

- Excellent Scope – grants +4 bonus on perception checks at distances greater than 60 feet.
 - Invisible Cloth – grants +2 bonus on stealth checks to hide.
 - Variable Rope – 50 foot rope that can extend 30 feet per battery, lasts for one minute. Additionally, grants a +1 bonus per battery on checks to tie knots and use grappling hooks.
 - Protection Rock – Grants +1 AC for one minute per battery.
 - Galactic Jet – Allows fly speed of 40 feet for 1 turn per battery. Changing elevation can be done as easily as going in a straight line. Rotating 90 degrees requires 10 feet of movement.
 - Hyper Compact One-touch Tent – Functions as a tent, weighs one pound. Does not require batteries.
 - Adjustable Handcuffs – Increases the DC of a character bound by sleight of hand or a grapple by +2 per battery.
- Police Force Contact: Once per day, a member of the international police may take a 20 on a Diplomacy, Search or Sense Motive, check without taking any additional time.
 - Police Training: A Pokémon belonging to the International police 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 Diplomacy, Intimidate, Perception, Search, and Sense Motive checks. Regardless of whether they have ranks in the skill or not, these Pokémon may aid their trainer in any of these skills with their moves, granting a +2 bonus. The Pokémon may also invest ranks in any of these skills. A member of the International police may give a number of skill points to a Pokémon when they level up. The Pokémon

gains a number of skill points equal to their intelligence modifier, minimum one, which can be distributed only to the skills listed above. This ability functions similarly to a Ranger's field abilities.

- **Protect the Public:** A member of the International police swears to protect innocent individuals above all others. As a Full turn Action, a member of the International police can grant all individuals with NPC class levels within a 60 foot radius a +30 feet morale bonus to their speed, +3 natural armor and +2 resistance bonus to saves. These bonuses last for 1 minute per level in International police.
- **Public Enemy Hunt:** Upon taking this class feature, choose a class. Your Pokémon deal 1.25 times more damage against trainers of this class. Additionally, this damage can be chosen to be nonlethal, causing the individual to go unconscious at 0 HP instead of risking killing them. Damage is chosen to be lethal or nonlethal at the time of the attack, before damage is rolled. Against the Grunt Prestige class, this ability instead deals 1.33 times more damage.
- **Seen the Dark:** Upon taking this class feature, a member of the International police gains Darkvision out to 30 feet. If they already have it, they add 30 feet to their Darkvision range. Additionally, they are immune to fear effects and cannot be confused nor fascinated.

Involith Scribe

Known by many names, these Ranger Guardians have heightened spiritual awareness and capabilities beyond that of normal Rangers. This comes from their dedication to Legendary Pokémon and understanding of spiritual forces, guiding them throughout the region. The

signature ability of Involith Scribes is their ability to use Guardian Emblems, a rare type of charm that allows powerful Pokémon to be called in for assistance.

Requirements:

- **Special:** Environment Awareness
- **Special:** Battle Partner

Table 17-10: Involith Scribe

Level	Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Involiths, Styler Progression, Charm Progression, Pokémon Advancement
2	+1	+0	+3	+1	Styler Progression, Charm Progression, Pokémon Advancement
3	+1	+1	+3	+1	Styler Progression, Charm Progression, Pokémon Advancement

Skills – Acrobatics, Athletics, Concentration, Cooking, Diplomacy, Heal, Knowledge (Legends), Knowledge (Pokémon), Knowledge (Region), Perception, Ride, Spellcraft, Survival, Stealth, Tinker, (6+int) skill points per level, d8 hit die

To Level Up: An Involith Scribe may level up by meeting the requirements of either Legend Speakers or Rangers and choose to gain a level in Involith Scribe instead of one of those classes.

Proficiencies: Members of the Involith Scribe class are proficient with Capture Stylers.

Bonus: Just as the bonuses would normally combine, an Involith Scribe’s bonus applies to both Befriending Pokémon as well as Capturing Pokémon. (This bonus also applies to catching

Pokémon if using Pokéballs.) They still add only their dexterity modifier for capture checks, and only their charisma modifier for befriending checks.

Styler Progression: An Involith Scribe continues to train and upgrade their capture Styler as they continue to use their skills as a Ranger. An Involith Scribe effectively adds their Involith Scribe levels to their Ranger levels for the purpose of determining her bonuses from Improved Styler. This does not apply to other class features granted by Rangers, such as Field Abilities or Environment Awareness.

Charm Progression: An Involith Scribe continues to practice spiritual arts and improve their abilities to use Charms as a Legend Speaker. An Involith Scribe effectively adds their Involith Scribe levels to their Legend Speaker levels for the purpose of determining Charms per day, when new charms are learned, and when charms are replaced. This also applies to her Legend Speaker level for the effects of charms, such as their distance and duration that are dependent upon this level. This does not apply to other class features, such as Journey's Companion.

Pokémon Advancement: Every time an Involith Scribe gains a level, their Ranger partner levels up automatically. Additionally, if using the variant Legend Speaker rules for leveling their Legend Path starter, it gains a level as well.

Involiths: When an Involith Scribe is capable of using Intermediate Charms, they gain a new charm for free as detailed below. This does not count against the normal limit of charms known.

-Guardian Sign (Intermediate): An Involith Scribe has the ability to draw detailed symbols to call for help from powerful Pokémon in the area. When making the concentration check for this charm, the Involith Scribe may draw out a unique symbol, often called an emblem, involith, or sign, that summons a Pokémon they have seen before. The Pokémon is automatically the highest

level that can be found in the wild on the route, and must be from the route or within a surrounding area. The Pokémon will assist with one battle or task, but it cannot be befriended or captured to stay longer unless it is encountered normally.

Rule Variations

This chapter introduces optional rules that can be added to a Chambers & Charizard game. The rules presented here have had canon appearances in other Pokémon settings but may not be indicative of the majority of the franchise. As such, these rules are something that a GM can consider adding, though they will not always have a place within the game. Some rules, such as those related to crafting and Knowledge Pokémon, are going to be rather different from the structure of the rest of the game and could be confusing to new players. Other rules presented, such as those centered around human weapon use, can drastically change the tone of the game and may not fit into most Pokémon stories. Rules are presented here as guidelines but are not intended to always be used.

Crafting

The rules presented under the crafting skill are designed to be fairly vague and allow for players and GMs to narratively fill in more details about the actual crafting check. It assumes that players will have non-descript materials they have access to or have purchased that are consumed over time as players fashion usable or sellable items out of the skill. This is assumed to happen over a duration of time, such as a week, and produces items that can either be sold or used by an individual. This chapter introduces crafting rules based off of those from Pokémon: Legends Arceus. These rules allow for crafting of specific items using specific components, within a time limit.

Rather than a crafting check being rolled and the result determining the time it takes to craft the item, items can only be crafted if a sufficient number of ranks in the crafting skill are met. This functions similarly to acquiring crafting recipes. Often times, this will not require any crafting checks to be rolled, though there may still be a benefit to crafting checks for the purposes of reducing the time it takes to craft an item as well as making checks relevant to

crafting other items. Though the following section only presents rules for items directly in Pokémon Legends Arceus, many of these rules can be extended for more broad applications. For example, Kurt's Apricorn balls could be crafted with a recipe similar to a regular Poké ball with their respective color apricorn, one tumblestone, and 3 ranks in the craft (Poké ball) skill in this variant. These lists may also be extended for other items not from the Pokémon games; especially for categories such as Art and Adventuring Gear.

Craft (Poké ball, Hisuian), Craft (Medicine, Hisuian), Craft (Battle Item, Hisuian), Craft (Adventuring Gear) and Craft (Art) are detailed below, again with rules from Legends Arceus. Table 18-1 lists the items, the ingredients required, the effects in a standard ChaCha game and the number of ranks required in order to craft the item. A character that has the Craft Medicine feat should count as having two additional ranks for the purposes of crafting medicine according to the table below, though a GM may not require that feat be taken given these rules. All items listed should take one hour to craft, with no craft check required. All items can be crafted twice as fast by making a craft check ($DC = 15 + 2 * \text{ranks required}$), three times as fast with a crafting check ($DC 25 + 3 * \text{ranks required}$), and so forth. None of the items presented here can be made masterwork, though a GM who chooses to implement these rules for other crafting projects could do so by requiring 5 additional ranks and an additional two hours in crafting.

Table 18-1: Variant Crafting Rules

Item	Materials	Ranks	Effect
Adventuring Gear			
Stealth Spray	Bugwort x3, Hopo Berry	4	Provides a +6-enhancement bonus on one size medium individual's stealth checks for 10 minutes
Smoke Bomb	Caster Fern, Sootfoot Root	5	When thrown, creates a cloud of fog in a 20-foot radius for five turns
Scatter Bang	Caster fern, Pop pod	6	When thrown, creates an intimidate check to all surrounding Pokémon
Sticky Glob	Ball of Mud, Caster Fern, Spoiled Apricorn	8	When thrown, has a chance at paralyzing Pokémon it hits

Art			
Pokéshi Doll	Wood x3	2	Can be sold
Star Piece	Blue Shard, Green Shard, Red Shard, Stardust	7	Can be sold for high profit
Battle Items			
Aux Guard	Iron Barktongue x2, Pep-Up Plant	3	Increase defense and special defense by one stage each when used on a Pokémon until the end of the battle.
Aux Power	Pep-Up Plant, Swordcap x2	3	Increase attack and special attack by one stage each when used on a Pokémon until the end of the battle.
Dire Hit	Candy Truffle, Direshroom x2	5	Double the chance of a Pokémon scoring a critical hit in battle until the end of the battle.
Aux Evasion	Candy Truffle, Doppie Bonnets x2	5	Increases accuracy when used on a Pokémon by one stage until the end of the battle.
Aux Powerguard	Aux Guard, Aux Power, King's Leaf	7	Increases attack, defense, special attack and special defense by one stage each when used on a Pokémon until the end of the battle.
Choice Dumpling	Caster Fern x3, Direshroom, Hearty Grains x2, Swordcap	6	Pokémon can only use one move, but does 50% more damage. They also take 25% more damage. Lasts until end of battle. Also requires 3 ranks in cooking.
Swap Snack	Candy Truffle, Hopo Berry, Sootfoot Root, Springy Mushroom	7	Pokémon's attack and defense stats switch, and their special attack and special defense switch. Lasts until the end of battle. Also requires 3 ranks in cooking.
Twice-Spiced Radish	Sand Radish,	9	Pokémon's next three turns their moves do 50% more damage. Also requires 4 ranks in cooking.
Medicine, Hisuian			
Potion	Oran Berry, Medicinal Leek	2	Handcrafted potions restore 30 HP.
Super Potion	Potion, Pep-Up Plant	4	Handcrafted super potions restore 80 HP.
Hyper Potion	Super Potion, Vivichoke	8	Restores 120 HP.
Max Potion	Sitrus Berry, King's Leaf	11	Fully restores a Pokémon to its max HP.
Full Restore	Max Potion, Full heal	14	Fully restores a Pokémon to its max HP and cures it of all non-volatile status conditions.
Remedy/Energy Powder	Bugwort x2	3	Restores 60 HP but will make a Pokémon less friendly (3 herbal medicines within a week lower attitude by one step).
Fine Remedy	Remedy, Pep-Up Plant	6	Restores 100 HP but will make a Pokémon less friendly (3 herbal medicines within a week lower attitude by one step).
Superb Remedy	Fine Remedy, Vivichoke	9	Restores 150 HP but will make a Pokémon less friendly (3 herbal medicines within a week lower attitude by one step).
Full Heal	Cheri Berry, Pecha Berry, Rawst Berry, Aspear Berry	7	Restores a Pokémon from any non-volatile status conditions.
Revive	Vivichoke, Medicinal Leek x2	5	Restores a fainted Pokémon to half health.
Max Revive	Revive, King's Leaf x2	12	Restores a fainted Pokémon to full health.
Max Ether	Leppa Berry	7	Restores 5 fatigue from one Pokémon in a party.
Max Elixir	Pep-Up Plant x2	12	Restores 5 fatigue from all Pokémon in a party.
Poké Ball, Hisuian			
Poké Ball	Brown Apricorn, Tumbelstone	1	Can be thrown as a normal Poké ball

Great Ball	Brown Apricorn, Tumblestone, Iron Chunk	4	Can be thrown as a normal Great ball
Ultra Ball	Brown Apricorn, Tumblestone x2, Iron Chunk x2	7	Can be thrown as a normal Ultra ball
Heavy Ball, Hisuian	Brown Apricorn, Black Tumblestone	2	Thrown as a Poké ball at shorter distance, greater effect when thrower is hidden
Leaden Ball	Brown Apricorn, Black Tumblestone, Iron Chunk	5	Thrown as a Great ball at shorter distance, greater effect when thrower is hidden
Gigaton Ball	Brown Apricorn, Black Tumblestone x2, Iron Chunk x2	8	Thrown as a Ultra ball at shorter distance, greater effect when thrower is hidden
Feather Ball	Brown Apricorn, Sky Tumblestone	3	Thrown as a Poké ball at longer distance, greater effect on flying or nimble targets
Wing Ball	Brown Apricorn, Sky Tumblestone, Iron Chunk	6	Thrown as a Great ball at longer distance, greater effect on flying or nimble targets
Jet Ball	Brown Apricorn, Sky Tumblestone x2, Iron Chunk x2	9	Thrown as a Ultra ball at longer distance, greater effect on flying or nimble targets

Knowledge Pokémon

Normally, when a character rolls a skill check, there is no guaranteed chance of failure. A “natural one” (where one rolls a 1 on a d20) does not mean anything significant for a skill check; as long as the character has a high enough skill modifier they may still succeed on the check. This variant rule changes that slightly. Inspired by “Who’s that Pokémon?” this rule suggests that a character who rolls a natural one on a knowledge Pokémon check misidentifies a Pokémon. Normally, if a character fails their knowledge Pokémon check, they simply fail to recognize and identify the Pokémon and do not know details about it, such as its type, where it is from, its name or other related information. With this ruling, on a natural one, the character rolling the check confidently misidentifies the Pokémon with something similar.

A misidentified Pokémon should retain as many similar features as it can to the original, such as being the same type and roughly the same size. If possible, it should be a similar evolutionary stage but a different family and possibly have similar base stats. An example of this could be misidentifying a Feebass as a Magikarp. Both of them are water type, between two and

three feet tall, around 20 lbs., have a base stat total of 200, have swift swim as an ability and can evolve into a much larger, more powerful Pokémon. In some cases, a trainer may misidentify a Pokémon as another form of the Pokémon they believe it to be. In the above example, one might assume that the Feebass is a Basculin from the Hoenn region, or make a similar mistake. This can be extended into Pokémon that don't have form differences normally (such as a Magikarp from the Hoenn region) as the character is confident in their knowledge despite the inaccuracies.

This rule should probably only be used in campaigns with both experienced GMs and players. Because identifying Pokémon is very important (as seeing all Pokémon in a dex can result in all players in a party leveling up), seeing the Pokémon should still count for those purposes. The GM should explain out of character what the Pokémon really is and players should do what they can to avoid using this out-of-game knowledge to inform their in character decisions. This can offer particularly interesting role-play experiences, such as reacting to an attack that was not as effective as it was thought to have been (due to type mismatches) or other similar outcomes!

Weapons

Across multiple different forms of Pokémon media, weapons have appeared on very rare occasions. Weapons drastically change the design of the game as humans are given a chance to fight each other and Pokémon in potentially very lethal ways. Though there are a few ways to use weapons presented throughout the rulebook, such as a swords of justice legend speaker or the rusted relics for researchers, weapons are usually quite rare in the Pokémon world. As such, the rules for using weapons below are a variant feature that is unlikely to be included in most games.

A Game Master should be very careful about introducing weapons in any form – if any NPC has access to them, this gives players a chance to access them. Weapons are normally

priced very high but as soon as they become available to anybody it shifts a lot of power to players who may be able to acquire them. Weapons are **not** recommended for most settings. However, as weapons have appeared in canonical Pokémon media, rules describing their use are presented below.

Characters must be proficient with a weapon in order to use it most effectively.

Characters that lack proficiency take a -4 penalty on all attack rolls with the weapon. There are seven feats related to weapon proficiency, shown below in table 18-2. Different feats allow different access to weapons and often times more powerful abilities from simpler weapons, as described in each weapon description. These feats probably should not be easily accessible and should be restricted to specific tutors and individuals in-world if they are allowed at all due to their complexity in training. A possible exception could be grunts, who already commit dangerous crimes, and thus if weapons are going to be prevalent in a **game one should consider giving all grunts one weapon proficiency feat for free at their first level.**

Table 18-2: Weapon Feats

Feat	Prerequisite	Category	Effect
Firearms 1		Weapon proficiency	Allows use of explosives, handgun and stun gun
Firearms 2	Firearms 1	Weapon proficiency	Allows use of shot gun and hypnotoxic laser
Melee 1		Weapon proficiency	Allows use of hunting knife, spear, staff, baton and shield
Melee 2	Melee 1	Weapon proficiency	Allows use of longsword, sledgehammer and whip
Ranged 1		Weapon proficiency	Allows use of sling
Ranged 2	Ranged 1	Weapon proficiency	Allows use of boomerang, longbow, net and shuriken
Combat Training	Any two weapon proficiency feats	Weapon proficiency	Allows user to add half their level (rounded down) to their bonus to hit. Additionally,

			characters with fingerless gloves add the bonus on catching to their bonus to hit.
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Assuming a character is proficient with a weapon, they may make an attack roll against a target. Melee weapons generally use strength to hit, adding the user's strength modifier as a bonus on a d20 against an adjacent foe as per normal combat. Ranged weapons generally add the user's dexterity and require a type of ammunition, one being subtracted when the ammunition is fired. Ammunition that hits a target is destroyed and cannot be recovered. If the weapon is thrown, the weapon can be recovered but is not held by the user until they pick it up again. For a character with any weapon proficiency, drawing a weapon or loading more ammunition counts as a move action. For characters without weapon proficiencies, this takes a full-turn action.

Following the attack roll (the d20+ strength or dex) the result is compared to the target's Armor Class (AC). If the result is equal to or higher than the target's AC, then damage is rolled. If a natural 20 is rolled, the attack automatically hits and does double damage as a critical hit. Additionally, before making the attack roll, the attacker may choose to go for a particularly lethal shot. When they do this, increase the target's AC by 5. If the user still hits, the damage is doubled. This stacks with the doubling effect on a critical hit.

All weapons have a base damage. For most weapons, this damage scales up as the user gets stronger. When the user does damage, they roll the dice shown in the base damage column and add the bonus from the appropriate ability score. The attacker does this once per their character level to represent the training they've had across their journey. They can never scale this damage to more than twice the target's level (unless it is the result of a critical hit). For example, if a level 6 trainer is attacking a level 9 Pokémon with a hunting knife, they would by default roll 6d6 dice and add 6 times their strength modifier if they hit.

When attacking with a ranged weapon at a target that is adjacent to and currently fighting somebody else (either with weapons, grappling, or otherwise engaged), there is a chance that your attack will miss. Attackers take a -4 penalty when attacking others closely fighting like this. If they fail to hit the target's AC, there is a 50% chance they hit somebody else adjacent to the target.

Table 18-3 shows a list of weapons one might encounter in a Pokémon setting. Though prices are listed, these items are not going to be commonly available and likely will cost varying amounts depending on the availability in the setting. Beneath the table is a list of all weapons and their unique properties.

Table 18-3: List of Weapons

Weapon	Proficiency	Stat	Usage	Weight	Base Damage	Cost
Unarmed Strike	None	STR	One or two hands	-	1d4 normal or bludgeoning	-
Hunting Knife	Melee 1	STR	One hand	1 lb.	1d6 piercing or slashing	2750
Spear	Melee 1	STR	One or two hands	8 lbs.	1d8 piercing	6875
Staff	Melee 1	STR	One or two hands	4 lbs.	1d6 bludgeoning	Free*
Baton	Melee 1	STR	One or two hands	8 lbs.	1d6 steel or bludgeoning	6500
Shield	Melee 1	-	One hand	10 lbs	-	8800
Sling	Ranged 1	DEX	Two hands	0 lbs.	1d4 bludgeoning, or rock, piercing, or slashing	550
Sling Pellets (10)				5 lbs.		Free*
Longsword	Melee 2	STR	One or two hands	4 lbs.	1d10 slashing	12400
Sledgehammer	Melee 2	STR	Two hands	8 lbs.	1d12 bludgeoning	9900
Whip	Melee 2	STR	One hand	2 lbs.	1d6 slashing	3300
Boomerang	Ranged 2	STR	One hand	3 lbs.	1d8 bludgeoning	3300
Longbow	Ranged 2	DEX	Two hands	3 lbs.	1d10 piercing	15500
Arrows (10)				3 lbs.		5500
Net	Ranged 2	DEX	One hand	6 lbs.	-	5000

Shuriken (10)	Ranged 2	STR	One hand	1 lb.	1d3 slashing	16500
Handgun	Firearms 1	DEX	One hand	2 lbs.	2d6 piercing	27500
Shotgun	Firearms 2	DEX	Two hands	12 lbs.	2d8 steel or piercing	35000
Bullets (10)						4500
Stun gun	Firearms 1	DEX	Two hands		-	11000
Darts (10)				1 lb.		4500
Hypnotoxic Laser	Firearms 2	DEX	Two hands		-	27500
Missile Launcher	Firearms 2	DEX	Two hands	30 lbs.	2d12 fire and steel	225000
Missiles (1)				10 lbs		15500
Explosives	Firearms 1	-	One hand	1 lb.	1d12 fire	1650

- All Characters can fight with an **unarmed strike**. Fighting Type Specialists do 1d6 fighting type damage instead of 1d4 normal damage. Characters with Melee 1 proficiency can use their dexterity bonus to hit and damage instead of their strength. Characters with Melee 1 may also choose to do either lethal or non-lethal damage and may choose to do bludgeoning damage instead. Characters with Melee 2 can use their catch bonus as an additional bonus to hit. If their catch bonus is greater than 5, they may make a second attack that turn at -2 penalty. If their catch bonus is greater than 10, they may make a third attack at -10 penalty. Using additional attacks beyond the first requires a full-turn action and use of both hands and all attacks must be on the same target. Unarmed strikes do not increase their damage based on level.
- A **hunting knife** can do either slashing or piercing damage. A character with Melee 2 proficiency can use their dexterity bonus to hit and damage instead of their strength. A character with ranged 1 proficiency can throw their hunting knife, taking a -1 penalty for every 20 feet they are from the target. They cannot throw the hunting knife more than 100 feet this way.

- A character may wield a **spear** in two hands. If they do, they can attack opponents up to 10 feet away, they do not need to be directly adjacent. Switching positions between one and two hands is a move action. A character with Melee 2 proficiency can switch between one and two hands as a free action.
- Any long, sturdy piece of wood can be used as a **staff**. If a character rolls a natural one when attacking with a staff, the staff breaks. A character with Melee 2 proficiency may wield their staff in both hands. If they do, they may make two attacks in one action provided they are both against the same target. The first attack is made at a -2 penalty, the second attack is made at a -6 penalty.
- A **baton** functions identically to a staff. It is made out of metal and is thus more durable. A baton will never break from misuse. Additionally, a baton is harder to break as a result of break checks. Lastly, the baton can be used to deal bludgeoning or steel type damage.
- Though not a weapon, **shields** can be held in one hand. Holding a shield increases the wearer's AC by 4. The user takes a -2 penalty to all strength and dexterity based skills other than intimidate while wearing the shield, but takes no additional penalty if he carries a medium or heavy load. Two shields may not be held at once. If somebody attempts to use a shield without being proficient, they gain the AC bonus from the shield but they take an additional -4 penalty to the skill checks mentioned above, for -6 total.
- Firing a **sling** provokes an attack of opportunity. A sling can hit targets at a distance, though there is a -1 penalty for every 20 feet the target is from the user and targets cannot be hit beyond 100 feet. A sling deals bludgeoning damage with small rocks found on the ground. A character with Ranged 2 proficiency does not provoke an attack of opportunity

when firing a sling. A character with Ranged 2 proficiency can choose for the sling damage to be bludgeoning, piercing, slashing, or rock-type damage.

- When attacking with a **longsword**, treat a 19 as a critical hit, automatically hitting and dealing double damage. A character may wield a longsword in two hands. If they do, they add double their strength to hit and damage.
- A character may only use a **sledgehammer** when attacking as a full-turn action. A character uses double their strength modifier to hit and damage. A sledgehammer may be used for a +6 bonus on break checks.
- Attacking with a **whip** provokes an attack of opportunity. A whip can be used to attack any target up to 15 feet away. A whip can be used to make sleight of hand checks that take no longer than one standard action from a distance, though this increases the DC on the check by 20. When attacking, a whip can be used to attempt to disarm a foe holding an item with opposed athletics checks. Alternatively, when attacking, a whip can be used to attempt to knock a foe prone if they fail a fortitude save (DC = 10 + half the attacker's character level + damage dealt). Whips do not increase their damage based on level.
- Throwing a **boomerang** provokes an attack of opportunity. A boomerang may be thrown at targets up to 150 feet away, though each 30 feet provides a -1 penalty to hit. A boomerang will always return to the thrower after being thrown unless they roll a natural one.
- Arrows shot from a **longbow** can be fired up to 500 feet away, though each 100 feet provides a -1 penalty to hit. Arrows that miss the target have a 50% chance of being recovered. A longbow uses dexterity to hit, but for damage it uses the lower of the user's

dexterity or strength. As a full-turn action, two arrows can be fired from a longbow at the same target. If two attacks are made, both attacks have a -2 penalty.

- When a character throws a **net**, they make an athletics check (DC 15) instead of rolling to attack. The net can be thrown up to 25 feet, with every 5 feet providing a -1 penalty. The net can cover up to a 10ft-by-10ft space. All targets at least partially in that space are considered stuck in the net. Pokémon in a net can't escape, have -1 stage of accuracy and can only attack the net or other things in it. People caught in the net have a -2 on attack rolls as well as checks to catch or capture Pokémon and have a -4 penalty to their dexterity. Both people and Pokémon caught in a net can only move at half speed. One can attempt to break free of a net by dealing 10 points of slashing damage or making an acrobatics check. The DC to escape as a move action is the result of the initial athletics check + 10, while the DC to escape as a full-turn action is equal to the initial athletics check. A net that is not torn by damage must be refolded before it can be used again, which takes a full-turn action.
- Up to 3 **shuriken** can be thrown in one move action on a turn. All of them must be thrown at different targets. A character may not make any other attacks if they threw shuriken as a move action on their turn. Shuriken can be thrown up to 50 feet, with each 10 feet providing a -1 penalty. A shuriken that misses its target has a 50% chance to be recovered. Unlike other projectiles, shuriken may be purchased individually.
- A **handgun** can be fired at a single target within 150 feet, with each 30 feet providing a -1 penalty. Bullets shot from a handgun can never be recovered, regardless of if they hit or miss. A user does not add their dexterity bonus to damage with a handgun.

- A **shotgun** can be fired at a single target within 300 feet, with each 60 feet providing a -1 penalty. Bullets shot from a shotgun can never be recovered, regardless of if they hit or miss. A character may choose for the bullets to do piercing damage or steel-type damage. As a full-turn action, a character may focus their shot with a shotgun and attack with it, gaining a +6 bonus to hit. A user does not add their dexterity bonus to damage with a shotgun.
- Darts can be fired from a **stun gun** paralyze any Pokémon that are hit. A dart fired at a person will stun them if they fail a fortitude save ($DC = 10 + \text{half the attacker's character level} + \text{dexterity modifier}$). They may be fired at a single target within 300 feet, with each 60 feet providing a -1 penalty. Those who succeed on the save are instead fatigued. A character cannot become exhausted as a result of attacks from a stun gun. Darts from a stun gun can never be recovered, regardless of if they hit or miss.
- The **hypnotoxic laser** is a unique weapon. It may be used three times per battery in the item and may never be used in consecutive turns as it takes time to recharge. The device can hold up to two batteries at a time; changing them is a standard action. A hypnotoxic laser may be fired at anybody within 100 feet with no penalty for their distance as long as they are within range. A target hit by a hypnotoxic laser is immediately poisoned. A target hit by a hypnotoxic laser must make a fortitude save ($DC 20$) or fall asleep.
- Firing a **Missile Launcher** is difficult due to the size and power of it. Attacking with a missile launcher can never be done with full balance and always has at least a -4 penalty (-8 if the user is not appropriately proficient). A missile launcher has a maximum range of 300 feet with each 60-foot interval providing a -1 penalty. All characters adjacent to the target take half the damage dealt by a missile launcher to the primary target unless

they succeed at a reflex save ($DC = 10 + \text{half the attacker's character level} + \text{dexterity modifier}$), in which case they take one quarter damage. Half of the damage dealt by a missile launcher is steel-type damage and the other half is fire-type damage.

- **Explosives** require the user firearms 1 proficiency. Without this proficiency, a user will automatically detonate explosives when using them, damaging themselves as below. Explosives will detonate 3 turns after they are activated, dealing 1d12 fire-type damage per pound of explosives. This damage scales by weight of explosives rather than by level. This will attack all individuals and objects in a radius of 5 feet times the pounds of explosives. A successful tinker check as a standard action while handling the explosives ($DC 20$) can shorten or extend this duration by two turns; this check may be made and attempted multiple times. A tinker check ($DC 30$) can also prevent the explosives from going off at all.

Though bludgeoning, piercing, and slashing damages are not Pokémon types, they still have the potential to benefit from STAB as well as having weaknesses and resistances. It is unlikely that these type interactions will arise, but in case they do, they are presented here. Offensively, bludgeoning damage does double damage against steel types. Slashing damage is doubled against fairy types. Piercing damage is doubled against fighting types. All three have no effect on ghost types.

Defensively, bludgeoning, piercing, and slashing types are treated as type-less, taking neutral damage from all other types.

Items

With appropriate amounts of money, one can purchase items beyond standard equipment, often similar to magic items in other roleplaying systems. Some of these items, such as a bike or an old rod, are not magical, but offer significant bonuses and would not be easily creatable by players, hence their similar classification. These items have multiple functions, they can grant humans additional bonuses on skills, saves, abilities, catching, etc., new powers that mimic those of Pokémon, or new options in combat. Some items also are similar to those that would be held or used by Pokémon in the video games or act as an item card in the trading card game. Because of the unique properties of these items, they are more expensive than those detailed in the equipment chapter, and are often much rarer. Beyond purchasing, these items may be the result of a rare random encounter, a reward from accomplishing a small task, or crafted by players or NPCs.

In order to craft an item, one needs the Craft Magic Item feat. Crafting an item requires goods equal to half the price of the item as listed in this chapter. An individual who has sufficient ranks in the spellcraft skill, as detailed in the skills chapter, may further reduce this price, though the goods will always cost at least one third of the price listed in this chapter. Crafting an item requires a spellcraft check, with DCs varying depending on the item as detailed below. It also takes time to craft items, as it does with other crafting skills. The time required to make an item is a number of hours equal to the DC to craft it minus 10, divided by 2. No matter what the DC is, it will always take at least one hour to make an item. Often times, there will be other requirements such as having a Pokémon with a specific move present, in order to complete the process. Because of the complicated process of channeling this move or other magical aspect into an item, only one of these items may be crafted per long rest unless otherwise specified.

Items for Trainers

These are items that are meant to be used by humans, and when worn or used can offer passive bonuses or can be activated under specific conditions for unique new abilities. Because of the powers of these items, humans can only wear a limited number at once and maintain the benefits from all of them, going beyond that becomes exhaustive to natural energy and control. Trainers can wear one item on their head, one around their neck, one over their body, one on their hands, one on their legs or feet, and up to two rings. For items on the hands and feet, the same item must be worn on each hand, they may not have separate items on each hand or foot and still maintain the bonuses.

Many of the items in the following lists have varying degrees of effects depending on the money, time, and skill invested in them. Items such as a cloak of security or a belt of Tauros' strength may be later upgraded to a higher quality version of the item with the appropriate difference in cost. This requires making the spellcraft DC again (even if it was met when the item was created) and takes as long as it would to make the item from scratch. However, subtract the initial price from the new price before calculating the costs to craft the item. Upgrading an item this way may only be done by the original creator of the item.

The following list is items that trainers can wear and receive a passive benefit from.

Table 19-1: Items for Trainers

Items worn by trainers	Cost	DC	Weight	Other Requirement	Effect	Location
+1 Amulet of Defense	1,000	13	-	Pokémon with Defense Curl	+1 natural armor to AC	Neck
+1 Cloak of Security	1,000	13	1 lb.	Pokémon with Calm Mind	+1 enhancement bonus to saving throws	Body
+1 Fingerless Gloves	1,000	14	-	Pokémon with Sweet Scent	+1 enhancement bonus to catching Pokémon	Hands
Belt of Normal Type	2,000	15	1 lb.	Normal type Pokémon	Makes the wearer normal type	Body OR Legs
Roller Skates	2,000	13	2 lbs.	Pokémon with	+15 feet enhancement	Legs

				Agility	bonus to speed	
Belt of Bug Type	2,500	15	1 lb.	Bug type Pokémon	Makes the wearer bug type	Body OR Legs
Belt of Fighting Type	2,500	15	1 lb.	Fighting type Pokémon	Makes the wearer fighting type	Body OR Legs
Belt of Flying Type	2,500	15	1 lb.	Flying type Pokémon	Makes the wearer flying type	Body OR Legs
Belt of Ghost Type	2,500	15	1 lb.	Ghost type Pokémon	Makes the wearer ghost type	Body OR Legs
Belt of Ground Type	2,500	15	1 lb.	Ground type Pokémon	Makes the wearer ground type	Body OR Legs
Belt of Poison Type	2,500	15	1 lb.	Poison type Pokémon	Makes the wearer poison type	Body OR Legs
Belt of Rock Type	2,500	15	1 lb.	Rock type Pokémon	Makes the wearer rock type	Body OR Legs
Belt of Steel Type	2,500	15	1 lb.	Steel type Pokémon	Makes the wearer steel type	Body OR Legs
Headband of Dark Type	2,500	15	1 lb.	Dark type Pokémon	Makes the wearer dark type	Head
Headband of Dragon Type	2,500	15	1 lb.	Dragon type Pokémon	Makes the wearer dragon type	Head
Headband of Electric Type	2,500	15	1 lb.	Electric type Pokémon	Makes the wearer electric type	Head
Headband of Fairy Type	2,500	15	1 lb.	Fairy type Pokémon	Makes the wearer fairy type	Head
Headband of Fire Type	2,500	15	1 lb.	Fire type Pokémon	Makes the wearer fire type	Head
Headband of Grass Type	2,500	15	1 lb.	Grass type Pokémon	Makes the wearer grass type	Head
Headband of Ice Type	2,500	15	1 lb.	Ice type Pokémon	Makes the wearer ice type	Head
Headband of Psychic Type	2,500	15	1 lb.	Psychic type Pokémon	Makes the wearer psychic type	Head
Headband of Water Type	2,500	15	1 lb.	Water type Pokémon	Makes the wearer water type	Head
Amulet of Bewear's Constitution +2	3,000	15	-	Pokémon with Rest	+2 enhancement bonus to constitution	Neck
Belt of Tauros' Strength +2	3,000	15	1 lb.	Pokémon with Strength	+2 enhancement bonus to Strength	Body OR Legs
Cloak of Braviary's Charisma +2	3,000	15	1 lb.	Pokémon with Charm	+2 enhancement bonus to Charisma	Body
Gloves of Delcatty's Dexterity +2	3,000	15	-	Pokémon with Swift	+2 enhancement bonus to Dexterity	Hands
Headband of Delphox's Intelligence +2	3,000	15	1 lb.	Pokémon with Nasty Plot	+2 enhancement bonus to Intelligence	Head
Periapt of Noctowl's Wisdom +2	3,000	15	-	Pokémon with Amnesia	+2 enhancement bonus to Wisdom	Neck
+2 Amulet of Defense	4,000	16	-	Pokémon with Defense Curl	+2 natural armor to AC	Neck
+2 Cloak of Security	4,000	16	1 lb.	Pokémon with Calm Mind	+2 enhancement bonus to saving throws	Body
+2 Fingerless Gloves	4,000	17	-	Pokémon with Sweet Scent	+2 enhancement bonus to catching Pokémon	Hands
Amulet of Bewear's Constitution +4	8,000	19	-	Pokémon with Rest	+4 enhancement bonus to constitution	Neck

Belt of Tauros' Strength +4	8,000	19	1 lb.	Pokémon with Strength	+4 enhancement bonus to Strength	Body OR Legs
Cloak of Braviary's Charisma +4	8,000	19	1 lb.	Pokémon with Charm	+4 enhancement bonus to Charisma	Body
Gloves of Delcatty's Dexterity +4	8,000	19	-	Pokémon with Swift	+4 enhancement bonus to Dexterity	Hands
Headband of Delphox's Intelligence +4	8,000	19	1 lb.	Pokémon with Nasty Plot	+4 enhancement bonus to Intelligence	Head
Periapt of Noctowl's Wisdom +4	8,000	19	-	Pokémon with Amnesia	+4 enhancement bonus to Wisdom	Neck
+3 Amulet of Defense	9,000	19	-	Pokémon with Defense Curl	+3 natural armor to AC	Neck
+3 Cloak of Security	9,000	19	1 lb.	Pokémon with Calm Mind	+3 enhancement bonus to saving throws	Body
+3 Fingerless Gloves	9,000	20	-	Pokémon with Sweet Scent	+3 enhancement bonus to catching Pokémon	Hands
Amulet of Bewear's Constitution +6	15,000	25	-	Pokémon with Rest	+6 enhancement bonus to constitution	Neck
Belt of Tauros' Strength +6	15,000	25	1 lb.	Pokémon with Strength	+6 enhancement bonus to Strength	Body OR Legs
Cloak of Braviary's Charisma +6	15,000	25	1 lb.	Pokémon with Charm	+6 enhancement bonus to Charisma	Body
Gloves of Delcatty's Dexterity +6	15,000	25	-	Pokémon with Swift	+6 enhancement bonus to Dexterity	Hands
Headband of Delphox's Intelligence +6	15,000	25	1 lb.	Pokémon with Nasty Plot	+6 enhancement bonus to Intelligence	Head
Periapt of Noctowl's Wisdom +6	15,000	25	-	Pokémon with Amnesia	+6 enhancement bonus to Wisdom	Neck
King's Shell Crown	18,000	25	9 lbs.	Pokémon with clamp, confusion, slack off	See below	Head

- An amulet of defense provides the wearer a specified natural armor bonus to their armor class when worn around the neck.
- A cloak of security provides the wearer a specified enhancement bonus to each of their saving throws when worn on the body.
- A pair of fingerless gloves provides the wearer a specified enhancement bonus to catch Pokémon when worn on the hands. Additionally, they provide a bonus to cpfactor equal to the enhancement bonus provided divided by 10.
- A pair of roller skates provides the wearer a +15 feet enhancement bonus when worn on the feet.

- A belt of normal, bug, flying, fighting, ghost, ground, poison, rock, or steel type treats the wearer as that type for the purpose of all effects requiring types, including damage weaknesses, resistances, immunities and same-type attack bonus as long as it is worn around the body or legs.
- A headband of dark, dragon, electric, fairy, fire, grass, ice, psychic or water type treats the wearer as that type for the purpose of all effects requiring types, including damage weaknesses, resistances, immunities and same-type attack bonus as long as it is worn on the head.
- An amulet of Bewear's constitution provides the wearer a specified enhancement bonus to their constitution score when worn around the neck. This also provides additional health points for an increased constitution score as per normal.
- A belt of Tauros's strength provides the wearer a specified enhancement bonus to their strength score when worn around the body or legs.
- A cloak of Braviary's charisma provides the wearer a specified enhancement bonus to their charisma score when worn on the body.
- A pair of gloves of Delcatty's dexterity provides the wearer a specified enhancement bonus to their dexterity score when worn on the hands.
- A headband of Delphox's Intelligence provides the wearer a specified enhancement bonus to their intelligence score when worn on the head. This does not provide a bonus to skill points obtained when leveling up.
- A periapt of Noctowl's wisdom provides the wearer a specified enhancement bonus to their wisdom score when worn on the neck.

- A King's Shell Crown is a rare garment, normally worn by Slowking. It bestows many unique properties upon the wearer, granting enhanced intelligence and psychic abilities.

While wearing a King's Shell Crown, the wearer gains a +4 enhancement bonus to their intelligence score (though this does not provide extra skill points when leveling up).

Additionally, they gain a +4 enhancement bonus on reflex saves. The wearer learns how to speak

Because the King's Shell Crown comes from a Shellder that has bitten a Slowpoke, infusing it with psychic powers, some Game Masters may optionally choose to run the Crown as an intelligent entity. This is why the crown avoids being removed. The crown should have a goal of bettering the world for Slowpoke, no matter the cost for the wearer, even leading them to give up other goals or work themselves without food or rest. Though the wearer receives the benefits from the crown, they may have to make Will Saves to not be forced into its bidding.

to Slowpoke, Slowbro, and Slowking (regardless of their form) in addition to their original languages. Additionally, they 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 long rest up to your character level. These bonuses come at a cost; the wearer moves at half their normal speed in all forms, such as walking, flying, swimming and burrowing. The wearer also may not use any Pokémon other than Slowpoke, Slowbro, and Slowking or their form variants by any means (including catching, capturing, befriending, or otherwise). Removing a King's Shell Crown requires a Will Save (DC 22) or the individual wearing it taking at least 20 damage from a single source (though the wearer must make a reflex save to reduce the damage, if applicable). When making a King's Shell Crown, each of the three moves known may be from different Pokémon, if necessary.

The following list contains items that a trainer may carry or use to give them additional abilities or options that they otherwise couldn't use.

Table 19-2: Items used by trainers

Item used by trainers	Price	DC	Weight	Other Requirement	Effect
Old Rod	550	10	5 lbs.	3 ranks in Tinker or Pokémon with Splash	Can be used on water to catch weak or common Pokémon with athletics
Bike Voucher	2,000	N/A	-	Cannot be made.	Can be exchanged for a bike.
Incubator	3,000	16	5 lbs.	Pokémon with Flame Body	Prevents bad eggs for those with proficiency
Pokédex	4,500	20	1 lb.	Seen all Pokémon in a region and Tinker 3 ranks or Tinker 12 ranks	See Researcher "Pokédex" class feature
Z-ring	5,000	23	-	Pokémon with Last Resort	Takes up ring slot. Allows use of Z-moves if Pokémon holds Z-crystal. If a Z-move has been used, the Pokémon counts as being in a special ruling form.
Good Rod	6,600	15	10 lbs.	6 ranks in Tinker or Pokémon with Surf	Can be used on water to catch Pokémon.
Dynamax Band	9,000	23	1 lb.	Pokémon with Wish	Takes up ring slot. Allows Pokémon to dynamax or gigantamax. Dynamax and gigantamax count as a special ruling form.
Mega Keystone	9,000	23	-	Pokémon with Hidden Power	Takes up ring slot. Allows Pokémon holding appropriate mega stone to mega-evolve. Mega-evolution counts as a special ruling form.
Super Rod	12,000	20	10 lbs.	10 ranks in Tinker or Pokémon with Waterfall	Can be used on water to catch rare or powerful Pokémon. Provides +4 circumstance bonus on related athletics checks.
Dowsing Machine	55,000	25	2 lbs.	10 ranks in Tinker and a Pokémon with Odor Sleuth	+10 enhancement bonus on search checks for items.
Bike	1,000,000	22	10 lbs.	12 ranks in Tinker	Carbon-fiber, folding bike. Allows players to travel at an overland speed of 8mph.

- *Incubators* are an integral tool for breeders and other trainers who wish to raise Pokémon from their earliest levels. Incubators help keep an egg under proper conditions for it to hatch, preventing it from going bad. Because of the variety of Pokémon eggs and the conditions such as temperature needed to hatch them, one must have the Egg Caring feat to be proficient in using the incubator. If both of

these are met, then the egg will eventually hatch, as detailed in the Pokémon Outside of Battle chapter.

- *Old Rod, Good Rod, and Super Rod* can be used to catch Pokémon that primarily live underwater. Specific Pokémon would be determined by a GM when designing routes. Fishing will likely take about an hour, with a similar rate to encountering Pokémon on any route. Each rod increases the chance of finding rare or more powerful Pokémon. If a trainer notices a Pokémon on the other end, they may make an athletics check to try and pull them to the surface for battle. The DC equals the Pokémon's level plus its strength modifier. After the second failed attempt, the Pokémon escapes.
- In games where a GM wishes to give players a bike, they should allow a *Bike Voucher* to be obtained in some cases. Though it can't be crafted, the price is listed for consideration of player's wealth.
- A Dowsing Machine is likely unaffordable to most players, but can be an essential tool in locating other useful items. It may be beneficial for GMs to give players a Dowsing Machine in the middle or late levels as a reward or story element to aid them in building characters and teams with useful rare items. The price and crafting details are listed for wealth approximation and for those who invest to create their own.
- A *Bike* is likely unaffordable to players. It allows for travel at four times overland speed, allowing for quicker travel and often times fewer encounters. It can be received for free in exchange of a bike voucher, and due to the frequency of use in many forms of Pokémon media, the steep price presented is likely not accurate.

The following list of items is useful for rangers or others who have proficiency with capture stylers. Those without stycler proficiency have a -4 check when using these items, as specified in details below. It's worth noting that each device requires one free hand to use, and drawing it counts as a move action. For each device, activating them is a standard action. Though they can be dropped as a free action, stowing them away would also take a standard action. Because of this, most characters will not be able to use multiple stylers in one encounter without spending a turn to switch between them. Many of these items have unique effects beyond just use in capturing Pokémon and can be used for various strategies in battles against wild Pokémon and other trainers. Unlike Pokéballs, capture stylers can be used unlimited times unless something happens to them.

Table 19-3: Ranger Stylers

Item used by trainers	Price	DC	Weight	Other Requirement	Effect
Capture Stycler	1,150	20	1 lb.	Pokémon with bind	See Ranger "Capture Check" class feature
Energy Launcher	3,000	16	5 lbs.	Pokémon with Energy Ball	Damage Pokémon with consumable projectiles, see below.
Pokémon Catcher	3,000	16	5 lbs.	Pokémon with Synchronize	Chance of changing wild encounters, see below.
Custom Catcher	3,550 each	32	4 lbs. each	Pokémon with Double Team	Use items or switch Pokémon, see below.
Counter Catcher	4,500	18	3 lbs.	Pokémon with Retaliate	When at a disadvantage in battle, force opponent to switch Pokémon, see below.
Great Catcher	4,750	30	5 lbs.	Pokémon with Grass Knot	Allows additional loops to be drawn, see below.
Mega Catcher	5,500	25	5 lbs.	Pokémon with Low Kick	+10 bonus on capturing certain Pokémon, see below.
Toy Catcher	3,000	18	2 lbs.	Pokémon with Flail	+10 on catching Pokémon below 50HP, fails against other Pokémon

- The *Energy Launcher* is an item that allows trainers to do elemental damage. For characters like rangers who have proficiency with stylers, this item can be used to

damage Pokémon a set amount depending on the type and amount of energy used. An energy pearl can be loaded into a launcher as a standard action. The launcher can hold up to four energy at a time, and all must be the same type. Colorless energy can count as any type that is also loaded, but does not count as a type of its own. Using the launcher is also a standard action where a trainer rolls as if they were trying to make a capture check a Pokémon (taking a -4 penalty if they are not proficient with stylers, allowing bonuses from stycler upgrades, allowing loops to be drawn, etc). If the player is within range and successfully makes a attack on the Pokémon, they do a percentage of damage to the Pokémon according to table 19-3, firing all energy at once. The damage is the same type as the energy listed for the pearls, allowing for effectiveness modifiers and possibly STAB to further modify the total. Against a human the energy launcher cannot deal damage. If an energy launcher fails to hit the target, there is a 50% chance the energy can be recovered in a square surrounding the original target. If they successfully hit, the energy is used up and cannot be recovered. As a full-round action, all energy can be unloaded from the launcher without firing it. Though the device functions similarly to capture stylers, a ranger cannot use this device to capture wild Pokémon.

- *A Pokémon Catcher* better allows Rangers and those with proficiencies in capture stylers to seek out wild Pokémon. When a wild battle begins, before the wild Pokémon is revealed, the wielder of this device can make a sleight of hand check (DC 15 + Wild Pokémon's level) to try to change the Pokémon that would appear with another that they know can be found on the route. If they make the DC, there is a 50% chance that the wild Pokémon will be the one they wanted instead of the original

Pokémon. If they succeed at a higher DC (25 + Wild Pokémon's level), it is instead a 100% chance that the Pokémon will be the one they wanted. A character without styler proficiency takes a -4 penalty on the sleight of hand checks, but may attempt a spellcraft instead (at a DC 5 higher than those above). A ranger may add any bonuses from an improved styler to these sleight of hand checks.

- A *Custom Catcher* can have separate uses depending on if one is used alone in one hand or if two are wielded in separated hands. Drawing each is a move action, though both can be used at once as a standard action. Using only one allows the wielder to use a separate item in their free hand on a Pokémon while allowing the Pokémon to attack at the same time. This requires a Sleight of Hand check of DC 15 (with a -4 for individuals who are not proficient with the item) and uses up one charge from the custom catcher's batteries. Using two custom catcher simultaneously allows the ranger to possibly change which Pokémon they are fighting in a battle. When a wild Pokémon appears or a Trainer sends out a Pokémon, if one uses two custom catchers at once they may activate them both (DC 20 sleight of hand check, -4 for non-proficiency) to emit a frequency that scares the present wild Pokémon off, changing the encounter to a different wild Pokémon or changes which Poké ball is opened in a trainer battle as a standard action. This uses up two charges of the battery on each custom catcher. A custom catcher has five battery uses before the batteries must be replaced. Though the device functions similarly to capture stylers, a ranger cannot use this device to capture wild Pokémon.
- A *Counter Catcher* can be used to switch a trainer's Pokémon in a battle. As a standard action, a sleight of hand check (DC 20 + current opposing Pokémon's level,

-4 for non-proficiency) can be used to attempt to switch the trainer's Pokémon with a different they own. This can only be attempted if the one wielding the counter catcher has fewer Pokémon in their party than the trainer they're battling. Though the device functions similarly to capture stylers, a ranger cannot use this device to capture wild Pokémon.

- A character may use a *Great Catcher* this in the same way that they would use a regular capture stycler. Each successful Sleight of Hand check used to draw loops around the Pokémon now counts as drawing two loops at once. Additionally, the maximum number of loops a ranger may draw is increased to a total of their level+DEX mod+6.
- A character may use a *Mega Catcher* in the same way that they would use a regular capture stycler. When attempting to capture a Pokémon that is in a special ruling form, the user gains a +10 circumstance bonus on their capture check.
- A *Toy Catcher* is useful for capturing weaker Pokémon. When used on a Pokémon with 50 or fewer HP, the user gains a +10 circumstance bonus on their capture check. On Pokémon with more HP, the capture check fails.

Table 19-4: Energy Launchers

	Pokémon that can evolve twice	Pokémon that can evolve once	Fully Evolved Pokémon	Legendary or Mythical Pokémon	Maximum Range
1 pearl	10% of max health	5% of max health	3% of max health	2% of max health	30 ft
2 pearls	25% of max health	13% of max health	8% of max health	5% of max health	60 ft
3 pearls	45% of max health	24% of max health	15% of max health	9% of max health	100 ft
4 pearls	70% of max health	37% of max health	24% of max health	14% of max health	150 ft

The following list contains energy, small weightless pearls that are used as ammunition for an energy launcher. Multiple energy can be made in a single day. In addition to use in an energy launcher, as well as special effects for special energy, energy pearls can be used to train Pokémon new moves. Giving an energy pearl to a Pokémon provides a +5 bonus on a Train Pokémon check to learn a move of the same type as the pearl for the first check to learn the move outside of battle. If used on following checks to learn a move, in or out of a battle, the Pokémon automatically succeeds for the day. Only one energy pearl may be used a day, in this method, as training a move can only be done once per long rest. The training check still takes an hour and consumes the energy pearl.

Table 19-5: Energy Pearls

Energy	Cost	DC	Other Requirement
Dark Energy	600	13	Pokémon with dark type move
Electric Energy	600	13	Pokémon with electric type move
Fairy Energy	600	13	Pokémon with fairy type move
Fighting Energy	600	13	Pokémon with fighting type move
Fire Energy	600	13	Pokémon with fire type move
Grass Energy	600	13	Pokémon with grass type move
Psychic Energy	600	13	Pokémon with psychic type move
Steel Energy	600	13	Pokémon with steel type move
Water Energy	600	13	Pokémon with water type move
Double Colorless Energy	1,000	16	Pokémon that knows 3 or fewer moves
Burning Energy	1,300	17	Pokémon with Incinerate
Dangerous Energy	1,300	17	Pokémon with Brutal Swing
Double Dragon Energy	1,300	17	Pokémon with Dual Chop
Flash Energy	1,300	17	Pokémon with Flash
Herbal Energy	1,300	17	Pokémon with Aromatherapy
Mystery Energy	1,300	17	Pokémon with Dream Eater
Shield Energy	1,300	17	Pokémon with Iron Defense
Splash Energy	1,300	17	Pokémon with Splash
Strong Energy	1,300	17	Pokémon with Strength
Wonder Energy	1,300	17	Pokémon with Wonder Room

- A *Double Colorless Energy* pearl counts as two energy of any type already loaded in the launcher, allowing for increased range and damage. Without an energy of a

different type loaded, the damage done by the launcher is typeless. Even though it counts as two energy, loading it is a single action.

- Burning Energy counts as fire energy. If the launcher misses when attempting to hit a target, burning energy has a 100% chance of being recovered.
- Dangerous Energy counts as dark energy. If the launcher hits a target, all other targets within 5 feet of them take damage as if they were hit by an energy launcher with 2 fewer energy (minimum 1).
- Double Dragon energy counts as two dragon energy. Even though it counts as two energy, loading it is a single action.
- Flash energy counts as electric energy. If a person wielding an energy launcher loaded with flash energy is not typeless, they take half damage from all super-effective moves.
- Herbal energy counts as grass energy. When loaded into an energy launcher, it heals the user a percentage of their HP as if they were a fully evolved Pokémon. Each consecutive herbal energy heals them further, with the first restoring 3% of their maximum HP, the second 8%, etc.
- Mystery energy counts as psychic energy. It can be loaded or unloaded as a free action.
- Shield energy counts as steel energy. A person wielding an energy launcher loaded with shield energy gains 10 damage reduction per energy pearl against any damage from humans.
- Splash energy counts as water energy. When using the launcher with splash energy, Pokémon may be switched into or out of battle as a free action.

- Strong energy counts as fighting energy. Each pearl of strong energy deals an extra 2% of damage to non-legendary and non-mythical Pokémon.
- Wonder energy counts as fairy energy. If a trainer who used an energy launcher with a wonder energy loaded in the previous turn would be hit by a move, there is a 50% chance that move does nothing.

Items for Pokémon

These are items that can be held by Pokémon and often change the dynamic of battle. They include ways to increase damage, access new moves, heal previous damage, and more providing a wide variety of effects. Often these items come directly from a held item in the video games, and unless otherwise specified the latest generation video games should be the source to determine the primary effects of the item. Some items are adapted from other media, including other Pokémon video games, the Pokémon trading card game, the Pokémon anime or manga, or other roleplaying game systems.

The following list contains items that can be held by Pokémon that have a unique effect in battle. These items can be referenced in original Pokémon media. Many have additional effects exclusive to the Chambers & Charizard roleplaying game that are presented below table 19-5. These requirements are marked with an asterisk next to the item's name.

Table 19-6: Held Items

Held Item	Price	DC	Weight	Other Requirement
Adrenaline Orb	300	10	1 lb.	Pokémon with Assist
Mental Herb	430	10	-	Pokémon with Calm Mind
Absorb Bulb	625	12	1 lb.	Pokémon with Storm Drain
Cell Battery	625	12	-	Pokémon with Lightning Rod
Luminous Moss	625	12	-	Pokémon with Storm Drain
Snowball	625	12	-	Pokémon with Powder Snow
Light Clay	1,000	13	1 lb.	Pokémon with Light Screen
Binding Band	1,000	13	1 lb.	Pokémon with Bind
Grip Claw	1,050	12	-	Pokémon with Wrap
White Herb	1,200	13	-	Pokémon with Mist

Electric Seed	1,500	17	-	Pokémon with Electric Terrain
Grassy Seed	1,500	17	-	Pokémon with Grassy Terrain
Misty Seed	1,500	17	-	Pokémon with Misty Terrain
Psychic Seed	1,500	17	-	Pokémon with Psychic Terrain
Smoke Ball	1,500	7	1 lb.	Pokémon with Smokescreen
Shell Bell	2,180	13	1 lb.	Pokémon with Aqua Ring
Damp Rock	2,500	15	3 lbs.	Pokémon with Rain Dance
Heat Rock	2,500	15	3 lbs.	Pokémon with Sunny Day
Icy Rock	2,500	15	3 lbs.	Pokémon with Hail
Smooth Rock	2,500	15	3 lbs.	Pokémon with Sandstorm
Terrain Extender	2,500	15	2 lbs.	Pokémon with any Terrain Move
Power Herb	2,500	15	-	Pokémon with Focus Energy
Big Root	2,800	14	1 lb.	Pokémon with Absorb
Scope Lens	3,000	16	2 lbs.	Pokémon with Focus Energy
Eject Button	3,000	13	-	Pokémon with Volt Switch
Lagging Tail	3,300	12	10 lbs.	Pokémon with Trick Room
Wide Lens	4,000	16	2 lbs.	Pokémon with Hone Claws
Wise Glasses	4,000	15	1 lb.	Pokémon with Calm Mind
Quick Claws	4,000	13	-	Pokémon with Quick Attack
Destiny Knot	4,000	12	1 lb.	Pokémon with Destiny Bond
Float Stone	4,500	12	-	Pokémon with Minimize
Flame Orb	4,900	13	3 lbs.	Pokémon with Will-O-Wisp
Toxic Orb	4,900	13	3 lbs.	Pokémon with Toxic
Iron Ball	4,900	13	20 lbs.	Pokémon with Heavy Metal
Metronome	5,400	20	1 lb.	Pokémon with Metronome
Focus Band	5,500	12	1 lb.	Pokémon with Endure
Razor Claw	5,500	16	1 lb.	Pokémon with Hone Claws
Razor Fang	5,500	12	1 lb.	Pokémon with Fling
Leftovers	5,950	18	1 lb.	Pokémon with Milk Drink or Softboiled
Expert Belt	6,000	14	1 lb.	Pokémon with Flying Press
Muscle Band	6,000	15	1 lb.	Pokémon with Bulk Up
Bright Powder	6,000	16	-	Pokémon with Double Team
Shed Shell	6,000	13	-	Pokémon with Harden
Ring Target*	6,400	22	2 lbs.	Pokémon with Curse
King's Rock	6,600	17	5 lbs.	Pokémon with Rock Slide
Protective Pads	6,600	17	2 lbs.	Pokémon with Protect
Rocky Helmet	7,000	21	5 lbs.	Pokémon with Iron Barbs
Assault Vest	7,500	17	5 lbs.	Pokémon with Taunt
Weakness Policy	7,700	19	-	Pokémon with Contrary
Sticky Barb	7,700	13	2 lbs.	Pokémon with Iron Barbs
Zoom Lens	9,000	17	1 lb.	Pokémon with Counter
Red Card	9,500	18	-	Pokémon with Roar
Air Balloon	10,000	16	-	Pokémon with Levitate
Choice Band*	10,500	22	1 lb.	Pokémon with Outrage
Choice Scarf*	10,500	22	1 lb.	Pokémon with Rollout
Choice Specs*	10,500	22	1 lb.	Pokémon with Petal Dance
Focus Sash*	11,000	21	1 lb.	Pokémon with Sturdy
Black Sludge	11,000	18	1 lb.	Pokémon with any poison type move and either Milk Drink or Softboiled
Life Orb	12,000	23	3 lbs.	Pokémon with Double Edge
Safety Goggles	12,000	15	1 lb.	Pokémon with Cloud Nine
Amulet Coin	12,500	24	-	Pokémon with Pay Day

- A *Ring Target* always starts with a curse placed upon it.⁹
- The *Choice Band*, *Choice Scarf*, *Choice Specs*, and *Metronome* remove the normal penalty for repetitive use of a move causing accumulation of fatigue.
- In addition to its normal effects, a *Focus Sash* grants the Pokémon holding it a +1 circumstance bonus to intimidate. If the Pokémon is a Rattata, this bonus is instead +2.

The following table, 19-6, details items that enhance the power of moves of specific types. Accompanying it is a list of type-specific items that provide 20% bonuses to moves of a specific type along with their respective types. Unless otherwise specified, these items can be matched to any of the 18 types. All of these items except Z-crystals require a Pokémon with any status move of that type to be present. To craft a Z-crystal one needs a gem of the original type, which is consumed upon use.

Table 19-7: Damage boosting items

Type of Item	Cost	DC	Weight	Damage Bonus
General Item	5,000	16	Varies	1.2x damage
Gem	1,300	14	-	1.3x damage, consumed after first use
Plate	6,500	17	1 lb.	1.2x more damage, changes type of Arceus and Judgement to match plate
Z-Crystal	3,500	14	-	Allows use of Z-move
Memory	2,500	20	-	-, changes type of Silvally to match memory

Table 19-8: General damage boosting items

General Item	Type	Weight
Silver Powder	Bug	1 lb.
Black Glasses	Dark	1 lb.
Dragon Fang	Dragon	-
Magnet	Electric	2 lbs.

⁹ Any magic item may be made with a curse by increasing the spellcraft DC by 4 and having the move curse available. Cursed items cannot be removed if equipped by a player in one of their magic item slots, used by them, or held by a Pokémon. They may only be removed by legend speakers or researchers, as noted within charms and class features. Cursed items may have other negative effects as well.

(No Item)	Fairy	-
Black Belt	Fighting	1 lb.
Charcoal	Fire	1 lb.
Sharp Beak	Flying	-
Spell Tag	Ghost	-
Miracle Seed	Grass	-
Soft Sand	Ground	1 lb.
Never-Melt Ice	Ice	1 lb.
Silk Scarf	Normal	1 lb.
Poison Barb	Poison	2 lbs.
Twisted Spoon	Psychic	-
Hard Stone	Rock	3 lbs.
Metal Coat	Steel	3 lbs.
Mystic Water	Water	2 lbs.

Though not type enhancing, drives are associated with the electric, fire, ice, and water types. Shock, Burn, Chill, and Douse Drives, respectively, are worth 1,000 each. They can be created with a DC 22 spellcraft check, and also require the crafter to have 8 ranks in Tinker and a Pokémon with a damaging move of the respective type.

Below, table 19-8, contains a list of items that provide extra damage when using moves of two specific types, but only when held by specific legendary Pokémon. These items are difficult to make and require a Pokémon that has a damaging move of both of the two types listed in order to craft.

Table 19-9: Unique damage boosting items

Item	Cost	DC	Weight	Damage Bonus
Adamant Orb	10,000	28	1 lb.	1.2x damage for Dragon and Steel type moves when used by Dialga.
Lustrous Orb	10,000	28	1 lb.	1.2x damage for Dragon and Water type moves when used by Palkia.
Griseous Orb	10,000	28	1 lb.	1.2x damage for Dragon and Ghost type moves when used by Giratina.
Soul Dew	10,000	28	1 lb.	1.2x damage for Dragon and Psychic type moves when used by Latios or Latias.

Incenses are items that are primarily used by breeders, by allowing a parent Pokémon holding it to breed into baby Pokémon that otherwise may be unobtainable. They also may have

an effect when held in battle. All incenses weigh 2 lbs. and cost 9,600 Pokédollars to purchase. To craft one, a trainer must have an incubator, the Parent Pokémon that would hold the incense to breed, and meet a spellcraft DC of 20.

EV boosting items (Macho Brace, Power Weight, Power Bracer, Power Belt, Power Lens, Power Band and Power Anklet) can be held by a Pokémon to gain additional effort value points when training. Use the values and associated penalty (a reduction to speed) from the most recent Pokémon games to calculate additional EVs gained from use. These each weigh 2 lbs. and can be purchased for 4,500 Pokédollars. Crafting can only be done by a researcher of at least 6th level and requires 5 ranks in Tinker and 5 ranks in Knowledge Pokédex as well as a spellcraft check of DC 16. Though a Lucky Egg does not increase EVs, it does increase the experience a Pokémon gains. It weighs 1 lb. and is worth 7,500. Lucky Eggs can be crafted with a spellcraft DC of 30 and a Pokémon that knows softboiled.

Berries are a unique held item that a Pokémon may use under a variety of circumstances. They are often one-use only, as they are eaten upon use, and the time at which they are eaten varies depending on the berry but often occurs when a Pokémon's health drops below a certain point, is hit by a certain move, or is under a specific condition. Berries cannot be crafted, but may be sold or purchased. Berries are often found and grown using the survival skill, as detailed previously in the book. Buying a berry cost 50 Pokédollars times the hours of growth required to cultivate it.

Some items will increase a Pokémon's stats. These often only effect a specific Pokémon or classification of Pokémon, rather than affecting all Pokémon. These items multiply the full stat, after including IVs, EVs, and other values, not just the base stat values.

Table 19-10: Stat-boosting items

Stat-boosting Item	Price	DC	Weight	Other Requirement
Deep Sea Scale	2,000	14	-	Pokémon with Withdraw
Deep Sea Tooth	2,000	14	-	Pokémon with Bite
Metal Powder	2,000	14	2 lb.	Pokémon with Harden
Quick Powder	2,000	14	1 lb.	Pokémon with Agility
Thick Club	2,000	14	3 lbs.	Pokémon with Bonemerang, Bone Rush, or Bone Club
Light Ball	4,000	15	1 lb.	Pokémon with Electro Ball
Lucky Punch	4,000	16	1 lb.	Pokémon with Sucker Punch
Stick	4,000	16	-	Pokémon with Slash
Eviolite	9,000	23	-	Pokémon that can mega evolve holding appropriate keystone

Though the following items have no use in battle, they may be required in order to evolve certain Pokémon. Some of these will cause a Pokémon to evolve when it levels up, others will provoke evolution when being held when trading. Some are stones that will automatically cause a Pokémon to evolve as soon as they come into contact. The type of evolution is listed in table 19-10 as well. A few items previously listed can also be used to induce evolution, so they are not included on this list.

Table 19-11: Evolution items

Evolution Item	Price	DC	Weight	Other Requirement	Evolution Method
Dragon Scale	2,000	16	-	Pokémon with Dragon Dance	Trade
Dubious Disc	2,000	16	-	Pokémon with Conversion 2	Trade
Electrizer	2,000	16	1 lb.	Pokémon with Thunder Punch	Trade
Magmarizer	2,000	16	1 lb.	Pokémon with Fire Spin	Trade
Oval Stone	2,000	16	1 lb.	Pokémon with Refresh	Level Up
Prism Scale	2,000	16	-	Pokémon with Captivate	Trade
Protector	2,000	16	3 lbs.	Pokémon with Drill Run	Trade
Reaper Cloth	2,000	16	-	Pokémon with Confuse Ray	Trade
Sachet	2,000	16	1 lb.	Pokémon with Disarming Voice	Trade
Up-Grade	2,000	16	-	Pokémon with Conversion	Trade
Whipped Dream	2,000	16	1 lb.	Pokémon with Play Rough	Trade
Dawn Stone	3,000	20	1 lb.	Pokémon with Normal type move	Contact
Dusk Stone	3,000	20	1 lb.	Pokémon with Ghost type move	Contact
Fire Stone	3,000	20	1 lb.	Pokémon with Fire type move	Contact
Ice Stone	3,000	20	1 lb.	Pokémon with Ice type move	Contact
Leaf Stone	3,000	20	1 lb.	Pokémon with Grass type damaging move	Contact
Moon Stone	3,000	20	1 lb.	Pokémon with Dark type move	Contact
Shiny Stone	3,000	20	1 lb.	Pokémon with Fairy type move	Contact
Sun Stone	3,000	20	1 lb.	Pokémon with Grass type status move	Contact
Thunder Stone	3,000	20	1 lb.	Pokémon with Electric type move	Contact

Water Stone	3,000	20	1 lb.	Pokémon with Water type move	Contact
Everstone	3,000	18	10 lbs.	Pokémon with Bide	Prevents evolution

Below is a list of items that Pokémon may hold that are not available in the standard videogames.

Table 19-12: Other items

Other Held Items	Cost	DC	Weight	Other Requirement	Effect
Metal Denying Pan	500*	18	10 lbs.	Frying Pan	See below
Crushing Gloves	2,200	17	4 lbs.	Pokémon with bullet punch	See below
Digging Gloves	2,200	17	2 lbs.	Pokémon with brick break	See below
Heatproof Gloves	2,200	17	4 lbs.	Pokémon with fire punch	See below
Justified Gloves	2,200	17	2 lbs.	Pokémon with sucker punch	See below
Rubber Gloves	2,200	17	1 lb.	Pokémon with thunder punch	See below
Spongy Gloves	2,200	17	1 lb.	Pokémon with ice punch	See below
Weeding Gloves	2,200	17	2 lbs.	Pokémon with grassy glide	See below

- When a *Metal Denying Pan* is held by a steel type Pokémon, the first time they would be hit by a super-effective move, that damage may be cut in half or reduced by 30, the trainer's choice, to a minimum of one damage being dealt. After this the Metal Denying Pan returns to its function as a normal frying pan and must be crafted again. The price of the item is the cost to craft it, not the price for purchase.
- Crushing gloves can be held by a Pokémon or worn by a person in their hands slot. When attacking a steel-type with a melee attack or a move that makes contact, crushing gloves do an extra 30 damage.

- Digging gloves can be held by a Pokémon or worn by a person in their hands slot. When attacking a ground-type with a melee attack or a move that makes contact, digging gloves do an extra 30 damage.
- Heatproof gloves can be held by a Pokémon or worn by a person in their hands slot. When attacking a fire-type with a melee attack or a move that makes contact, heatproof gloves do an extra 30 damage.
- Justified gloves can be held by a Pokémon or worn by a person in their hands slot. When attacking a dark-type with a melee attack or a move that makes contact, justified gloves do an extra 30 damage.
- Rubber gloves can be held by a Pokémon or worn by a person in their hands slot. When attacking a electric-type with a melee attack or a move that makes contact, rubber gloves do an extra 30 damage.
- Spongy gloves can be held by a Pokémon or worn by a person in their hands slot. When attacking a water-type with a melee attack or a move that makes contact, spongy gloves do an extra 30 damage.
- Weeding gloves can be held by a Pokémon or worn by a person in their hands slot. When attacking a grass-type with a melee attack or a move that makes contact, weeding gloves do an extra 30 damage.

Appendix

Basic Games:

- ChaCha – Chambers & Charizard
- Class – A type of profession that a character may have that dictates what abilities and features they may need or gain.
- D% - A pair of ten sided dice with one number representing the 10s digit and one representing the 1s digit. A 000 represents a 100.
- D10 – A ten sided die, a pentagonal trapezohedron
- D100 – See D%
- D12 – A twelve sided die, a dodecahedron
- D20 – A twenty sided die, icosahedron
- D4 – A four sided die, a tetrahedron
- D6 – A six sided die, a cube
- D8 – An eight sided die, an octahedron
- EXP – Experience, a way to track the progress or growth of characters
- GM (Game Master) – A person who tells the story and runs the game, also known as Dungeon Master. They play all the NPCs, set DCs for things not listed in the book, help determine random events, and guide players through the game and its story.
- HP – Hit points or Health points, represents how much damage a person or Pokémon can take
- Level – Incremental markers representing progress where a character may gain new abilities or an increase to other abilities. In ChaCha, human characters can be anywhere from level 1-15 and Pokémon can range from levels 1-20.

- NPC – Non-Player Character, Characters that are played by the GM (also see NPC Class)
- OGL – Open Gaming License, what allows ChaCha to use elements from D&D as inspiration.
- SRD – System Reference Documents, items covered by the OGL that can be freely viewed online, sometimes references in more complicated and obscure ChaCha features.

D&D/Pathfinder:

- Ability Scores – Six scores that determine the physical and mental attributes a character may have. These are usually assigned by rolling dice during character creation, but may be assigned through other methods.
 - Strength (STR) – One’s ability to exert physical force
 - Dexterity (DEX) – One’s ability to act with mobility and fine precision
 - Constitution (CON) – One’s ability to endure potential harm to health
 - Intelligence (INT) – One’s ability to learn and use logical deduction
 - Wisdom (WIS) – One’s abilities related to perception and willpower
 - Charisma (CHA) – One’s abilities related to social interaction and personality
- Ability Checks – Rolling a d20 and adding only the bonus provided by an associated ability.
- Ability Bonus – The bonus or penalty provided by ability scores, calculated as half of the score minus ten, rounded down.
- Ability Score Increase – Every three levels, a character gains a bonus to one of their ability scores. They may add +1 to an ability score at this point.
- AC – Armor Class, a number that one must roll equal to or higher than in order to successfully attack their target when they attack. A type of Difficulty class specific to

being hit in combat. When attacking humans, if an attack roll does not meet the AC, the attack misses. AC is calculated as $10 + \text{DEX bonus} + \text{Size} + \text{Natural Armor}$. Some other bonuses, like using a shield or having the dodge feat, can also add to AC.

- Actions
 - Free Action – These are near effortless, quick tasks that can be performed multiple times in a turn, within reason.
 - Full-turn Action – Instead of a move action and a standard action, characters may choose to take a full-turn action instead. Some examples are listed below, though this list is not exhaustive.
 - Coup de grace – A full turn action where one can use a melee weapon to attack an adjacent, unconscious person or Pokémon. They automatically hit, score a critical hit (allowing them to do double damage), and if the target fails a fortitude save ($\text{DC } 20 + \text{total damage dealt}$) the target dies.
 - Run – A character may run by moving only in a straight line at four times their normal movement speed as a full-turn action.
 - Immediate Action – These are tasks that can be performed at any time, even when it's not during the player's initiative spot in the turn. Only one immediate action can be performed per turn.
 - Move Action – This involves a character passively moving without much thought. It can also be instructing a Pokémon to take a move action. Characters may move up to their move speed in distance or take similar equivalent actions such as standing up, retrieving an item from their bag, etc. A character may only take one move action per turn.

- Standard Action – A standard action usually requires considerable thought, and can only be done once per turn. Examples of standard actions include attacking, throwing a Poké ball, capturing with a styler, using a charm, instructing a Pokémon to use a move, and many skill checks. A character may also take an additional move action instead of a standard action.
- Swift Action – this is a thought-intensive but relatively quick action an individual may take. It may only be done once per turn.
- Alignment – A character’s moral and ethical outlooks on life. Characters can be one of nine alignments, morally being good, neutral, or evil and ethically being lawful, neutral, or evil. These alignments may dictate the way characters act, behave, roleplay, and interact with other people and Pokémon. In ChaCha, very few characters are evil aligned.
- Attack of Opportunity – Though Pokémon may be used to fighting, people often are not. Certain actions, such as moving away from or around somebody you are currently fighting, allow them to attack you with a melee attack, such as punching or using a non-ranged weapon. A human moving away from an attack of opportunity without making an acrobatics check of the appropriate DC may thus be attacked. Certain actions will also explain whether they provoke attacks of opportunity or not.
- Attack Roll – A roll to overcome the AC of a target. Usually, it is a d20 roll plus the attacker’s STR modifier. Certain other modifiers may conditionally apply. For Pokémon using a physical move, they use their STR modifier, as normal. For Pokémon using a special move, they use their INT modifier instead of their STR. For Pokémon using a status move, they use their CHA modifier instead of their STR.

- Melee Attack: As above. Melee attack rolls can only be done on adjacent targets unless otherwise specified.
- Ranged Attack: A specific type of attack roll used by some human trainers at greater distances than adjacent. This uses the d20 roll plus the attacker's DEX modifier. Certain other modifiers may conditionally apply, such as penalties for firing at long distances or for poor perception.
- Class Feature – A perk that is obtained by achieving a certain level in a character class.
- Combat Grid – Some battles may require tactical positioning and movement. These are often represented on a Combat Grid, where a single square tile represents 5 feet.
- Concealment – A creature with concealment is harder to attack. 50% of the time, the attack will miss, even if it would otherwise hit.
- Conditions – Various common modifiers that relate more to the non-Pokémon battle aspects in ChaCha that may affect roleplay, skills, and more.
 - Ability Damaged – causes a character to have a lower ability score than they usually would. This could be as a result of poisons, diseases, moves, or more. Characters recover one point in each of their damaged ability scores after a night of rest. A character with 0 STR, DEX, INT, WIS, or CHA is unconscious, while a character with 0 CON is dead. Ability damage is different from penalties to an ability score, which cannot drop the score below 1.
 - Blinded – causes a character to lose their vision, resulting in a -2 penalty to AC and losing their DEX bonus to AC. Blind characters move at half speed unless they succeed a DC 10 acrobatics check each turn in which they attempt to move, failing the check results in falling prone. Blind characters take a -4 to any STR or

DEX based checks and perception checks and automatically fail at anything that requires sight (such as reading). Blind Pokémon have a -1 accuracy and evasion.

Any targets the blind character attacks have concealment.

- Cowering – causes a character to be frozen in fear, taking no actions, losing their DEX bonus to AC, and taking a -2 penalty to AC. This is more severe than panicked, and does not stack with panicked or lower levels of fear.
- Dazed – causes a character to take no actions as they are disoriented, but has no other penalties. Usually lasts only one turn.
- Deafened – causes a character to be unable to hear. A deafened character automatically fails any checks based off of listening. A deafened character takes a -4 penalty on all perception and initiative checks. Deafened Pokémon have a -1 evasion.
- Dying – causes a character to take one point of damage at the end of each turn. Dying occurs whenever a character has less than 0 HP. At the end of each turn, before taking damage, there is a 10% chance the character stabilizes and is only unconscious. A character dies if they reach a value equal to the negative value of their constitution.
- Exhausted – causes a character to have a -6 penalty to their strength and dexterity, as well as move at half speed without the ability to run or charge. Exhausted is more severe than fatigued and does not stack with fatigued. Pokémon who are exhausted have -2 stages to Attack, Special Attack, and speed. After an hour of complete rest, an exhausted character becomes fatigued.

- Fascinated – causes a character to devote their attention to the fascinating effect for as long as it continues. The fascinated characters have a -4 on perception checks and other checks that might be made as a reaction or immediate action. Fascinated characters may make a new save against the fascination effect if a potential threat occurs, and are automatically not fascinated if there is an obvious threat. Examples of potential threats include a potentially hostile individual approaching or a move that doesn't target the fascinated individual being used. Examples of obvious threats include using a move against the fascinated target or trying to catch, attack, or restrain them in any way. An ally make shake a fascinated individual free as a standard action.
- Fatigued – causes a character to have a -2 penalty to their strength and dexterity and prevents them from running or charging. If a character who is already fatigued would become fatigued again, they instead become exhausted. After eight hours of complete rest, a character is no longer fatigued.
- Fear – see Cowering, Frightened, Panicked, and Shaken. Though fear effects do not stack with each other, fear levels do. Thus, a character that is already shaken and would again become shaken from a different cause will now become frightened. Multiple fear effects from the same cause do not stack.
- Frightened – causes a character to try and flee from the source of its fear as best as possible, taking a -2 on saving throws, skill checks and ability checks. It also provides humans with -2 on any attack rolls and catching or capturing Pokémon and gives Pokémon -1 accuracy as long as the source of fear is present. If the person or Pokémon has any abilities that will help it escape, it will use that ability.

Frightened is more severe than shaken but less severe than panicked, and does not stack with other types of fear.

- Grappled – causes a character to only be able to take very limited actions. Grappled characters cannot take attacks of opportunities and they lose their dexterity bonus to any targets other than others involved in the grapple. Grappled characters also have the can't escape condition and can only move at most 5 feet per turn.
- Nauseated – causes individuals to be unable to use moves, attack, catch, capture or befriend Pokémon, use charms, concentrate, or do anything that requires attention. They may take one move action per turn and do nothing else.
- Panicked – causes a character to drop everything it holds and attempt to run from the source of fear along a random path, though they may use abilities that could aid their escape. The character may take no other actions, and has a -2 penalty on saving throws, skill checks, and ability checks. If cornered, a panicked creature will cower. Panicked is more severe than frightened but less severe than cowering, and does not stack with other fear effects.
- Prone – causes a character to be on the ground, having a -4 penalty on any attack rolls they may make, and they are unable to catch or capture Pokémon. A defender who is prone has a -4 penalty to their AC against adjacent attacks, but +4 bonus to their AC against ranged attacks.
- Shaken – causes a character to take a -2 penalty on saving throws, skill checks and ability checks. Humans also have a -2 on any attack rolls and catching or

capturing Pokémon and Pokémon have -1 accuracy as long as the source of fear is present. Shaken is less severe than frightened.

- Sickened – causes a character to take a -2 penalty on all saving throws, skill checks, and ability checks. Humans also take a -2 penalty on attack rolls and checks to catch or capture Pokémon, as well on damage rolls. Pokémon have -1 accuracy, -1 attack, and -1 special attack for as long as they are sickened.
- Staggered – causes a character to only be able to take a single move action or standard action, but not both. After performing the action, the character falls unconscious. Staggered occurs when a character has 0 HP remaining or when their non-lethal damage equal their current HP.
- Stunned – causes a character to drop everything they hold, be unable to take actions, gives a -2 penalty to AC and they lose their DEX bonus to AC.
- Unconscious – causes a character to be knocked out or helpless. This occurs after a staggered character performs an action, or if a character has hit points between -1 and the negative value of their CON score.
- Damage Reduction – an ability that allows one to reduce the damage they take from a specific source by a specified amount.
- Darkvision – an ability for characters to passively see in the dark, even when there is no light source. They can only see to a limited range, and they cannot see color.
- DC – Difficulty Class, a number that one must roll equal to or higher in order to successfully complete a skill check or ability check

- Feat – A perk available to anybody, regardless of class, as long as they meet certain prerequisites. Characters gain two feats at first level, and one feat at every odd level following this.
- Hit Die – Every class is assigned a die that they roll to add to their HP (plus their CON bonus) to for each level. At first level, the maximum value of this die is their HP. Thus, the number of Hit Dice or HD a character has is equal to their level. For Pokémon, their HD is 2d10.
- Initiative – A DEX check that determines who acts first within each turn, with higher numbers going first. Higher characters may choose to wait for other characters, forcing them to act first, in some decisions such as choosing who will take an encounter initially or who will send out a Pokémon first.
- Long Rest – A period of at least eight hours where characters rest. This time can involve no strenuous activity or any damage being taken. Humans recover health points equal to their level at the end of the rest as well as the use of certain abilities. Typically, this involves sleeping for eight hours, but the sleep may be interrupted for simple activities such as taking watch.
- Move Speed – The maximum distance a character can move in a single move action. Most humans have a move speed of 30.
- Non-lethal damage – damage that won't kill a player. If a character ever accumulates non-lethal damage equal to their current HP, they fall unconscious. Nonlethal damage recovers at one point per hour.
- Prestige Class – A type of class that one must meet certain requirements before they may enter. In ChaCha, these classes are only 3 levels long. Prestige Classes often require both

mechanical and roleplay components to get into. Also in ChaCha, once one has entered a Prestige Class, unless otherwise specified, they may not take levels in any other Prestige Classes due to the dedication required.

- Proficiency – a type of class feature or feat that allows one to use an item or device, or use it better than others. For Poké balls and capture stylers, non-proficient characters take a -4 penalty when trying to use them. For incubators and trainer’s licenses, players are unable to get the benefits of these items without proficiency or risk possible negative outcomes.
- Saving Throw – a special kind of roll considered separate from skill checks and ability checks. Saving Throws represent the chance of a character being able to resist a harmful effect. A d20 is rolled and a bonus based on their class or type is added to the roll. Certain other effects might also add to their saving throws. A natural 20 represents an auto-success, and a natural 1 represents an auto-fail, regardless of whether the DC was met.
 - Fortitude – the ability for one to resist physical effects such as extreme temperature, poisons and injuries, as well as reduce damage taken from physical moves. Based off CON.
 - Reflex – the ability for one to act quickly and void spread effects such as fires, traps, and falling, as well as reduce damage taken from special moves. Based off DEX.
 - Will – the ability for one to resist mental control or changes such as hypnosis and fascinations, as well as resist the likelihood of being affected by status moves. Based off WIS.

- Short Rest – A period of at least one hour where characters rest. A human at 0 health recovers one HP during this hour. Humans may also regain the use of certain class features in this time, as well as recovering from the effects of certain conditions such as blacked out, confusion, cowering, exhaustion, fatigue, legend speaker exhaustion, frightened, nauseated, panicked, shaken, sickened, staggered or stunned. Pokémon may recover during a short rest inside their Poké ball and recover from any accumulated fatigue, and can be treated for non-volatile status conditions including asleep, burned, frozen, paralyzed or poisoned with the heal skill.
- Skill Checks – Rolling a d20 for a specific skill, as listed under the skill chapter and skill sheets. The total number of ranks, relevant ability bonuses, and possibly other modifiers are added.
- Skill Points – Every class gains a number of skill points each level, plus their INT mod. These can be invested into any skills, whether it is a class skill or not, at one to one ratio. A maximum number of skill points may be invested in a skill equal to the character's level.
- Trained skills – As determined by a character's class, characters with at least one rank invested in one of these skills gain an additional +3 specialization bonus when attempting that check.
 - Trained-only skills – these skill checks can only be made if a character has invested at least one skill point into them. If they have not, the highest score the character can get on the die is a 10.
- Turn – During combat or other tactical or tense situations, a way to keep track of and order time. Each turn is roughly six seconds and is broken up into a standard action and a

move action (see actions). All individuals act during the same turn, though some may act before or after others (see initiative).

Pokémon:

- Ability – a passive effect that Pokémon have that may activate at the start of a battle, when a certain action or event occurs, or out of battle.
 - Hidden Ability – a unique ability that are often less common for Pokémon of that species and usually requires special circumstances for them to obtain.
- Blacked Out – a condition humans experience when they have no usable Pokémon. Humans lose money as determined by aftermath payout when they black out unless it is a trainer battle where both teams agree to not have loss money, or a trainer battle with no referee. If they do not have enough money, other items of equivalent value for payout must be given. The human must retreat to a Pokémon center or place they can rest or be healed unless there are other humans that will protect them with their own Pokémon.
- Held Item – an item given to a Pokémon that it can hold that gives it new effects. These may be passively beneficial, such as increasing damage on certain moves, or used as an immediate action, such as consuming a berry after being hit. Pokémon can hold only one item. In ChaCha, a greater number of items may possibly be held and used.
- Moves – Pokémon normally can have up to four moves, unique attacks or effects that they must activate. Moves take a standard action in combat to perform.
 - Base Accuracy – the chance the move will successfully hit, assuming both Pokémon have unaffected accuracy and evasion stats. In ChaCha, move accuracy is determined by rolling a d20 or d%. Some moves have a 100 for accuracy; these always hit unless targeted against non-Pokémon or the user or target have changes

to their accuracy or evasion stats. Some moves have – for accuracy; these moves always hit, even in the above instances.

- Base Power – the amount of damage a move would normally do before randomization and various offensive and defensive components are considered. In ChaCha, a number of d8s equal to the base power divided by 5 are used.
- Critical Hit – a hit that ignores any negative changes to the attacker’s offensive stats or positive changes to the defender’s defensive stats, as well as doing 1.5 times more damage. In ChaCha, a critical hit is rolled on a d20 and getting a 20 or higher, with effects increasing the chance of a critical hit by one stage lowering this threshold to a 19, two stages 17, three stages 13, etc.
- Contact – whether or not two Pokémon touch when an attack hits. Some moves and abilities only activate when a move that makes contact occurs.
- Contest Category – one of five categories a move might belong to, Cool, Beautiful, Cute, Clever, or Tough. These are used in contests, as well as providing a method to calculate the Charisma score for Pokémon in ChaCha.
- Moves Learned – Pokémon normally learn moves as they get stronger, from being bred, from being taught the moves by a machine or a tutor, or gaining moves from a certain event. In ChaCha, primarily moves learned by level-up are relevant, as they determine a Pokémon’s Charisma score via contest categories and are the easiest to learn.
- Physical Moves – one of three different categories of moves. These moves deal damage based off the attacker’s attack stat and the defender’s defense stat and allow for super effective, not very effective, and immune hits. Humans targeted

by physical moves may make a fortitude save for half damage, if the move would hit them.

- PP – Power Points, how many times a move can be used before the Pokémon must recover these. PP does not exist in ChaCha, but is used in calculating how difficult a move is to teach or to resist the effects of for Train Pokémon checks and saving throws, respectively.
- Priority – some moves and actions (such as switching Pokémon or using items) can happen outside of normal imitative or speed order in combat. These actions happen at an increased priority, and still count as the appropriate action for the turn.
- Range – the distance a move can effect. A Pokémon may attack any opponent without a change to their position if the Pokémon can use their movement speed to get adjacent to the Pokémon. Some moves have a greater range; the distance the move could reach in a Pokémon Mystery Dungeon game, measured in tiles, squared times 5 feet can be added to the maximum range a move can reach.
- Same Type Attack Bonus (STAB) – when an individual does damage with a physical or special move (or a human attacking) and it matches their type, they gain STAB, which multiplies the damage by 1.5.
- Signature Moves – an exclusive move that can only be learned by one Pokémon and/or its evolutionary relatives.
- Status Moves – one of three different categories of moves. These moves often affect stats, cause status conditions, change the battlefield, or have other, non-damaging effects. These sometimes allow for type immunities. Humans targeted

with a status move may make a will save for half damage, if the move would hit them and deal damage. If the status move has an effect that can be cut in half (such as lowering two stages of attack), they take half the effect on a successful save.

- Special Moves – one of three different categories of moves. These moves deal damage based off the attacker’s special attack stat and the defender’s special defense stat and allow for super effective, not very effective, and immune hits. Humans targeted by special moves may make a reflex save for half damage, if the move would hit them.
- Secondary Effect – a chance of an effect beyond the normal damage of a move. Examples include changing stages of stats or causes status conditions. In ChaCha, the chance of a secondary effect occurring is determined by rolling a d20.
- Nature – the way a Pokémon behaves. This affects their stats, increasing one and decreasing another, what their favorite and least favorite foods are, and in ChaCha their alignment.
- Non-Volatile Status Condition – these are status conditions that apply to Pokémon even after they have returned to their Pokéball, and must be restored with medicine or using a heal check. A Pokémon may only be affected by a single Non-Volatile Status Condition at a time unless a single source causes multiple non-volatile status conditions simultaneously.
 - Burn – a burned Pokémon takes a sixteenth of its maximum HP in damage at the end of each turn. Additionally, a burned Pokémon deals only half their normal

damage when attacking with physical moves. Burned Pokémon are easier to be caught, having a 1.5 for their bstatus column in the chachadata spreadsheet.

- Fainted (Knocked Out) – a Fainted Pokémon is unable to battle or perform any actions until it is revived with medicine. Though this is a non-volatile status condition, it cannot be healed other than by reviving the Pokémon with items specifically for fainted Pokémon.
- Frozen – a frozen Pokémon is unable to act. At the beginning of each turn, it has a 20% chance of thawing. Using certain moves, or being hit by certain moves, may also thaw a Pokémon. Frozen Pokémon are easier to be caught, having a 2.5 for their bstatus column in the chachadata spreadsheet.
- Paralysis – a paralyzed Pokémon is unable to act 1/4 of the time. At the start of each turn, roll a die to see whether the Pokémon acts normally or is immobilized. Additionally, paralyzed Pokémon have their speed statistic cut in half (which will also reduce their movement speed and DEX). Electric-type Pokémon are immune to paralysis. Paralyzed Pokémon are easier to be caught, having a 1.5 for their bstatus column in the chachadata spreadsheet.
- Poison – a poisoned Pokémon takes an eighth of its maximum HP in damage at the end of each turn. Poison-type Pokémon are immune to the poison status condition and the badly poisoned status condition. Poisoned Pokémon are easier to be caught, having a 1.5 for their bstatus column in the chachadata spreadsheet.
 - Badly Poisoned –A badly poisoned Pokémon takes 1/16th of its maximum HP at the end of the first turn it is badly poisoned. It takes 2/16ths on the following turn, 3/16ths the turn after that, 4/16ths... continuing until it is

cured or knocked out. Badly poisoned is a rarer condition that only some moves apply. Badly poison is otherwise the same as the regular poison condition.

- Sleep – a sleeping Pokémon is unable to act, unless it has moves that specifically can be used while asleep, such as snore or sleep talk. Sleep lasts for 1-3 turns before a Pokémon wakes up. Sleeping Pokémon are easier to be caught, having a 2.5 for their bstatus column in the chachadata spreadsheet.
- Rival – A character that shares a similar goal at the same time as the protagonist, often forming a competitive relationship between them. Can be a human or a Pokémon.
- Species – A way to identify Pokémon based off their name, number, and other features. In Pokémon franchises, the term species is sometimes interchangeably used to refer to their collective name (all Pikachu as opposed to “Sparky” the Pikachu), identifying information (“the electric mouse Pokémon”) or other features. In Chambers and Charizard, Species refers to the collective name of Pokémon.
- Statistic – Pokémon have values that are used in combat that are based off of species-dependent values as well as unique components and conditions.
 - Accuracy – a stat that determines the likelihood of attacks hitting, combined with the base accuracy of moves. All Pokémon start off with 100% in this stat, rather than a specific value.
 - Attack (Att) – a stat that determines the physical damage a Pokémon can do, as determined by base stats, IVs, EVs, nature and stage changes. In ChaCha, this stat also determines the Pokémon’s STR.

- Base Stat – a value for one of six stats (HP, Attack, Defense, Special Attack, Special Defense, Speed) that is determined by a Pokémon's species. This is the primary factor determining a Pokémon's stats.
- Evasion – a stat that determines the likelihood of attacks missing, combined with the base accuracy of moves. All Pokémon start off with 100% in this stat, rather than a specific value.
- EV – Effort Values, an additional value that may be added to base stats from trainers raising their Pokémon. A single base stat may have up to 255 EVs added to it, and up to 512 EVs may be distributed to a Pokémon in total. EVs only increase stats in increments of 4. In ChaCha, researchers can train their Pokémon for better EVs.
- Defense (Def) – a stat that determines the physical damage a Pokémon will take, as determined by base stats, IVs, EVs, nature and stat changes. In ChaCha, this stat also determines the Pokémon's natural armor bonus to AC.
- HP – a stat that determines the maximum health a Pokémon has, as determined by base stats, IVs and EVs. Natures and stages cannot effect this stat. In ChaCha, the base stat, IVs, and EVs determine a Pokémon's CON score. A Pokémon's maximum health in ChaCha is $2d10 + \text{CON} \text{ mod per level}$.
- IV – Individual Values, an additional value that may be added to base stats from a Pokémon being particularly unique in its species. A Pokémon can have 0 to 31 IVs in each of their stats. This number is usually randomly determined. In ChaCha, a breeder can breed their Pokémon for better IVs.

- Special Attack (SpAtt) – a stat that determines the special damage a Pokémon can do, as determined by base stats, IVs, EVs, nature and stat changes. In ChaCha, this stat also determines the Pokémon’s INT.
- Special Defense (SpDef) – a stat that determines the special damage a Pokémon will take, as determined by base stats, IVs, EVs, nature and stat changes. In ChaCha, this stat also determines the Pokémon’s WIS.
- Speed – a stat that determines when a Pokémon will act in turn order as determined by base stats, IVs, EVs, nature and stat changes. Faster Pokémon act first. In ChaCha, this stat also determines the Pokémon’s DEX and move speed.
- Stages – a bonus or penalty that can be applied to Accuracy, Attack, Evasion, Defense, Special Attack, Special Defense, or Speed. Each stage can be raised or lowered up to six times. Stages are reset to 0 whenever a Pokémon returns to its Poké ball. See table A-1 for how stages modify the base stats. See table A-2 for how stages modify ability scores.:

Table A-1: Stages and Stat Multipliers

Stage	Att, Def, SpAtt, SpDef, Speed	Accuracy, Evasion
-6	2/8	3/9
-5	2/7	3/8
-4	2/6	3/7
-3	2/5	3/6
-2	2/4	3/5
-1	2/3	3/4
0	2/2	3/3
1	3/2	4/3
2	4/2	5/3
3	5/2	6/3
4	6/2	7/3
5	7/2	8/3
6	8/2	9/3

Table A-2: Stage changes and Ability Scores

Stages decreased						Ability	Stages increased					
-6	-5	-4	-3	-2	-1		1	2	3	4	5	6
2	2	2	2	2	3	3	4	5	5	6	7	8
2	2	2	3	3	3	4	5	7	8	9	10	12
2	3	3	3	3	4	5	7	9	10	12	14	16
3	3	3	3	4	5	6	8	11	13	15	17	20
3	3	3	4	4	5	7	10	13	15	18	21	24
3	3	4	4	5	6	8	11	15	18	21	24	28
3	4	4	5	5	7	9	13	17	20	24	28	32
4	4	4	5	6	7	10	14	19	23	27	31	36
4	4	5	5	6	8	11	16	21	25	30	35	40
4	5	5	6	7	9	12	17	23	28	33	38	44
4	5	5	6	7	9	13	19	25	30	36	42	48
5	5	6	7	8	10	14	20	27	33	39	45	52
5	5	6	7	8	11	15	22	29	35	42	49	56
5	6	6	7	9	11	16	23	31	38	45	52	60
5	6	7	8	9	12	17	25	33	40	48	56	64
6	6	7	8	10	13	18	26	35	43	51	59	68
6	7	7	9	10	13	19	28	37	45	54	63	72
6	7	8	9	11	14	20	29	39	48	57	66	76
6	7	8	9	11	15	21	31	41	50	60	70	80
7	7	8	10	12	15	22	32	43	53	63	73	84
7	8	9	10	12	16	23	34	45	55	66	77	88
7	8	9	11	13	17	24	35	47	58	69	80	92
7	8	9	11	13	17	25	37	49	60	72	84	96
8	9	10	11	14	18	26	38	51	63	75	87	100
8	9	10	12	14	19	27	40	53	65	78	91	104
8	9	10	12	15	19	28	41	55	68	81	94	108
8	9	11	13	15	20	29	43	57	70	84	98	112
9	10	11	13	16	21	30	44	59	73	87	101	116
9	10	11	13	16	21	31	46	61	75	90	105	120
9	10	12	14	17	22	32	47	63	78	93	108	124
9	11	12	14	17	23	33	49	65	80	96	112	128
10	11	12	15	18	23	34	50	67	83	99	115	132
10	11	13	15	18	24	35	52	69	85	102	119	136
10	11	13	15	19	25	36	53	71	88	105	122	140
10	12	13	16	19	25	37	55	73	90	108	126	144
11	12	14	16	20	26	38	56	75	93	111	129	148
11	12	14	17	20	27	39	58	77	95	114	133	152
11	13	14	17	21	27	40	59	79	98	117	136	156

- Struggling – a Pokémon that is out of usable moves struggles. See Fatigue in the Chambers & Charizard section.
- Terrain – a condition that causes the battlefield to behave differently due to certain type-based effects. Only one terrain condition may be active at a time. Terrain effects caused by Pokémon moves or abilities last for five turns unless stated otherwise. Terrain only affects Pokémon on the ground, so not any that are flying, levitating, or under the effects of telekinesis.
 - Electric Terrain – Increases the power of electric-type moves by 30% and prevents Pokémon from falling asleep. Interacts with some moves.
 - Grassy Terrain – Increases the power of grass-type moves by 30%, restores 1/16th of the maximum HP to all Pokémon on the ground at the end of each turn. Interacts with some moves.
 - Misty Terrain – Halves the damage taken from dragon-type moves. Prevents non-volatile status conditions and confusion from afflicting Pokémon. Interacts with some moves.
 - Psychic Terrain – Increases the power of psychic-type moves by 30%. Prevents Pokémon on the ground from being hit by moves that have increased priority. Interacts with some moves.
- Type – all Pokémon may have one or two types from eighteen. These effect the damage a Pokémon takes from certain attacks and the bonus damage they may deal when using moves or attacks of the same type. In ChaCha, types also effect what skills a Pokémon may be better at and what saving throws they are best at.

- Typeless – a move or condition where type does not have any effect. There are no weaknesses, resistances, immunities, STAB or other type-dependent effects.
- Volatile Status Condition – these status conditions end their effect when a Pokémon returns to its Poké ball, whether switching out of a battle or when the battle ends.

Multiple volatile status conditions may affect a single Pokémon at once.

- Bound – causes a Pokémon to continuously take additional damage for 4-5 turns at the end of each turn if they are hit by a binding move. The damage dealt is $1/8^{\text{th}}$ of the bound Pokémon's total HP. Bound Pokémon cannot switch out nor flee unless an ability or item they have overwrites this. Only one binding move may affect a Pokémon at a time. Ghost-type Pokémon take damage from binding moves but are still able to switch out or escape.
- Can't Escape – causes a Pokémon to be unable to switch out or leave the battle, similar to them being bound. No passive damage is dealt. Certain items, abilities, and moves may overwrite this. Ghost-type Pokémon are unaffected by this condition.
- Confusion – causes a Pokémon to randomly be unable to attack. There is a 33% chance whenever a move is selected that the Pokémon will instead hurt itself in confusion, attacking itself with a typeless, 40 base power physical move. The confusion lasts between one and four turns. Turns where the Pokémon does not use a move do not count towards the duration. Confusion lasts 2-5 turns.
- Curse – causes a Pokémon to passively take damage equal to $1/4$ of their maximum HP at the end of each turn if they were cursed by a ghost type. Curse does not end until a Pokémon returns to its Poké ball.

- Embargo – causes a Pokémon to be unable to use its held item as well as be unable to use items trainers give it, such as medicine, for five turns.
- Encore – causes a Pokémon to be unable to select a new move other than the one used on the previous turn. A Pokémon already under the effects of encore cannot again be under the effects. The effect of Encore lasts for 3 turns. Dynamax Pokémon are immune to the effects of Encore.
- Flinch – causes a Pokémon to be unable to attack for one turn, however, this only happens if the Pokémon would flinch before it attacks. Dynamax Pokémon are immune to the effects of Flinching.
- Heal Block – causes a Pokémon to be unable to recover HP from moves, abilities or held items. A move or ability that has multiple effects will have other effects, such as damage dealing, occur but will not allow HP recovery. The effects of Heal Block last for five turns.
- Identified – causes a Pokémon's modifications to evasion to not allow them any benefit in dodging attacks. Additionally, may allow moves to hit an identified Pokémon even if that Pokémon were immune to a type, though this depends on the way they were identified.
- Infatuated – causes a Pokémon to be unable to attack 50% of the time due to an attraction between it and the source of infatuation.
- Leech Seed – causes a Pokémon to lose 1/8th of its maximum HP at the end of every turn. Grass-type Pokémon are immune to the effects of leech seed.

- Nightmare – causes a Pokémon to lose $\frac{1}{4}$ of its maximum HP at the end of every turn. Nightmares can only affect a Pokémon that is asleep, and will no longer work if a Pokémon wakes up and falls asleep again.
- Perish Song – causes a Pokémon to faint after three turns if it heard the Perish song.
- Taunt – causes a Pokémon to be unable to use status moves for three turns. If it only has status moves it is forced to struggle.
- Telekinesis – causes a Pokémon to be immune to ground type moves and certain grounded based effects.
- Torment – causes a Pokémon to be unable to use the same move consecutively. If a Pokémon can only use one move by being locked in by certain item or ability effects, or only has one usable move available, it will struggle every other turn.
- Weather – certain types of weather can affect Pokémon battles, including damage done, items, abilities, moves, and more. Only one weather condition can be active at a time. Weather effects caused by Pokémon moves and abilities last for five turns unless otherwise stated.
 - Hail – causes Pokémon to lose $\frac{1}{16}$ th of their maximum HP at the end of the turn unless they are ice type, interacts with certain moves and abilities.
 - Harsh Sun – increases the damage of fire-type moves by 50%, decreases the damage of water-type moves by 50%, interacts with certain moves and abilities.
 - Rain – increases the damage of water-type moves by 50%, decreases the damage of fire-type moves by 50%, interacts with certain moves and abilities.

- Sandstorm – causes Pokémon to lose $1/16^{\text{th}}$ of their maximum HP at the end of the turn unless they are Ground-, Rock-, or Steel- type. Interacts with certain moves and abilities.

Chambers & Charizard specific:

- Attitude – a simplified version of friendship from Pokémon, a six-degree measurement of how well characters interact with each other.
- Befriending – a class feature of legend speakers that allows Pokémon to temporarily join a trainer. Opposing Pokémon make a will save against the Legend Speaker's befriend DC ($10 + 1/2 \text{ Level} + \text{catch bonus from other classes} + \text{CHA modifier}$) or join the Legend Speaker temporarily.
- Bonuses – different bonuses and penalties may be added to a check. Unless otherwise specified, bonuses from the same source do not stack. Additionally, bonuses of the same type do not stack. Choose the highest relevant bonus in that instance. Typeless bonuses from different sources do stack.
 - Circumstance – these are bonuses when situations may be favorable or unfavorable to a situation, often determined by the GM. These do stack with other circumstance bonuses.
 - Competence – these bonuses come from unique skillsets that allow a character to be more favorable in succeeding on the skill check.
 - Enhancement – these are usually bonuses originating from an unspecified magical source that generally enhance more than just checks.
 - Morale – these bonuses are related to positive emotional states and attitudes that improve one's effort investment.

- Sacred – these are divine bonuses granted by magic or other powerful sources.
- Specialization – these are bonuses related to dedicating one’s entire career to being an expert in relevant checks.
- Capturing – when using a capture styler, one makes a capture check instead of a catching check. This uses DEX instead of STR, and the Pokémon is likely only temporarily caught, rather than permanently caught. Captured Pokémon cannot gain experience or level up.
- Charms – a legend speaker class feature that allows the character to use simple magical powers obtained from Pokémon and legendary myths. Each require speaking the name of the charm and performing unique movements and gestures.
 - General Charms – Charms that any Legend Speaker could learn, though they will only know a limited number of them. Divided into three levels, lesser, intermediate, and greater charms. As a Legend Speaker advances in the class, she will learn new general charms.
 - Legend Path – Unique charms that only certain types of legend speakers may use. Legend Paths determine what starter Pokémon a legend speaker will receive, where she gets her powers from (which Legendary Pokémon provide it that she has studied) and unique charms that only she or others dedicated to the same Legendary Pokémon can learn.
- Critical Condition – A condition humans experience when they are below the negative value of their CON score (not CON mod) in ChaCha. Humans in Critical Condition are unconscious and can only be revived with advance medical care, beyond that of typical

heal checks or Pokémon centers. Any excess damage done will cause the human to immediately die.

- Day Care – A breeder class feature where certain Pokémon passively gain extra experience and have an easier time learning new moves. The number of Pokémon that can be in a breeder's day care are determined by the breeder's class level. A breeder selects which Pokémon to put in the day care, if any, at level up and cannot change this selection until their next breeder level up. A breeder may put other trainer's Pokémon in his day care with that trainer's permission.
- Evaluation Time – A connoisseur class feature that allows the connoisseur to learn more about the bond between a trainer and their Pokémon. At early levels, this lets a connoisseur see the attitude between Pokémon and their trainer by making a unique check. At later levels, connoisseurs can learn moves, abilities, and other strategies the trainer and Pokémon have developed together.
- Fatigue – The amount of exertion a Pokémon can do before it struggles in battle. Each Pokémon in a trainer's party can take up to $2 * \text{Trainer's CON mod}$ points of fatigue before they struggle. If a Pokémon has points of fatigue but is not yet at their struggling point, after a short rest all fatigue is gone. Examples of ways to accumulate fatigue are listed below.
 - BREAK – a maneuver where a Pokémon uses the energy from its Poké ball to gain more health and use more attacks, but accumulates one point of fatigue per turn.

- Consecutive move usage – when a Pokémon uses the same move more than twice in a row, it accumulates a point of fatigue. Items, abilities, and moves that benefit from consecutive usage ignore this accumulation.
- Doing nothing – a trainer may command their Pokémon to spend the turn doing nothing (a full-turn action) for the Pokémon to recover one point of fatigue.
- Dodging – if an attack would otherwise hit, as an immediate action trainers may encourage their Pokémon to dodge an attack. The attacking and dodging Pokémon roll opposing DEX checks, and if the dodging Pokémon rolls higher, they take no damage.
- Struggling – If a Pokémon begins to struggle, it does not stop until it is given appropriate restoration items (such as elixirs or ethers) or restored at a Pokémon center. Struggling Pokémon may not use any moves other than struggle, which does 1d8 typeless damage for every two levels the Pokémon has, with a maximum of 5d8, to the target. The Pokémon then loses 1/4 of its maximum HP.
- Trainer Feat – a feat that grants a new action, usually taking a full-turn, that trainers can do in a Pokémon battle. These can shift the dynamic from the battle from what normal Pokémon video game battles permit, and can accommodate more trainers and Pokémon.
- General Training – A class feature for masters. The master rolls an athletics or a train Pokémon check and follows a simple formula from the class, adding bonuses depending on their level. Their Pokémon gain experience as a result, without needing to battle. General Training cannot teach moves or skills and takes an hour plus ten minutes per level of the Pokémon being trained.

- Legend Speaker Exhaustion – Similar to exhaustion from D&D rules, this causes a legend speaker and all her Pokémon to take a -6 penalty to STR, DEX, and INT (for Pokémon, causing drops to their Att, SpAtt and Speed), as well as prevent the legend speaker from using charms. The stats cannot go below 3 because of this. After an hour, this becomes fatigued as per normal condition rules.
- NPC Class – Weaker classes designed for NPC characters. A character with levels in an NPC class cannot normally take levels in other classes unless a feat or class feature specifies otherwise, or they complete all 12 levels of their NPC class.
- Premium Brand – A connoisseur class feature where the connoisseur may select one species of Pokémon that they happen to understand best and specialize in knowledge in. They get a variety of bonuses for checks related to that Pokémon and for healing that Pokémon. However, the connoisseur must dedicate their focus to that one species of Pokémon as much as possible. A connoisseur may choose to have a premium brand or to not have one, and may change it to a new species at odd levels beginning at level three.
- Premium Pairing – A connoisseur class feature where the connoisseur may identify an intense bond between a different trainer and their Pokémon. This increases the maximum fatigue that Pokémon can take as long as the trainer dedicates their training to it for the day.
- Referee – a feat some characters will take, especially many NPCs, that allows for league sponsored battles. These battles can have regulations on what is or isn't allowed, examples include trainers using items on their Pokémon, the use of class features like rebuking, performances, and devolution spray, the use of skills such as motivate, intimidate, or break, the use of trainer feats, the use of dodging, the use of specific held

items or special ruling forms (specific ones or all of them) or more, provided both parties agree to it. Additionally, the losing party pays the winning party money in a match with a referee.

- Research Field – a Researcher class feature that is based upon which professors the researcher has studied under. A researcher must have the same professor for each field related feature (field specialization, field capability, specialization item). These often allow researchers to perform similar class features to other classes.
- Rebuking – based off of turning and rebuking undead in D&D, in ChaCha, type specialists can rebuke Pokémon of their types. They make a Charisma check as a full-turn action, and depending on the result they can rebuke a number of total levels of Pokémon as determined by Table 4-12. Lowest level Pokémon are rebuked first. Rebuked Pokémon have AC penalties and are cowering. A type specialist that is at least four levels higher than the Pokémon she is rebuking may possibly command it.
- Simple Routine – a performer class feature that allows them to distract and impress other people and Pokémon. The routine must be practiced a number of times equal to the performer's class level + the number of moves used in the performance or it will have penalties. The DC to resist the effects of the performance is a Perform (Contest) check + number of moves used + Disguise Check/10 (rounded down).
- Special Ruling Form – A form that includes Pokémon powered up by unique ways that has interactions with certain abilities, charms, class features, feats, items, etc. Special Ruling Forms include but are not limited to: BREAKthrough, Bursted, Dynamax, Gigantamax, Mega-Evolved, Primal Reversion forms and Pokémon that have used a Z-move.

- Walking Pokémon – Pokémon kept outside of their Poké ball. Trainers may have one active walking Pokémon at a time, having more than one becomes difficult for trainers to manage and cannot be done. Walking Pokémon need 8 hours of rest, at least two meals a day and are subject to any effects of the environment. Walking Pokémon can also respond quicker in some situations, can potentially perform skills or use moves, and gain friendship quicker.

Table A-3: All common conditions in ChaCha

Condition Name	Affects Humans?	Affects Pokémon?	Duration
Ability Damaged	Yes	No, see stages	Until healed
Badly Poison	Yes	Yes	Until healed
Blacked Out	Yes	No	Until healed
Blind	Yes	Yes	Until healed
Bound	Yes	Yes	4-5 turns
Burn	Yes	Yes	Until healed
Can't Escape	No	Yes	Until battle end
Confusion	Yes	Yes	2-5 turns, switched out
Cowering	Yes	Yes	Until fear source leaves
Critical Condition	Yes	No	Until healed
Curse	Yes	Yes	Until switched out
Dazed	Yes	Yes	1 turn
Deafened	Yes	Yes	Until healed
Dying	Yes	No	Until healed
Embargo	No	Yes	5 turns
Encore	No	Yes	3 turns
Exhausted	Yes	Yes	Until healed
Fainted	No	Yes	Until healed
Fascinated	Yes	Yes	Until healed, threatened, or source leaves
Fatigued	Yes	Yes, separate from struggling	Until healed
Flinch	Yes	Yes	1 turn

Frightened	Yes	Yes	Until fear source leaves
Frozen	Yes	Yes	20% chance of thawing each turn
Grappled	Yes	Yes	Until grapple ends
Heal Block	No	Yes	5 turns
Identified	No	Yes	Until switched out
Infatuated	No	Yes	Until switched out
Leech Seed	Yes	Yes	Until switched out
Legend Speaker Exhaustion	Yes	Yes	Until healed
Nauseated	Yes	Yes	Until healed
Nightmare	Yes	Yes	Until switched out
Panicked	Yes	Yes	Until fear source leaves
Paralysis	No	Yes	Until healed
Perish Song	No	Yes	Until switched out
Poison	Yes	Yes	Until healed
Prone	Yes	Yes	Until move action to stand up
Shaken	Yes	Yes	Until fear source leaves
Sickened	Yes	Yes	Until healed
Sleep	Yes	Yes	1-3 turns
Staggered	Yes	No	Until healed
Struggling	No	Yes	Until healed
Stunned	Yes	No	1 turn
Taunt	No	Yes	3 turns
Telekinesis	Yes	Yes	Until switched out
Torment	No	Yes	Until switched out
Unconscious	Yes	No	Until healed

Future Updates and Thanks

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.

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