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What is Chambers & Charizard: Gold, Silver & Crystal?

I grew up with Pokémon and some of my earliest memories were introductions of new trading card sets where I'd have to collect the new, rarest cards, a new season of the TV show exploring new locations and most exciting of all, the release of a new generation of games. These would introduce dozens if not over one hundred new Pokémon, new mechanics to the games, a new region to explore, new characters and much more. Sometimes there would be fan theories speculating on the new content that one could immerse themselves in to try and predict what would be released, following leaks from magazines and the internet. Other times it was fun to wait and explore the new content unspoiled, without knowing what one might encounter. These new generations always added amazing new content in all forms of media and brought with it new features that would sometimes be carried forward to be part of new games, while other times the content was just a memorable side game, mini-game, arc or idea.

When I started playing Dungeons & Dragons, it was in the third edition and was soon shifted to the revised third edition. Over the years I have seen this game evolve as well including large shifts in rules and new options being introduced in order to further customize characters, the world, and the game they occur in. A strength of the table-top RPG medium is that anything can happen, the rules are a set of guidelines rather than strict requirements to follow. New rulebooks within the revised third edition version of the game often introduced new content that was play-tested for unique flavorful contributions and maintaining some balance compared to other, similar existing content. And as the game evolved into fourth and later fifth editions, rules were changed and simplified to introduce new demographics and individuals, welcoming larger crowds and making the medium have a greater reach.

In an effort to combine the open-world experience of a fantasy table-top RPG with the lore and characters of the Pokémon franchise, I began to create my own system to use with friends. A goal of mine was always to be able to experience the world of Pokémon with little knowledge, to be able to explore as if I were a character in the series without knowing everything from leaks and information beforehand and I started writing these rules in hopes that one day I would get to experience this game as a player where anything is possible but I am limited in my influence on the story to experience it rather than create it. In order to experience such a goal, I needed to make sure that there was an easy-to-follow, standardized set of rules that could inform others how to run this game as a Game Master in a way that is fair and balanced while remaining true to the experience of the Pokémon franchise. As such I started to write a rulebook that could hopefully be used by friends so that they could write and explore their own Pokémon stories in a setting that players could contribute to.

Over the past decade of working on this game, dozens of people have played it and I have had the chance to introduce it to a great number of friends, some of whom have taken it to run games of their own. Chambers & Charizard as it now is came to the beta version in early 2016 where I began running one shots with it, and by 2017 I was able to run my first campaign, as well as be a player in one. Since then, countless one shots have been played, many full campaigns have been run, and new people that I haven't ever met have been introduced to the game via friends of mine spreading the game. As such I have worked to continuously update the rules for the sake of balancing mechanics that may be under-powered or over-powered, introducing new content to follow along with the release of new generations of Pokémon games, simplifying rules and clarifying things to again make this game more accessible. With these semi-frequent updates and work, Chambers & Charizard has grown beyond what I could have

ever expected and given me many opportunities to try things in it and see ideas I'd never have thought possible otherwise.

Still, there is only so much I can add in a single rulebook while keeping the game simple, but with every new generation of Pokémon, new content is introduced. Though I try to understand as much of the Pokémon franchise and view as much media as possible, combining it all into one medium it has never been in as Chambers & Charizard is difficult, especially in keeping it simple. Some content has to be skipped or integrated in other ways and was left out of the initial rulebook as to focus on the most important ideas and features. However, many of these games, characters, events, and more have been favorites for some fans and have great potential to be explored in a diverse, all-encompassing setting of a table-top game!

Just as Pokémon introduced a second generation of games beginning with Gold, Silver and Crystal versions, largely expanding on the content from the first generation, Chambers & Charizard is doing the same. This rulebook introduces new ways to customize characters and expand worlds within the Pokémon universe, building off of all canon material while still fitting to the existing rules for the system. All features in this book could essentially be considered variations to the original set of rules as well as guidelines for how to write new rules and content to the game. As these rules are not core to the game, they may receive fewer updates and less unique attention than the core rulebook and other content needed to play the game.

Almost any story in a table-top RPG will be customized at least a little bit by the players and the game master to allow for creative ideas and events to occur. Similarly, in Chambers & Charizard, the campaigns and one-shots that have been run have largely been designed by their game masters rather than being based off of existing stories. This book is being released to commemorate the 5-year anniversary of the end of “The Marathon Session”, a near 21-hour non-

stop session in the first Chambers & Charizard campaign. The experience changed what was thought to be possible in a Pokémon setting and brought new ideas to the players and GM alike to be carried into future settings and creations within the system. Chambers & Charizard has evolved because of this game and these players and is now something much different than what I ever expected.

This rulebook cannot be used as a standalone rulebook for the Chambers & Charizard game, it only contains rules surrounding new content and variant features and is not efficient alone for play. The features in this rulebook must be combined with the previous rulebook in order to function as a full game. It is up to the decision of the game master in deciding which features, if any, from this book will be introduced into their world. Though all features originate from canon Pokémon material, not all of them may be appropriate for any Pokémon setting and as such may not be accessible in some games.

Though this game has been a huge project of mine over the past decade it still would not be possible without the original source material that helped me create the basic rules and the setting. Pokémon is owned and managed by The Pokémon Company International, a joint ownership of Nintendo, Gamefreak, and Creatures. Dungeons & Dragons is owned by Wizards of the Coast. Pathfinder is owned by Paizo Publishing. Chambers & Charizard is a free game that collects no income and is inspired by these many different games, franchises and systems and is not meant to be a replacement for any of these.

Classes:

Human characters progress through the Pokémon world by advancing their level in a class. These classes represent training that the individual has had based off of their profession and abilities. Each class has unique features that distinguish it from others, many of which are keyed to abilities and skills that further exemplify their role in the party. Despite being unique from each other, all classes share some common attributes. Classes all provide a catch bonus or a related bonus that determines how proficient an individual is at obtaining new Pokémon as well as related skills. When a special effect, such as a Pokémon move, a class feature, or some feats affect a character, they often may make a saving throw to avoid the full effect. There are three types of saving throws, fortitude for bracing against physical impacts, diseases, and other health related situations, reflex for dodging an attack on an area and will for overcoming mental stress, each receiving a different type of bonus depending on the individual's class. Bonuses for saving throws and catching Pokémon are shown individually in each class's table.

Additionally, all classes provide some sort of proficiencies including skills that they are best at and certain items that they can handle without any difficulties. Proficiencies in items are listed beneath the class's table, with some classes gaining additional starting items as a result of their training in their class. The list of skills that class is most proficient with is also listed beneath the table along with a specific number of skill points that class receives at each level to invest in any skills. Lastly, listed with skills, each class receives a specific die that they roll to determine how much health they gain at each level, with them gaining the maximum at first level.

All ability scores are useful to some degree, regardless of character. Strength affects how easily one can throw a Pokéball, dexterity affects armor class, initiative and reflex saves,

constitution affects constitution saves and hit points, intelligence gives bonus skill point, wisdom affects will saves and charisma is used in many important skills such as diplomacy, motivate and train Pokémon. In addition to these overarching uses, many classes have ability scores that will be important for their class features, as detailed in their descriptions and specific feature entries.

Each class also has a unique way to level up. These requirements are often very flexible and can be tailored to the settings, but the Game Master needs to find a way to integrate the requirements within their campaign. As a result, meeting these requirements should be considered before allowing players to use these classes, possibly more so than one might consider for others as they are more unique in many ways. Just like other base classes, characters can multiclass between these classes under the standard rules. Usually, these require the multi-class feat but if a player meets the requirements to level up in another class twice in a row without leveling up in their original class, they may gain a level in the new one and go down in the old one. For more information, see the rules for multi-classing in the original Chambers & Charizard rulebook.

Collector

Collectors truly live up to the phrase, “Gotta catch ‘em all!” Even if a collector already has a Pokémon of a particular species, they still may want to catch new ones of the same species due to differences in height, weight, coloration, appearance, moves or other unique features. Collectors will aim to catch many Pokémon to trade them for others and to help researchers and breeders better understand them. Strength is very important so that collectors can catch as many Pokémon as possible, as it helps improve their catch bonus which they rely on for many features. Intelligence to identify Pokémon and their subtle differences is also a useful ability score to invest in.

Table 2-1: Collectors

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Nice throw
2	+2	+0	+3	+1	Calm Catch
3	+3	+1	+3	+1	
4	+4	+1	+4	+2	Styler Proficiency
5	+5	+1	+4	+2	Great throw
6	+6	+2	+5	+3	Remote Box Access 1/long rest
7	+7	+2	+5	+3	
8	+8	+2	+6	+4	Egg Caring
9	+9	+3	+6	+4	Excellent throw
10	+10	+3	+7	+5	
11	+11	+3	+7	+5	
12	+12	+4	+8	+6	Remote Box Access 2/long rest, Walking Dex

Skills – Acrobatics, Athletics, Concentration, Craft, Knowledge Pokémon, Knowledge Pokédex, Perception, Search, Sense Motive, Sleight of Hand, Survival, (4+int) skill points per level, d6 hit die

To Level Up: A trainer must fully complete all tasks of an assigned special research mission in order to level up as a collector.

Proficiencies: Collectors are proficient with Poké balls and are given a trainer’s license in addition to their other equipment. As they level up, Collectors gain proficiencies in other items but do not gain these items for free.

Level 1: Nice throw – A Collector may choose to try and get a nice throw whenever he catches a Pokémon. A nice throw requires extra precision; before throwing a Pokéball, a collector may choose to attempt a nice throw. This causes a -4 penalty on the roll, but if the catch is still successful then all Pokémon presently in the Collector's party gain an additional point of experience (in addition to any gained from the battle as normal). A nice throw requires a full-turn action and happens at a priority of -7, possibly allowing the opposing wild Pokémon to attack first, though the collector's Pokémon may still react such as to dodge.

Level 2: Calm Catch – Beginning at level 2, is able to better catch Pokémon. He may add one half his collector level (rounded down) to his catch bonus. Additionally, he may add one-tenth this bonus to his cpfactor. For example, a level 4 Collector gains a +2 bonus to catch Pokémon and an additional .2 to his cpfactor. However, a Collector loses these bonuses if the opposing Pokémon has taken any damage since the start of the battle. This includes damage from indirect or self-inflicted sources, such as weather, status conditions, recoil damage or feats.

Level 4: Styler Proficiency – A Collector is so good at catching Pokémon that he is able to use other capturing methods. At level 4 he learns how to use a capture styler as rangers do, gaining styler proficiency as a bonus feat. These checks follow the same rules that a ranger would follow, including a once per battle chance at drawing loops. For more information see the Ranger class feature for capture checks. A Collector who already has this feat may instead choose another feat he meets the requirements for. The collector still must obtain a capture styler to use one; he is not given one for free.

Level 5: Great Throw – Collectors have learned how to get even better when throwing the Pokéball as a result of their dedication to catching all sorts of Pokémon. A collector may now choose to instead make a great throw by declaring it before throwing a Pokéball, as if they were

making a nice throw. This requires a -6 penalty on the roll but if successful, all Pokémon presently in the Collector's party gain an additional 3 points of experience. A great throw requires a full-turn action and happens at a priority of -7, possibly allowing the opposing wild Pokémon to attack first, though the collector's Pokémon may still react such as to dodge. As it takes a full-turn action to perform a great throw, a nice throw cannot be combined with a great throw.

Remote Box Access – Beginning at level 6, once per long rest a collector may access his Pokémon Storage System (a lab, pasture, PC, Pokémon center, or other location that stores your Pokémon) remotely. He must have a Pokédex, computer, or some other tool with internet access in order to accomplish this. When he does he may choose to exchange one Pokémon currently in his party for another that he has in storage. Accessing the box takes one minute. Beginning at level 12, he may exchange up to two Pokémon per long rest, either at the same time or at separate times. Any Pokémon that has spent 8 hours in the Pokémon Storage System recovers to full health as if restored at a Pokémon center.

Level 8: Egg Caring – At level 8 a collector has continued to learn new ways to obtain Pokémon. A collector gains the Egg Caring feat as a bonus feat, allowing him to hatch eggs and obtain new Pokémon. A Collector who already has this feat may instead choose another feat he meets the requirements for. The collector still must obtain an incubator to use one; he is not given one for free.

Level 9: Excellent Throw – Continual practice in catching Pokémon has allowed collectors to perfect the art. Just like making a nice or great throw, a collector may choose to make an excellent throw by declaring it before the catch. An excellent throw requires a full-turn action and happens at a priority of -7, possibly allowing the opposing wild Pokémon to attack first,

though the collector's Pokémon may still react such as to dodge. The penalty on the roll rises to a -8 but if successful at catching the Pokémon all of the collector's Pokémon presently in his party gain an additional 6 experience points each. As it takes a full-turn action to perform an excellent throw, an excellent throw cannot be combined with a great or nice throw.

Level 12: Walking Dex – From catching so many different Pokémon, a Collector has truly made progress on their quest to catch them all. A collector no longer needs to make Knowledge Pokémon checks to identify a Pokémon, though he may still need to make checks to learn about its evolutionary relatives, location, or types.

CoolTrainer

Pokémon are mysterious creatures and though they are mostly understood in their behavior – some of their abilities are completely beyond any type of explanation. As a result some Pokémon have strange properties that warp other people and Pokémon in ways that don't agree with any scientific or magical logic, possibly creating a dangerous condition.

CoolTrainer♀s (and CoolTrainer♂s) are a result of this and ultimately are likely to continue to spread the strange corruption that caused them in the first place. They are volatile and thus, a high constitution will help them stay alive. Intelligence and Charisma are important for empowering many of their cryptic class features.

This class is a reference to a variety of glitches within the Pokémon video games. It may not be as easy to integrate in many settings as a result of it not being canon to most media in the franchise, as well as even acknowledged outside of discussion of the videogames. However, glitches have been a very large part of the video game series and have been iconic to the franchise as a whole. Considerations for integrating this class are briefly discussed in Chapter 7 on (Beyond the) World Building Content.

Table 2-2: CoolTrainer♀s

Level	Catch Bonus	Fort	Ref	Will	Special	Max Glitch Pool	Corruptions
1	+0	+2	+0	+0	Hard Lock, MissingNo.	2	Sprite Read Error, Volatile Size
2	+1	+3	+1	+0		4	TM06, Sky Drop Hold
3	+1	+3	+1	+1	??????????	7	Spoiled Egg, Invisible Shine
4	+2	+4	+2	+1		10	Soft Lock, TM02
5	+2	+4	+2	+1		13	Lights off Lumiose
6	+3	+5	+3	+2	Invalid State	17	Pomeg Punishment
7	+3	+5	+3	+2		21	HM01, TM28Y
8	+4	+6	+4	+2		25	TMTRAINER
9	+4	+6	+4	+3	Unnerve Desync	29	Walk Through Walls
10	+5	+7	+5	+3		34	Item Duplication
11	+5	+7	+5	+3		39	PkMNaPkMNa

12	+6	+8	+6	+4	Distortion	44	Acid Rain
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Skills – Bluff, Break, Concentration, Craft, Disguise, Intimidate, Knowledge (All), Search, Sleight of Hand, Spellcraft, Tinker, (2+int) skill points per level, d4 hit die

To Level Up: A trainer must obtain an object for somebody else, overcome an obstacle for somebody else or complete a significant milestone on behalf of somebody else using their corruptions, MissingNo. or other inconsistent aspects of reality to level up as a CoolTrainer♀.

Proficiencies: CoolTrainer♀s gain no proficiencies; they must take a feat in order to use Pokéballs, capture stylers, or obtain a trainers license.

Level 1: Hard lock – Unlike most classes, a CoolTrainer♀’s body is so unstable that they are incapable of surviving in some situations. A CoolTrainer♀ cannot enter critical condition; if her HP total is ever below her negative constitution score, she dies.

Level 1: MissingNo. – Often times, a CoolTrainer♀ begins their journey with a source of corruption where the world does not function correctly. This is usually an entity similar to a Pokémon composed of corrupted data, a MissingNo. Though a CoolTrainer♀ may struggle to obtain other Pokémon, she always starts her journey with a MissingNo. as a partner. Stats for MissingNo. are provided below. The values for each statistic are the base stats and can be entered the same as any other Pokémon’s to determine values at a specific level. MissingNo. is considered an independent Pokémon. The CoolTrainer♀ may also decide to have her MissingNo. gain a level whenever she levels up or to have it accumulate experience and level up as normal. In either case, the MissingNo. still gains feats as an independent Pokémon (with some exceptions, see below). The decision for how MissingNo. levels up must be decided at level one and it cannot be changed.

Table 2-3: MissingNo. Basic Information

HP:	178	Moves Known:	Height: 3'3"
Attack:	19	Water Gun	Weight: 22.1 lbs.
Defense:	11	Bind	Genderless
Special Attack:	23	Pay Day	Abilities:
Special Defense:	23	Sky Attack	Levitate
Speed:	29	Normal Type	Download

Beginning at level 5, MissingNo.'s attack stat becomes 136 instead of 19. Additionally, beginning at level 5, MissingNo. may use the Move Replacement feat to gain moves from its TM list, even though these are normally not available through the feat. At level 10, a MissingNo. will attempt to evolve into a Kangaskhan (if it is not stopped, it will retain its moves and nature but otherwise be as if it were a Kangaskhan for base stats, abilities, typing, etc.). At level 12, a MissingNo. that did not evolve previously will attempt to evolve into a Clefairy (if it is not stopped, it will retain its moves and nature but otherwise be as if it were a Clefairy for base stats, abilities, typing, etc.). The MissingNo. does not have to evolve.

Corruptions – A CoolTrainer♀s has unique abilities she can perform called corruptions where the rules dictating science, magic, and other properties are warped and malfunction. At each level she unlocks various corruptions. In order to use them, she must succeed on a concentration check as a standard action, with the DC varying depending based upon the corruption. Recognizing a corruption requires a spellcraft check (DC equal to the corruption's concentration DC + 5). Additionally, she must have sufficient points in her glitch pool to use them, subtracting the points from her total. Points in her glitch pool are shown in Table 2-2. Following a long rest, she regains up to half her maximum glitch points (rounded down). She can never have more glitch

points than what is listed based on her level in table 2-2. For example, a level 4 CoolTrainer♀ who has spent 6 glitch points in one day would regain 5 after a long rest, bringing her total up to 9. If she then spends none the next day, she'd have a maximum of 10 glitch points following her second long rest.

- *Sprite Read Error* – By trying to take in larger amounts of information than what should be possible, a CoolTrainer♀ corrupts her own appearance. Using this corruption requires 1 glitch point and causes her to be blurred when viewed. This lasts for one minute after the corruption is first used (concentration DC 11 assuming no distractions) as a standard action. The CoolTrainer♀ gains +2 to her AC for the duration of this corruption due to the strange blur in her appearance. Additionally, once during the duration, as an immediate action she may attempt to further glitch her appearance. This causes anything targeting her to have a further miss chance, forcing them to roll a d% and only successfully target her 80% of the time. If she uses this ability, *Sprite Read Error* immediately ends.
- *Volatile Size* – A CoolTrainer♀ can choose to change the height of her or her MissingNo. Using this corruption requires 1 glitch point and causes her or her MissingNo. to grow or shrink by up to a factor of 2 for their height and a cube of that factor for their weight. When doubled from her original size, she counts as size large, gains +2 strength and -2 dexterity (as well as a -1 penalty to her attack and AC due to being size large). The opposite is true when she reduces her size to half, making her size small instead. If she grows into a space that cannot hold her, she must make a break check (using her new strength and a +4 bonus due to her size change) to try and escape her confinement or else she cannot move and is stunned until the confinements loosen or she is able to break free. If she is unable to break free, no damage is done to the structure confining her. In extreme cases, this may lead to her suffocating (see rules on breathing in “Slice of Life”). All of her carried equipment changes size with her appropriately. *Volatile Size* lasts up to a minute, as long as the CoolTrainer♀ maintains a concentration check (DC 11, assuming no distractions) as a swift action each turn. *Volatile size* cannot be used multiple times on the same target at once.
- *TM06* – A CoolTrainer♀ swipes her body in an unnatural way, possibly dealing damage to the target. Treat *TM06* as a Pokémon move with 25PP. It is a poison type, physical move that makes contact with a base power of 55 and an accuracy of 70 that hits the foe in front tile. In order to use *TM06* the CoolTrainer♀

must spend 1 glitch point and succeed on a concentration check (DC 12). CoolTrainer♀ is the one who uses this move, requiring her strength score to be converted to an attack stat and allowing a fortitude save for half damage.

- *Sky Drop Hold* – While falling, a CoolTrainer♀ may use this corruption to ensure that she falls safely. As an immediate action, she may make a concentration check (minimum DC 12, but possibly higher due to the speed of falling) to ensure that her falls are slowed. If she succeeds, then as long as she takes no standard actions, move actions, or full-turn actions, she will not fall more than 10 feet per turn. This prevents her from taking any damage from falling. She may use this corruption before falling but if she does, she is still restricted from actions as described above. Using this corruption costs 1 glitch point.
- *Spoiled Egg* – Not all eggs are destined to hatch. A CoolTrainer♀ can cause all eggs within a 30-foot radius to go bad, causing them to never hatch. This requires a concentration check (DC 13) and costs 2 glitch points. Bad eggs may be freely gotten rid of but are not known to be bad unless a DC 20 Knowledge Pokémon check has been made after 1d10 days since this ability was used, when the egg begins to show signs of being bad.
- *Invisible Shine* – Manipulating the appearance of a Pokémon, a CoolTrainer♀ can make one Pokémon that belongs to her or an ally look different. She can cause the Pokémon to appear to have an alternate coloration as if it were shiny, providing a +10 competence bonus on disguise checks to appear as a different member of its own species. Alternatively, she can make the Pokémon seem to refract light in a way that grants it a +6 competence bonus on stealth checks based on vision. This bonus lasts for as long as the CoolTrainer♀ concentrates (DC 15), up to 10 minutes. If the Pokémon attacks, the corruption's effects end, regardless of concentration. The concentration checks only need to be made once (unless something could interrupt or distract it) but she must dedicate her standard action each turn to concentrating. Using this corruption costs 4 glitch points.
- *Soft Lock* – Pointing her finger at another individual, a CoolTrainer♀ is able to lock them in place and prevent them from moving. This requires a concentration check (DC 16) and spending 4 glitch points. The target must make a fortitude save (DC = 12 + CoolTrainer♀'s charisma modifier) or be stunned for a turn. Regardless of whether they succeed on the save or not, on the following turn they must make another fortitude save (same DC) or be frozen.

- *TM02* – The CoolTrainer♀ intensely stares at her target, becoming more rigid as the opponent’s guard drops. Treat TM02 as a Pokémon move with 10PP. It is a typeless, status move that hits a foe up to four tiles away and lowers the target’s evasion by 2 stages. This move is guaranteed to hit the target. In order to use TM02, the CoolTrainer♀ must spend 3 glitch points and succeed on a concentration check (DC 16).
- *Lights off Lumiose* – An uneasy feeling extends from the CoolTrainer♀ leaving others to feel as if they are in a dark and unsafe state. Choose one target that can see the CoolTrainer♀ and that she can see, up to 150 feet away. The CoolTrainer♀ makes a concentration check (DC 17) and must spend 4 glitch points. If she does, the target makes a fortitude saving throw (DC 12 + CoolTrainer♀’s charisma modifier) or becomes permanently blinded. The CoolTrainer♀ can choose to end this blindness at any time by making a separate concentration check without spending any glitch points, provided she can still see the target and they are within range.
- *Pomeg Punishment* – The spicy, bitter tastes of a pomeg berry begin to overtake a person who eats it, leaving them in a corrupted state. A CoolTrainer♀ must be holding a pomeg berry or touching a target who is eating a pomeg berry to use this corruption, along with spending 6 glitch points and succeeding on a concentration check (DC 19). The Pomeg berry must be consumed within the next day. If it is, then the one who consumed it must make a will save (DC 13 + CoolTrainer♀’s charisma modifier) or take a -6 penalty to their CON score. If they succeed on the save, they only take a -3 penalty. In either case, their CON score can never drop below 1. This lowers any constitution based checks, skills and fortitude saves as well as their current and max HP. Anybody other than the CoolTrainer♀ who holds the pomeg berry treats it as a cursed item and cannot drop, remove, or otherwise get rid of it unless the CoolTrainer♀ takes it from them or they eat it, or the full day passes in which case it returns to a normal pomeg berry.
- *HM01* – With a sharp, chilling exhale a cacophonous, noxious, yet inviting breath escapes from the CoolTrainer♀. Treat HM01 as a Pokémon move with 25PP. It is typeless, special, has 80 base power, an accuracy of 30 and hits foes in the front area cutting corners and does not make contact. In order to use HM01 the CoolTrainer♀ must succeed on a concentration check (DC 20) and spend 6 glitch points. If the move hits, roll 1d7 and subtract 2 stages from the corresponding stat (reducing ability scores or armor class appropriately if necessary): Attack, Defense, Special Attack, Special Defense, Speed, Accuracy and

Evasion. As the CoolTrainer♀ is the one who uses this move, it requires her Intelligence score to be converted to a special attack stat.

- *TM28Y* – The CoolTrainer♀ appears to burst into a swarm that follows their target, determined to attack them. Treat TM28Y as a Pokémon move with 25PP. It is bug type, special, and has 85 base power and 50 accuracy, hitting foes in front and cutting corners and does not make contact. In order to use TM28Y the CoolTrainer♀ must succeed on a concentration check (DC 20) and spend 7 glitch points. If the move hits, the CoolTrainer♀ and all of her equipment become invisible for up to one turn per level in the CoolTrainer♀ class as long as she maintains concentration (taking a move action or standard action to do so each turn). As the CoolTrainer♀ is the one who uses this move, it requires her Intelligence score to be converted to a special attack stat and allowing a reflex save for half damage.
- *TMTRAINER* – A CoolTrainer♀ can directly corrupt another trainer or a Pokémon with their presence. If she succeeds on a concentration check (DC 22) and spends 8 glitch points, she can choose any target she can see that can also see her within 300 feet. That target is automatically burned and frozen.
- *Walk Through Walls* – No longer bound by locations, a CoolTrainer♀ is able to phase through certain structures. When using this corruption, a CoolTrainer♀ is able to walk through certain boundaries including trees, hills, stone walls of caves and walls for buildings. She is not able to walk through things made of metal and must be physically capable of walking (so she cannot go through places that would require crawling, squeezing, swimming, etc.). This corruption lasts for up to one hour as long as at least once a minute she succeeds at a concentration check (DC 20, possibly higher if there are distracting events). If her body is inside of a solid object and she fails the concentration check or runs out of time, she is sent in a random direction and takes 1d6 points of damage for every 5 feet through solid spaces she moved. Using this corruption requires a concentration check (DC 24) and spending 9 glitch points.
- *Item Duplication* – If already in possession of an item, a CoolTrainer♀ can instantly make a duplicate of this item. If the item is not considered a magic item and costs under 5,000 Pokédollars, she instantly gains a second copy of it. If the item is not considered a magic item and costs more than 5,000 Pokédollars she must spend funds equal to half the price of an item (these can be reduced to a quarter if she has appropriate crafting skills to produce the item herself). If the item is considered a magic item, she can produce it in the same way as above, but she must also meet any other requirements for crafting the item, such as having a

Pokémon with a specific move available. Using this corruption requires a concentration check (DC 24) and spending 7 glitch points.

- *PkMNaPkMNa* – The CoolTrainer♀ phases through the ground with the target in such a way that they think they are the only ones present, but in reality, the CoolTrainer♀ is not. Treat PkMNaPkMNa as a Pokémon move with 15PP. It is ground type, special, and has 160 base power and 50 accuracy, hitting foes in front and cutting corners and does not make contact. In order to use PkMNaPkMNa the CoolTrainer♀ must succeed on a concentration check (DC 25) and spend 10 glitch points. If the move hits, the CoolTrainer♀ becomes frozen and poisoned. As the CoolTrainer♀ is the one who uses this move, it requires her Intelligence score to be converted to a special attack stat and allowing a reflex save for half damage.
- *Acid Rain* – The weather itself warps due to the CoolTrainer♀’s presence. A weather effect (such as fog, hail, harsh sunlight, rain, sandstorm, etc.) must be effecting an ongoing battle for her to use this charm. The CoolTrainer♀ must succeed on a concentration check (DC 25, possibly higher due to weather and distracting events) and spend 12 glitch points. All individuals on the field are subject to the effects of Trick Room and Gravity and none can be asleep (and are woken up if they were asleep). Additionally, the field is covered with fog, hail, sunshine, sandstorm and rain that each hurt all individuals present within a 200-foot radius of the battle by 1/16th of their maximum HP at the end of each turn, for a total of five instances (including ones that normally do not deal damage). All other effects of each weather are present. The effect lasts either until the CoolTrainer♀ dismisses it as a full-turn action on her turn or the battle ends.

Level 3: ?????????? – By experiencing her own corruptions, a CoolTrainer♀ has learned how to protect herself from experiencing others. A CoolTrainer♀ gains a +4 sacred bonus to her AC and on all saving throws when targeted by a different CoolTrainer♀’s corruptions.

Level 6: Invalid State – Certain conditions are invalid for a CoolTrainer♀ to experience. Beginning at level 6, when a CoolTrainer♀ would be affected by any of these conditions, she may choose to ignore them. The conditions are: Confusion, Cowering, Dazed, Deafened, Fascinated, Flinch, Frightened, Nauseated, Nightmare, Panicked, Shaken, and Sickened.

Level 9: Unnerve Desync – The Unnerving nature of a CoolTrainer♀ can cause her Pokémon to act in strange ways and always maintain a façade of life. Beginning at level 9, a CoolTrainer♀'s Pokémon do not truly faint when they reach 0 HP. The Pokémon still suffer from any change in negative attitude, loss of friendship and other traits normally related to fainting and they become incapable of battle, not being able to use moves, items, trainer feats, have items used on them, or use their abilities in battle, not even being able to struggle. However, they appear as if they took no damage (though they did) from the most recent attack that hit them until they would be withdrawn from battle or sent out in battle again, where they immediately faint. If neither of these things happen, such as the Pokémon remaining outside of its Pokéball, it is capable of performing non-battle related actions including skill checks and communication until it is recalled to its Pokéball. As it technically has 0 HP, it must be revived in order to be healed.

Level 12: Distortion – A CoolTrainer♀ has learned how to envelop herself within her corruption and how to remove herself from it. Twice per long rest, a CoolTrainer♀ may transport herself, her Pokémon, all her belongings and up to 4 other individuals (as long as those individuals carry 100lbs or less of equipment) to the distortion world from the primary dimension of the Pokémon world or back from the distortion world to the primary dimension of the Pokémon world as if she were using the charm “Spacetime Distortion”. Using this ability is a full-turn action.

Elite Trainer

Some trainers hone their craft to focus on simplified tactics that are designed to dominate battling formats. They take the lead in arranging their team in choosing precisely which Pokémon are useful for battling, which are better for assisting, and even which trainers will provide them with the most support. Elite trainers know which resources to cut and how to

manage the items they have with energy to do it all. A high wisdom is important to help them coordinate with multiple incoming supporters at once while strength and dexterity are also useful for skills and class features like agile attack. Though many features use fatigue, Elite Trainers often times do not need a high CON due to their other class features supplementing it.

Table 2-4: Elite Trainers

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Agile Attack, Supporter Card
2	+2	+3	+0	+1	Bonus Feat
3	+3	+3	+1	+1	Energy Acceleration
4	+4	+4	+1	+2	
5	+5	+4	+1	+2	Stable Status (Burn, Paralysis, Poison)
6	+6	+5	+2	+3	Bench Lock, Bonus Feat
7	+7	+5	+2	+3	
8	+8	+6	+2	+4	Together Forever
9	+9	+6	+3	+4	
10	+10	+7	+3	+5	Bonus Feat, Stable Status (Frozen, Sleep)
11	+11	+7	+3	+5	
12	+12	+8	+4	+6	Elite Leader

Skills – Acrobatics, Athletics, Break, Craft, Motivate, Perception, Ride, Sense Motive, Survival,

Train Pokémon, (2+int) skill points per level, d10 hit die

To Level Up: A trainer rank high in a competition due to support from other trainers in order to level up as an Elite Trainer. The placement in the competition and amount of support is up to

GM opinion; an Elite Trainer placing first with the help of one friend may be sufficient, as may be placing in top four with the help of four friends. The support needs to be allowed by battle rules (and thus cannot be prohibited by referees) and should at least be a unique skill check or feature per friend.

Proficiencies: Elite Trainers are proficient with Poké balls and are given a trainer's license in addition to their other equipment.

Level 1: Agile Attack – Elite Trainers often times focus their strategy on one specific type of move and focusing their skill on it. As such, they're more likely to use that move many times in a row. An Elite Trainer may command their Pokémon to use moves more times in a row than the normal limit of two without their Pokémon being fatigued. This may be done a number of times per long rest equal to half their level, rounded down, plus their dexterity modifier (minimum 1). For example, a level 7 Elite Trainer with a 17 dexterity may use one move up to six additional times in a row (for eight total), or use multiple moves (or the same move in separate instances) three times in a row six times (one extra time in each case beyond normal) with no penalty to fatigue. These uses are counted on all of his Pokémon together, rather than separately.

Level 1: Supporter Card – Encouragement, motivation, and support from others increases the strategies available to an Elite Trainer, allowing them to power through and tough out certain situations. When somebody motivates an Elite Trainer with at least a +3 bonus (requiring a 20 or higher total), uses the supportive feat on him, or a supporter uses their support class feature on him, he may reduce the fatigue by an action done within the next two turns by one instead of gaining the original effect (a higher motivate roll can last for longer numbers of turns, as per normal motivate rules). This can be used to dodge, to reduce the fatigue of a trainer feat, reduce fatigue from BREAKthrough maneuver, or any other uses that might cause fatigue. An Elite

Trainer may only apply one instance of Supporter Card at a time and can never reduce fatigue below 0. An Elite Trainer may use his Supporter Card ability a number of times per short rest up to his Elite Trainer level.

Bonus Feat – At level 2, 6 and 10 an Elite Trainer gets a bonus feat. He must meet all the requirements for the feat in order to take it. The feat must be selected from the following list:

Ace Spec Trainer, BREAKpoint*, Closed-Quarters Combat, Defensive Stance, Energy Accelerator*, Enthusiasm, Fusion Strike Style*, Ignore, Maneuverability, Move Mastery, Reckless Attack, Tag-Team GX. Feats marked with an* are described later in this book in chapter 4.

Level 3: Energy Acceleration – By coming to a meditative state with the resources available to him, an Elite Trainer may discover energy pearls. This takes 10 minutes and can be done a number of times per long rest up to his wisdom modifier (minimum 1). If the 10 minutes pass uninterrupted, the Elite Trainer ends it by gaining an energy pearl that costs up to 600 Pokédollars. Additionally, if an Elite Trainer is capable of crafting magic items, he gains a +2 specialization bonus on crafting energy pearls.

Stable Status – Elite Trainers make the most out of all a move has to offer. Beginning at level 5, when an Elite Trainer's Pokémon use a move that has a chance of causing a burn, paralysis, or poisoning effect in addition to doing damage, the Elite Trainer may choose to change those odds to 50%, as opposed to their original value. For example, a Pokémon using ember could now have a 50% of inflicting the burn status, as opposed to the normal 10%. Beginning at level 7, any move that deals damage and could inflict the frozen condition can have the chance for frozen changed to 25% as opposed to the original value. Additionally at level 7, a status move that inflicts the sleep condition could have its accuracy raised to 75%.

Level 6: Bench Lock – Elite trainers have learned to maximize the value they can get from as few moves as possible, rather than worrying about complex strategies. At the start of each day, an Elite trainer may choose to bench lock his entire Pokémon team. This takes 1 hour and lasts until his next long rest is complete. In Bench locking his team, he chooses moves that the Pokémon cannot use for the day. If a Pokémon can only use 3 moves during a bench lock, increase that Pokémon's maximum fatigue by 2. If a Pokémon can only use 2 moves during a bench lock, increase that Pokémon's maximum fatigue by 2 and increase one of its stats (Attack, Defense, Special Attack, Special Defense, or Speed) by one whenever it is sent out in battle. All Pokémon on his team must be able to use the same number of moves after bench locking. If a Pokémon knows only 2 or 3 moves to begin with, it may not need to bench lock any moves.

Level 8: Together Forever – Even companions that are not immediately present can help support an Elite Trainer. Beginning at level 8, an Elite Trainer can maintain the benefits of their Supporter Card ability even longer through this feature. He may remember the benefits of a number of Supporter Cards up to his wisdom modifier. These each must come from a different individual and last until his next long rest.

Level 12: Elite Leader – When using his bench lock feature, the reduced number of moves to keep track of allows the Elite Trainer to use even more unique strategies and encompass more of his Pokémon. As a move action, an Elite Trainer may activate the ability of any of his Pokémon, even those that are not present in battle as long as all Pokémon can only use 2 moves. If the ability would only benefit from being an immediate action (such as redirecting a move) the Elite Trainer must forgo his move action on his next turn. This may be done a number of times per long rest up to his wisdom modifier. After using this ability, it cannot be used again for a 1d6 minus the elite trainer's dexterity modifier turns (minimum 1 turn before using the ability again).

Some abilities may only have an effect under certain circumstances, such as requiring the original Pokémon to be used, a specific type of move that is not available, or other specific battling conditions and these abilities would have no effect when used by this feature.

Pokéathletes

A master may focus their Pokémon's stats towards the best battler they can, a ranger may focus on moves for any dangerous situation and a performer seeks to bring out the best in her Pokémon's charisma! Pokéathletes, similarly, strive to showcase unique strengths within their own Pokémon based off their own abilities, testing their physical and mental determination outside of battles. There are many athletic competitions that Pokéathletes embark on and throughout their journey they make important decisions that allow their Pokémon to showcase even more strength and potential in certain situations. Strength, Dexterity, and Constitution are the most important stats for a Pokéathlete in order to be able to keep up with rigorous training demands!

Table 2-5: Pokéathletes

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Athletic Nature
2	+1	+1	+3	+0	Sports Division
3	+2	+1	+3	+1	
4	+3	+2	+4	+1	Sports Division Action
5	+3	+2	+4	+1	Competitive Push
6	+4	+3	+5	+2	Sports Division Feature
7	+5	+3	+5	+2	Sports Division Action

8	+6	+4	+6	+2	Alternate Sports Division Action
9	+7	+4	+6	+3	Competitive Push
10	+7	+5	+7	+3	Sports Division Action
11	+8	+5	+7	+3	
12	+9	+6	+8	+4	Sports Division Mastery, Alternate Sports Division Action

Skills – Acrobatics, Athletics, Break, Concentration, Cooking, Intimidate, Motivate, Ride, Sleight of Hand, Stealth, Survival, Train Pokémon, (4+int) skill points per level, d8 hit die

To Level Up: A trainer must achieve at least second place in an athletic event in order to level up as a Pokéathlete.

Proficiencies: Pokéathletes are proficient with Poké balls and are given a trainer’s license in addition to their other equipment.

Level 1: Athletic nature – A Pokéathlete’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, Athletics, Break, Concentration, Intimidate, Ride, Sleight of Hand, Stealth and Survival checks. Regardless of whether they have ranks in the skill or not, a Pokéathlete’s Pokémon may aid their trainer in any of these skills with their moves, granting a +2 bonus.

The Pokémon may also invest ranks in these skills. Beginning at level 1, a Pokéathlete may give a number of skill points to a Pokémon when 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 2: Sports Division – Beginning at level 2, a Pokéathlete has begun to specialize in a particular type of sport. This represents training that comes more natural to them and athletic devotion based on how they and their Pokémon compete. A Pokéathlete may choose one of the following four divisions, each granting a different bonus (to be used in or out of the sports), later class features and free actions to best specialize in those sports.

- **Pokéathlon** – A Pokéathlete who specializes in the Pokéathlon trains her Pokémon in a variety of skills. Whenever she would assist her Pokémon or her Pokémon would assist her in a skill listed under athletic nature, the bonus for assisting is +4, instead of +2.
- **PokéRinger** – A Pokéathlete who specializes in PokéRinger is able to instruct them to strike with high accuracy and precision. Should an attack roll be made (either the Pokéathlete attacking or her Pokémon attack) one of them can assist the other, granting a +2 bonus on the attack roll.
- **Pokémon Racing** – A Pokéathlete who specializes in Pokémon Racing knows how to bring out the most speed from her Pokémon. As long as she is riding on her Pokémon (provided her Pokémon can maintain her weight), her Pokémon gain an additional 5 feet of movement speed.
- **Unite Battles** – A Pokéathlete who specializes in Unite Battles knows how to coordinate her Pokémon to work with other trainer's Pokémon. Whenever her Pokémon are assisting another Pokémon in a skill listed under athletic nature, the bonus for assisting is +4 instead of +2.

Sports Division Action – A Pokéathlete begins to have such specialization in their sports division that they no longer need to practice certain actions. At each of levels 4, 7 and 10, she may choose one action from the list available to her sport as chosen by her sport division. Her Pokémon no longer need to practice that action within a week preceding a sporting event; they simply know the routine. Additionally, they are able to use that action in contexts outside of sporting events, in battle or otherwise, though due to the unfamiliar environment of performing this action outside of a sporting event each use incurs a point of fatigue. She must choose a new action each time she gains this class feature.

Competitive Push – Once per week per Pokéathlete level, a Pokéathlete may give her Pokémon a push to help them grow even stronger. Beginning at level 5, a Pokéathlete may spend a minute to give her Pokémon a competitive push, allowing them to count as one level higher. This benefit lasts for one turn per Pokéathlete level (and thus may be done right before an event starts to give them an early advantage). This raises the Pokémon's stats and saving throws, leading to more HP, better ability scores, skill checks, ability checks, AC and movement speed. It does not allow them to gain extra skill points invested in skills, increase the damage done by moves, any level-dependent effects of moves or abilities or any other effects other than those listed above. If a Pokémon enters a battle or uses a move, it ends the effects of competitive push. Beginning at level 9, when using this feature her Pokémon all count as two levels higher and the duration extends to two turns per Pokéathlete level.

Level 6: Sports Division Feature – As a Pokéathlete progresses, her Pokémon further improve in their skills such that they no longer need assistance to excel at the training given to them for their sports. Based on her earlier choice of sports division, her Pokémon gain a new feature or

bonus. This comes from the same sports division she chose at level 2, she cannot choose a different division.

- Pokéathlon – Continuing in the training of skills, a Pokéathlete’s Pokémon continue to gain new specialization. These trainers’ Pokémon now always gain a +2 specialization bonus to any skill listed under athletic nature. This bonus stacks with any bonus from assisting in addition to those from other sources.
- PokéRinger – With the added precision of training and many competitions, a Pokéathlete’s Pokémon are even better at attacking. When making an attack roll against a target’s AC, their Pokémon gain a +2 specialization bonus. This bonus stacks with the bonus granted from assisting in addition to those from other sources.
- Pokémon Racing – Every step is another step towards progress and the Pokémon of a Pokéathlete who specializes in racing are even quicker with each step. All of the Pokéathlete’s Pokémon increase their movement speed by 10 feet. This bonus stacks with the bonus granted when a trainer rides on her Pokémon.
- Unite Battles – The teamwork in a unite battle allows a Pokéathlete who specializes in Unite Battles to train their Pokémon for more interactions, even without others being around. When making a skill check that involves interacting with an object, the Pokémon gains a +4 specialization bonus on that check. This bonus stacks with any bonus from assisting in addition to those from other sources.

Alternative Sports Division Action – Her athletic skills have carried over and a Pokéathlete begins to show competency in other sports such that she needs to practice less for them. At each of levels 8 and 12, she must choose one action from a list not available to her sport division. Her Pokémon no longer need to practice that action within a week preceding a sporting event; they

simply know the routine. Additionally, they are able to use that action in contexts outside of sporting events, in battle or otherwise, though due to the unfamiliar environment of performing this action outside of a sporting event and the lack of specialization, each use incurs two points of fatigue. She must choose a new action each time she gains this class feature.

Level 12: Sports Division Mastery – Each type of sporting event has unique demands beyond training. Pokéathletes who have truly mastered their sport gain abilities that are a result of their dedication to their practice. These bonuses apply in many situations, both in and out of sporting events, skill checks and battles. This comes from the same sports division she chose at level 2, she cannot choose a different division.

- Pokéathlon – The demands of multiple abilities of a Pokéathlete’s Pokémon can be taxing. To showcase their improved performance, a Pokéathlete who has mastered these many sporting events knows exactly how to get their Pokémon in top performance for each. Whenever the Pokéathlete makes aprijuice with the cooking skill, the bonuses from the juice are +6 to an ability score, rather than +2.
- PokéRinger – Keen eyes keep good watch and a PokéRinger’s Pokémon have mastered that watch. Her Pokémon gain +1 stage of accuracy and an additional +4 specialization bonus on attack rolls to overcome AC (this does not stack with her Sports Division Feature). Additionally, these Pokémon can make their moves and attacks from a distance through careful dives and retreats, doubling the range of all moves they can use (other than self only moves).
- Pokémon Racing – Racing Pokémon have learned how to copy their trainer’s in many ways that other Pokémon are incapable of. A racing Pokémon can gain the benefit of the

feats Dash, Run or Stunt Rider (as well as any other feat that deals with movement speed) provided the trainer has the same feat.

- Unite Battles – Due to being a single Pokémon in a variety of battles, the more utility available the more advantage they have. Any Pokémon trained by their Pokéathlete can hold two held items at once.

Unique Competitions

Just as performers have contests and other specialized competitions that mix elements of Pokémon battles with their own skills and talents, Pokéathletes similarly have their own competitive opportunities, having a variety of different sporting events that they and their Pokémon can participate in. Presented in this section are four of the most common types of Pokémon sporting events that may be encountered in a typical Chambers & Charizard setting. A Game Master may choose to make some of these more or less prominent than others, though they ought to discuss with any players interested in the Pokéathlete class to ensure that their primary style of competition is still available or a substitute is present.

Should modifications to sporting events be made, it is important to ensure that there are still elements to them beyond luck of a die roll and statistical numerical advantages. For example; a race is not fun if one Pokémon has a higher speed, and this is the sole determining factor for who wins the race, as there is no chance for any changes, surprises or general strategy. Similarly, if the race requires maintaining a pace via constitution checks, the race will not be much more fun either, considering the luck of a die roll can result in a competitor that should win losing, or a competitor that should lose winning, all without any input from their end. A format is provided for each of the different competitions (with Pokéathlon having many smaller competitions) that includes a description of the sport, how competitors win or lose, actions that they can take, and other considerations that should be made. Though Pokéathletes should have an

advantage in these sporting events, other characters should have a chance at winning as well, just like a well-practiced character may succeed in a contest performance with the right practice and skill investment. Because these events are often broadcast and have advertisements, there is rarely a penalty for entering; the funds for the winner come from the competition rather than from a losing competitor. Many also offer unique prizes!

Any action a trainer wishes their Pokémon to perform in a sporting event requires them to have trained their Pokémon the action previously. A trainer must have spent an hour working with their Pokémon to teach it this action for these events within the week preceding the event, even if it is using a skill it has ranks in or a move it knows, due to the unique nature of sporting events. Without this training, their Pokémon cannot take this action. This requires no check but the unique training processes cause a Pokémon to accumulate four points of fatigue per action trained. A Pokémon will never struggle from this; if it would run out of fatigue it would instead have one point left and recovers from all accumulated fatigue obtained in this way following a long rest. A Pokémon may learn one sporting action per day regardless of fatigue it has (so a Pokémon with a maximum of 3 fatigue may still train one action and end with one fatigue point remaining) but if it has fewer than four points remaining following training one action it cannot attempt to learn more. Though many of these actions have little use outside of sporting events, learning an action does not allow it to be used outside of the event or in battles as it must be learned with specific regulations for the sporting event.

Pokéathlon

- Pokéathlon: The Pokéathlon is a collection of 10 different sporting events all hosted in a single location. They are designed to test a variety of different attributes of a Pokémon at once, utilizing their strength, dexterity, constitution, intelligence and wisdom! Though only four of these sports occur at once, competitors often try to train for as many as possible as they may only select one of the two categories that

will be used for the competition. Based off what trainers choose, they will be placed into groups that match the category they chose and will compete in the sports within that category and another one. Pokémon are healed up between rounds and recover from all accumulated fatigue. KO, or Knock-Out, described in some of the events, is similar to but distinct from fainting as it only lasts until the next round of the Pokéathlon and sometimes ends sooner than that. For a list of the categories and which attributes correspond to each, see table 2-6, below.

Table 2-6: Pokéathlon events

Focused Stats	Sports
Dexterity and Wisdom	Hurdle Dash
	Lamp Jump
	Disc Catch
	Relay Run
Wisdom and Intelligence	Lamp Jump
	Disc Catch
	Pennant Capture
	Snow Throw
Intelligence and Strength	Goal Roll
	Snow Throw
	Pennant Capture
	Block Smash
Strength and Constitution	Block Smash
	Circle Push
	Goal Roll
	Ring Drop
Constitution and Dexterity	Relay Run
	Ring Drop
	Hurdle Dash
	Circle Push

- How to win: Competitors choose two categories that they wish to enter and select a team of three Pokémon that they will guide through the competition, trying to win as many points as possible totaled up after the four rounds have elapsed. After selecting the category, all sports listed in Table 2-6 are played in the order they are listed in 2-6. Each round points are scored and added to a total in the end. Win or lose, all competitors earn 10 times their point total in prize money, with all competitors also being given access to relevant shops that have prizes such as apricorns and evolution items available for purchase. Unlike other events that require training specific actions, the Pokéathlon requires practicing for sports which each have multiple actions occurring.
- Description of each sport

- **Hurdle Dash:** All Pokémon on all teams simultaneously run down a straight track. Competing trainers roll initiative and give instructions to their Pokémon on their turns, allowing one Pokémon to take one action. Each must jump over hurdles that are spaced out along the track. Successfully timed jumps may award speed boosts in the form of bonus stages to their speed. Intelligence checks may be used to increase or decrease the Pokémon's speed stages so that they will not need to be commanded to jump at the same time as other Pokémon. Hurdles are usually placed every 200 feet and can be jumped with the Pokémon making an acrobatics check (DC 10 + 1 per hurdle already jumped) as a standard action and on a failure all speed boosts are lost. A failure also knocks the Pokémon prone, requiring a move action to stand. When jumping, the Pokémon or trainer can make a perception check as a free action (DC 10 + 2 per hurdle already jumped) to jump at the perfect time and gain a speed boost. If a Pokémon is going too fast for a trainer to manage them on time for the next hurdle given other Pokémon, they may make an intelligence check (DC = 10 + Stages of speed increased) to temporarily lower their speed for one or more turns as a free action. After completing 10 hurdles, scores are calculated by dividing 1150 by the number of turns it takes to complete the track for each Pokémon.
- **Ring Drop:** Four Pokémon face each other in the center of a 60x60 square foot ring. Their trainers roll initiative and may direct them to move around it. As a standard action they may direct their Pokémon to tackle an opponent with an athletics check opposed by the opponent's concentration check. If the tackler wins, the opponent gains a point of fatigue. The trainer may also direct their Pokémon to target a weak spot with a surprise jump in a perception check as a standard action. The opponent may make an acrobatics check to dodge but takes a -3 penalty for each point of fatigue they have accumulated. If they fail, they gain a point of fatigue and if they fail by more than 10, they are sent out of the ring, KOed. However, if the perception check loses by more than 10, the Pokémon accidentally loses track and jumps outside of the ring itself, counting as a KO. If a Pokémon is KOed, the trainer may send a new one in from his team of three. The event lasts 10 turns, or until all Pokémon on opposing teams have been KOed. Players earn 5 points for a tackle, 10 points for a jump, 50 points for a KO jump and -50 points for jumping out of the ring themselves (though otherwise they lose no points for a KO).

- **Snow throw:** All four teams stand on different sides of a 30x30 foot square covered in snow, all three Pokémon out, none allowed to move from their spot. All competitors roll initiative and on their turns, direct their Pokémon to either build a larger snowball or throw the snowball. Throwing a snowball requires an athletics check (DC 10 for one turn making it, 11 for two, 13 for three, 16 for four, 20 for five and so on). They must hit the target's AC with an intelligence check as well. A Pokémon hit by a snowball may make a fortitude save equal to the snowball's normal athletics DC for being thrown plus the opposing Pokémon's strength modifier or gain fatigue equal to the number of turns the snowball was crafted for. If this fatigue would cause them to struggle, they are KOed. KOed Pokémon can no longer participate in this event. The event ends after 10 turns or once all opposing Pokémon are KOed. Points are awarded as 15 times the number of hits, +5 for each turn spent crafting larger snowballs.
- **Lamp Jump:** Lamp jump is completed individually across teams, rather than together. Where Pokémon race through a maze of 30 lamps. All three Pokémon on a team make a perception check at the beginning of the round, declaring a number of lamps they wish to turn on (Perception DC = 11 for one lamp, 13 for two, 16 for three, 20 for four and so on to a maximum of 10 lamps). If they succeed, they turn on that many lamps. If they fail, they collide with another Pokémon on the team. One Pokémon of the pair may toss the other one, giving them a second try at the perception check if they can make an athletics check (DC = 11 if they only missed one lamp, 13 if they missed two, 16 for three, etc.), followed up by an intelligence check (DC = 6 for one lamp, 8 for two, 11 for three) from the launched Pokémon. If the athletics check fails, the Pokémon that tossed is KOed until it can make a constitution check (DC 20) at the beginning of a turn. If the intelligence check fails, the Pokémon that was tossed is KOed until it can make a constitution check (DC 20) at the beginning of the turn. All lamps are turned off at the start of a turn. This event lasts 10 turns, with each turn scores being one plus the total number of other lamps turned on (maximum of 5; 9 lamps being turned on would be $1+2+3+4+5+5+5+5+5=30$ points) and the final score being the sum of each turns' scores.
- **Relay Run:** One Pokémon from each team runs along a 30-foot radius circular track full of obstacles, able to switch out between each other when needed. Each turn a Pokémon moves at full

speed (four times their movement speed), regardless of what actions they do. Twice per lap they must evade an obstacle with an acrobatics check as a free action (DC 10 + 2 per full lap completed) or be stopped temporarily (having only ran 1x their movement speed up until the obstacle). The obstacles are randomly placed to be unpredictable and move each lap, preventing Pokémon from using the same strategy. Once per turn, a Pokémon can spend a swift action to make an intelligence check (DC 20 – 2 for each lap completed) to increase their speed by a stage. Every two turns (they do not have to be consecutive) with increased speed causes a Pokémon to take a point of fatigue for each stage of speed they have gained. As a swift action, a Pokémon may choose to reduce their speed stages by any amount (as normal a Pokémon cannot go above +6 stages or below -6 stages). Once per turn as a swift action a Pokémon may make an athletics check against an opponent by ramming into them, opposed by their concentration check. On a successful athletics check the Pokémon that was rammed into only moves one times their movement speed and gains a point of fatigue. If a Pokémon would struggle, it is KOed and must be switched out. This sporting event lasts for 15 turns. Points are awarded equal to 20 times the number of laps ran.

- **Block Smash:** Each competitor sends out one Pokémon at a time. Before them are a pile of blocks. Each turn the Pokémon may declare a number of blocks they wish to break. They make an intelligence check as a free action (DC = 5 + number of blocks) to determine the most efficient way to break blocks without repeating moves and gaining fatigue. They then make a break check as a full-turn action to see how many blocks they break (DC 15 plus number of blocks). They break as many blocks as their break check allows, up to their declared number, but if they break more than their intelligence check allowed, they gain a point of fatigue for each block they broke beyond what they efficiently planned. If they would ever struggle, they are KOed and the competitor loses a turn while they switch a new Pokémon in. A Pokémon may attempt to switch to a teammate with a concentration check though the maximum number of blocks the teammate can attempt to break that turn is equal to half the concentration check result. This event lasts for 5 turns. Score is equal to the number of blocks broken.
- **Circle Push:** A game played across multiple rounds, all three Pokémon from each team are in a 60x60 foot square arena and must race towards the center where a light will shine. There are six

games, each 2 turns long, with increasingly smaller spotlight circles, but more lights and more points to be earned. Each round, these Pokémon roll initiative individually and attempt to be under the illumination of this colored light, which in the first round, is big enough to hold all Pokémon. A Pokémon may spend its turn to rush to the circle of light and move up to 4 times its normal movement speed. A Pokémon may spend a move action diving for cover with an acrobatics check (DC 15 + 2 for each game played in Circle push) and become prone. If they are pushed while prone, they take an extra point of fatigue and on maximum fatigue they are KOed. As a standard action, a Pokémon may push another one by making an athletics check countered by the pushed Pokémon's concentration check. Prone Pokémon have a +4 bonus on this check to not be pushed. If the pusher succeeds, the defender takes one point of fatigue and is pushed back five feet for every five points they lost by. At the end of the second round, all Pokémon in a circle of light gain points as explained below. After two turns, all Pokémon that are not KOed return to their starting positions and the next game begins. In the first game, staying in the large circle is worth one point. The second and third round have a medium and smaller circle, worth two and three points respectively. The fourth round keeps these two circles but adds an additional circle that can fit only two Pokémon, worth five points. In the fifth and sixth round there are three circles worth three points that can hold two Pokémon and two worth five points that hold only a single Pokémon. Final score is three times the points earned in this round.

- **Disc Catch:** All Pokémon from each team stand on a platform above water that is a 60x60 foot square. They all start in a center line on it along the border of the one and two point zone. 35x60 feet of it is higher elevation than the next region and is the one point zone, the following region is 10x60 feet as the two point zone, followed by another 10x60 feet again as a three point zone and lastly 5x60 feet as a five point zone. A competitor rolls initiative and can instruct all of his Pokémon to move in one move action on a turn, Pokémon will naturally keep a look out for discs to catch (Perception DC of 11 for the one point zone, 13 for the two point zone, 16 for the three point zone and 21 for the five point zone) and will attempt to catch them if they see them come on that turn. A trainer may instruct a Pokémon to make a perception check as their standard action for that turn (all other Pokémon continue passively perceiving and attempting to catch discs) and

grant them a +5 bonus. Alternatively, a trainer may command a Pokémon to push into another Pokémon with an athletics check (opposed by their concentration check). If the pusher succeeds, the defender takes one point of fatigue and is pushed back five feet for every five points they lost by. If the defender succeeds, they may push back as an immediate action. Pokémon that accumulate too much fatigue or are pushed over the edge of the platform into the water are KOed and cannot continue in this sport. This sport lasts for 10 turns. Final score is calculated as $30 + (120 * \text{sum of points from discs} / (12.5 + \text{sum of points from discs}))$, rounded down.

- **Pennant Capture:** One Pokémon from each team gets in a corner of a 60x60 foot square with flags randomly scattered throughout it. Each competitor rolls initiative. On a competitor's turn, their Pokémon will race around the arena to capture as many flags as possible, running four times their movement speed. A competitor may command their Pokémon to change direction up to four times in a turn in addition to the Pokémon's running, to which the Pokémon must make an intelligence check (DC 11 for the first commanded turn, 13 for the second, 16 for the third, 20 for the fourth) in order to successfully turn. A competitor may alternatively command their Pokémon to pickpocket up to two flags from an opposing team that hasn't returned the flags to the starting point (DC equals the last intelligence check the Pokémon being stolen from makes), in addition to normal running, provided they are adjacent. Lastly, a competitor may instruct their Pokémon to push another adjacent Pokémon (athletics check opposed by opponent's constitution check) to take two flags and give the other Pokémon a point of fatigue and knocking them prone (requiring a move action to stand up), in addition to their normal running. If a Pokémon tried to steal flags but failed, the one they attempted to steal from may immediately attempt to push the thief, giving them fatigue and knocking them prone using the same opposed athletics-concentration rules as above. Pokémon at their maximum fatigue are KOed. A Pokémon may hold up to nine flags at once and gets one point for each flag they bring back to their starting point, at which they switch to a new Pokémon. This sport lasts for 10 turns, with the final score being the flags returned to their starting corner for the whole team times three.
- **Goal Roll:** On a 90x90 foot square grid, all Pokémon from each team start in their own corner with a goal to protect. Once per turn a ball is dropped to the center of the square and on each

Pokémon's initiative they may act, trying to get the ball into another goal besides their own. A Pokémon may make an intelligence check to maneuver the ball up to its movement speed as long as they are adjacent to it, though another Pokémon may be able to take the ball if they roll a higher intelligence check. A Pokémon on the same team may take the ball for free but must still roll an intelligence check if it is to be stolen to try and keep it (and uses that intelligence check if they succeed but it may be stolen again). As a standard action, a Pokémon may attempt a power shot, kicking the ball with an athletics check. The ball moves 5 feet in a straight line for every 2 points they rolled on the athletics check and the kicker takes a point of fatigue. If the ball runs into another Pokémon after the power shot and they weren't defending, they take a point of fatigue, plus one if their concentration check is lower than the athletics check that started the power shot. If a Pokémon is within the 10x10 foot corner goal in their corner, they may defend it from a ball by making an acrobatics check as an immediate action. If their acrobatics check beats the power shot check, they gain possession of the ball and can move it on their turn but they take a point of fatigue unless they get at least double the initial athletics check DC. If somebody is rolling the ball into a goal without a power shot, it can be defended with an acrobatics check as above, but they do not gain possession of the ball on their turn without making an intelligence check or attempting a power shot as a free action. A ball flying from a power shot is in nobody's possession after it stops rolling. This sport lasts for 15 turns and final score is calculated as 60 plus 5 for each goal scored plus 40 points for the first place team, 20 for the second place team and 10 for the third place team.

- Variants:
 - Most Pokéathlons are structured for four teams to compete at a time; in some special cases many more teams or possibly only two or three teams may compete at a time, though this may change the dynamics of the event and require different sizes for the sports stadiums
 - Truly prepared players may practice for all events and have four sporting events chosen randomly as they participate in a Pokéathlon, possibly earning larger rewards.
 - Adding or changing bonus rewards, such as rewarding use of weaker Pokémon or fewer fails can potentially change outcomes

PokéRinger

- **PokéRinger:** This sport involves extreme precision, reading the weather, navigating a dynamic battle and soaring through the skies. Each competitor chooses one Pokémon that is flying type or has the ability levitate (though the GM may allow other floating Pokémon to possibly participate) that they will use in every round. Competitors are each in hot-air balloons and command their Pokémon (who start beside them) to try and obtain a very small ring-shaped target that is also lifted into the air via a balloon while keeping the key away from other Pokémon. A typical stadium has the ring floating 100 feet in the air, traveling up an additional 60 feet at every initiative turn 10 (if the balloon, AC 10, takes any damage or the ring is removed from it but not held, the ring key falls 60 feet each turn instead). Competitors both start 300 feet from each other, 50 feet in the air, with a center goal-post about 10 feet tall on the ground between them. On each competitor's initiative, they may take one of various actions presented below. PokéRinger favors skill and speed more than strength in many cases, though battling strategies are important!
- **How to win:** PokéRinger is played in one-on-one matches where a team (consisting of a competitor and their Pokémon) attempt to take the hovering key and place it on a goal post separate from where it started. The Pokémon that is able to do this allows their team to advance to the next round, eliminating the other team, until only one team is left! If a Pokémon faints, then they are also eliminated. Winners are usually awarded a twice the prize money they would get from a normal battle in the first round, three times the money they would get from a normal battle in the second, four times in the third, etc. Whoever comes in first is also given 15 meals of Pokémon food.
- **Actions a competitor can take:**
 - Command a Pokémon to attack the opposing Pokémon, though many attacks may not be within range due to the large open space of the field. The move must be usable in a sky battle. An attacked Pokémon holding the ring key needs to make a concentration check as a free action if they take damage (the DC being normal for if that Pokémon used the move against a human) or drop the ring.
 - Command their Pokémon to make an acrobatics check to ride the winds and gain bonuses related to this. Usually, the DC is the speed of the wind in miles per hour (a 10 mile per hour has

acrobatics DC 10) and successfully making the DC grants +1 stage of speed for every 10 miles per hour, provided they go within 45 degrees of the same direction as the wind.

- Command their Pokémon to make an athletics check to try and grapple the opposing adjacent Pokémon. If they win, the opponent is grappled, preventing them from moving or escaping until they beat their opponent in an athletics or acrobatics check to break free of the grapple. Both Pokémon can still attack as normal during a grapple. If the Pokémon that initiates the grapple wins by more than 5, it can take the ring, but is still grappling the other Pokémon.
- Command their Pokémon to brace against winds, letting it make an athletics check to go against the wind. The DC is twice the speed of the wind in miles per hour (DC 20 for a 10 mile per hour breeze) but the Pokémon can freely go in any direction.
- Command their Pokémon to run, moving at four times their movement speed but taking no other actions that turn. If the movement is straight up, they only move at twice their movement speed, if it is at 45 degrees upwards they only move at three times, and other angles upwards should proportionally affect movement. Moving down they gain no bonuses to speed from dashing, but see the dive action.
- Command their Pokémon to dive, allowing them to travel up to twice their movement speed or 100 feet directly downwards as a move action without taking damage.
- Command their Pokémon to make a sleight of hand check to grab the ring without damaging the opponent. Their Pokémon must beat the ring's AC and their opponent's AC and be next to their opponent.
- Command their Pokémon to grab an unattended adjacent ring by having the Pokémon make an attack roll against it, with the AC being 20 due to the small size, unusual shape and constant movement from wind, the balloon carrying it and gravity. Similarly, an attack roll must be made to place the ring on the goal post due to the precision required. These take a standard action and may be done once per turn, but the Pokémon may still take a move action before or after (but not both).

This action does not require training.

- Make a perception check to point out potential targets or weak spots for their Pokémon with the DC being 10 + 1 for every 30 feet away a target is. This provides +1 stage of accuracy for the Pokémon's single next attack or +4 to hit on the Pokémon's single next attack roll.
- Make a ride or tinker check (DC 25) to move the balloon they ride in up to 20 feet in any direction as a move action. **This action does not require training.**
- Read the weather with a survival check (Direction DC 10, Speed DC = wind speed in miles per hour + 5) to predict oncoming gusts of winds, changing in their directions and other weather. **This action does not require training.**
- Variants:
 - In some PokéRinger competitions, four teams face off against each other simultaneously in a free-for-all, with the winner advancing to the next round. The semifinals and finals usually remain one-on-one battles.
 - The location of competitor's balloons, the key, and the goal may change. In some PokéRinger competitions, competitors may need to capture-the-flag from their opponent's balloon and steal a specific key, allowing their Pokémon to defend.
 - PokéRinger is almost always played on windy, otherwise clear days but other weather could play a role in how the game changes dynamically.
 - Different shaped keys or goal posts may increase some of the DCs related to grabbing and winning with the ring.
 - Though most games of PokéRinger focus on the agility within the air and some Pokémon battling, some games may see particularly aggressive competitors attacking each other's balloons, possibly leading to one falling. This is almost always grounds for disqualification.

Pokémon Racing

- Pokémon Racing: There's a thrill watching well-trained Pokémon dash past each other around a racecourse to try and outrun the others and come in first and it's even more exciting when your Pokémon is involved! A variety of race formats exist including racing only single species of Pokémon, racing a variety of Pokémon species, a trainer riding a Pokémon to race them and more. A GM may decide which Pokémon

are involved, if the trainer is racing and the size and shape of the race track as these will often vary from location to location. All competitors roll initiative initially and take their actions, with Pokémon default knowing to run around the track as a full-turn run action (provided they have been trained in at least one action; generally this lets them move at 4 times their movement speed unless they are encumbered as detailed in the running shoes feat) while their trainer guides them otherwise. A Pokémon that takes too much fatigue and struggles can only move at their normal movement speed each turn in these races.

- How to win: Being the first one to cross the finish line, possibly after a specific number of laps, allows a competitor's Pokémon to advance to the next round (in multi-round races). The more Pokémon that enter a race, the more rounds there will likely have to be, but some races may only be one round. Prize money is rarer as an award but first-place trainers usually get a rare item worth at least 2,000 Poké dollars!
- Actions a competitor can take:
 - A competitor may make rushed motivate checks (at the normal time of spending two full turn actions and a -10 penalty) to encourage their Pokémon to continue running through the race. If they do, the Pokémon will continue to follow the track during this time without any input. For every +2 morale bonus they can award their Pokémon, they may instead turn that bonus into a +1 stage of speed that lasts for one turn (increasing their Pokémon's movement speed). The Pokémon receives one point of fatigue after this action.
 - A competitor may have their Pokémon follow the one in front of them as long as it has a movement speed no more than 10 feet/round different from it. By following behind it, their Pokémon is able to keep pace with it, even if it would normally eventually out speed them. Additionally, if the Pokémon in front of them successfully makes an acrobatics check, to overcome a sharp turn or any check to maneuver a different obstacle, the following Pokémon may choose to copy their route and immediately succeed without needing to roll. If the leading Pokémon fails the DC, the follower still must roll to attempt it (or wait for the leading one to succeed). Regardless of if there was a skill check to be made or not, the following Pokémon receives one point of fatigue after this action.
 - When approaching a sharp turn (90 degrees or smaller) or other obstacles that can be evaded through ducking or possibly jumping, a competitor may command their Pokémon to make an

acrobatics check (DC 10 + 5 for every 15 degrees shorter than 90 the turn is) to continue at full speed rather than being forced to slow down. For some obstacles, failure to meet the DC may end the turn without making any progress. This normally counts as part of the action, but if it is failed, it is only a standard action. If a competitor is riding on their Pokémon, they may instead make a ride check at the same DC to guide them through the turn or obstacle. **A ride check in this purpose does not require training, but an acrobatics check does.**

- A competitor may command their Pokémon to shove another Pokémon they are adjacent to. This counts as a standard action. Both Pokémon must make opposed athletics checks, with the one provoking gaining a point of fatigue. If the provoker wins, the other Pokémon stops moving and is knocked prone, requiring a move action to stand up on their next turn. If the provoker loses, they have likely sacrificed some speed for the standard action (only allowing them to take one other move action) but they take no other penalties.
- A competitor may command their Pokémon to push themselves beyond their normal limits and encourage them to maintain as much speed as possible. The Pokémon must make a constitution check (DC 15 + 1 for every turn they have pushed themselves so far) to gain a stage of speed for the one turn of this check. This constitution check is a free action. Each turn of pushing themselves provides them with one point of fatigue. If the competitor is riding on their Pokémon they may instead make a ride check (DC 20 + 1 for every turn their Pokémon has pushed themselves so far) for the same outcome. **A ride check in this purpose does not require training, but a constitution check does.**
- A competitor may instruct their Pokémon to take a slower pace, only traveling at twice their movement speed in their full turn, rather than four times it. After four consecutive turns of this, the Pokémon recovers a point of fatigue. After six consecutive turns of this, the Pokémon gains a stage of speed that lasts until the end of the race (with 6 more turns providing a second stage, etc. to a maximum of 6).
- A competitor may instruct their Pokémon to use a move to go faster. This may be a move that increases their speed as normal a move that increases their priority to gain a bonus to initiative equal to twice the move's priority on following turns (this may only be done once) or an attack

that may propel the Pokémon forward (causing it to move an additional number of feet this turn equal to 4x the range of the move). This causes the Pokémon to gain a point of fatigue.

- A competitor may instruct their Pokémon to reposition themselves. The Pokémon effectively rerolls their initiative for the race, allowing them to start their next turn at the new initiative. This counts as a standard action, reducing the time for other potential actions. They may add 2 to the result of the initiative roll due to the focus put into it. If the competitor is riding on their Pokémon they may instead reroll initiative and add an additional 1 to it for every 4 ranks they have in the ride skill for the same outcome. Regardless of the initiative outcome or who rolled it, the Pokémon gains a point of fatigue. **A competitor rerolling initiative in this purpose does not require training, but a constitution check does.**
- Variants:
 - The size and shape of the racetrack, as well as the number of laps, is an easy and common thing to vary between different competitions. If a racetrack has any sharp turns (less than or equal to 90 degrees), Pokémon cannot take the run action to navigate the track and must instead use two separate move actions.
 - Relay races, where multiple Pokémon work as a team and cover aspects that others cannot handle could be a variant as normally only a single Pokémon enters a race (sometimes with their trainer). These will usually not restrict the race to a single Pokémon.
 - Introducing obstacle courses to the race allows for more variance in actions that can take place and can change the way trainers understand and prepare for a race.
 - The terrain of the race course can alter things; perhaps the course takes place primarily under water and thus requires mainly water-type Pokémon participate and athletics checks for swimming for those who are not water-types.
 - Pokémon running for more than 10 minutes will likely need to make constitution checks or fortitude saving throws for going at such a high speed for so long; long-term races might require them to only move at two times speed and should be considered.

- Some races may have goals that need to be met, such as balloons to be popped with appropriate athletics or acrobatics checks to reach them or maybe even attack rolls. These may require an action to train to hit the target if they do require attack rolls.

Unite Battles

- **Unite Battles:** Unite Battles are a sport unlike many others in that they are a unique twist on Pokémon battles where two teams of 5 Pokémon (each of the Pokémon being directed by a separate trainer, for 10 total) go head-to-head in trying to score the most points. They have many elements similar to normal Pokémon battles but also offer a variety of different options that can take place due to the nature of the field and the way points are scored. Unite battles take place in a 120-foot radius circle with each team having a safe zone that extends an additional 30 feet along the diameter. There are 10 goal spots at each 30-degree spot around the circle except the two ends perpendicular to the diameter with the safe zones where Pokémon can score points they earned from battles, with these points being similar to experience. Matches usually last 2 to 5 minutes with many actions occurring simultaneously, allowing lots of footage to be captured for broadcasts! Trainers watch cameras following their Pokémon and thus may not have all the information at once; they may still communicate to their Pokémon via microphones as well as their team around them!
- **How to win:** Initially, all competitors roll initiative, with teams starting in their respective safe zones on opposite sides of the map. After this, they may spread across the field, though due to the large map and the diversification of roles, many times a competitor will decide to focus on an action for multiple turns at a time, stating so initially and will continue to do so until those turns have elapsed or something interrupts them, rather than acting on turn-by-turn initiative. When a competitor is within 10 feet of a goal spot, they heal 10% of their HP per turn. If a Pokémon is ever knocked out, it loses any points it was immediately carrying and is sent back to its team's safe zone where it must wait for 3 turns to recover before returning to the Unite battle. When time is up, the team who scored the most points wins! Teams must coordinate before and during the match; often times they will send multiple Pokémon in the same direction, against the same target, to quickly gain benefits from it and score more points or to overpower opposing Pokémon as a

group! Each member of the team wins money as if they had defeated all five members of the opposing team, as well as often receiving awards such as custom clothing for them or their Pokémon.

- Actions a competitor can take:
 - A competitor may direct their Pokémon to move to a specific spot in the arena by taking the run action (likely moving four times their movement speed). This counts as a full-turn action. **This action does not require training.**
 - A competitor may direct their Pokémon to attack small-target Pokémon. These targets are fake Pokémon located around the perimeter of the arena, often in groups of 1-2 between two goals. These targets must take at least 4 hits and provide 3 points when defeated (to only whoever dealt the last hit). A Pokémon may spend a full-turn action to deliver three hits at once but the target will strike back. This is a 100% accurate attack dealing typeless damage with a 50 base power move, level 3, using 50 attack or special attack depending on what the target Pokémon would normally have higher. Small targets will only retaliate against the first competitor to strike them with a full-turn action. Moves the competitor uses with more than 100 base power count as two hits and all moves must successfully hit (not miss their accuracy), but no other effects of moves the competitor has (such as type, secondary effects, critical hits, etc.) matter as the targets are not actual Pokémon. As the competitor's Pokémon is still using moves, they must be aware of fatigue penalties that may accumulate.
 - A competitor may focus their attack on large target Pokémon in a similar method as described above to small target Pokémon. These targets are about half-way down the radius of the arena, oftentimes hiding or defending themselves in a way that must be found (see below on altering terrain and overcoming obstacles). These targets must take at least 9 hits and provide 6 experience when defeated (to only whoever dealt the last hit). If a full-turn action is used to deliver three hits, they similarly strike back. This attack is from a level 6 Pokémon with 100% accuracy, dealing typeless damage of 80 Base Power, using whichever is more appropriate based off the target's inspiration for 80 attack or special attack. This retaliation strike also has a 20% chance of lowering the competitor's speed by a stage. Large targets will only retaliate against the first competitor to strike them with a full-turn action.

- A competitor may focus their attack on a boss Pokémon target at the center of the stadium. This target does not show up until at least a minute has passed in the match. It is similar to the targets above but it takes 30 hits and gives all those who battle it 2 points, plus an additional 16 points to whoever dealt the final hit. If full-turn actions are used to deliver multiple hits, it retaliates as a level 9 Pokémon with a 100% accuracy, 90 base power move using 100 attack or special attack as appropriate. This move has a 20% chance of lowering one of the competitors stats, at random. Any Pokémon that uses a full-turn action to strike a boss target takes retaliation damage.
- A competitor may focus their attacks on an enemy Pokémon from the other team. This acts as normal for a Pokémon battle, though they act on initiative instead of speed and other Pokémon may easily enter the battle. If the enemy is defeated, the one who did the last move to hit them gains all the points the enemy was carrying plus points equal to half their level, plus points equal to half their used points. A **This action does not require training.**
- If standing on a goal spot, a Pokémon may score points for their team. If the goal spot is one of the five furthest from their team's safe zone, they score 1.5 times the points. Scoring points counts as a move action. **This action does not require training.**
- Following scoring points, a Pokémon may spend a full-turn action to power itself up. For every four points it personally scored, it may choose one benefit from the following list. It may gain up to three benefits in one full-turn action. This can be done at any time after scoring points during the Unite Battle, though each power up costs the four points required (subtracting them from the points the Pokémon can use on power-ups but not from the team's score). Power ups all last until the end of the unite battle, even if the Pokémon faints.
 - +1 stage to any stat, up to the normal maximum of +6
 - Increase the base power of any move by 1.5
 - Remove one point of fatigue
 - Reduce the next time waiting to recover following knock outs by two turns to a minimum of one
- A competitor may instruct their Pokémon to attempt to steal points from others. They must be within their movement speed range of a Pokémon on the other team that is about to defeat a target

or a Pokémon is about to score. The competitor's Pokémon holds their turn until the target is defeated, spending their move action to approach and their standard action to make a sleight of hand check (DC 15 + points dropped). If they succeed, they gain the points, rather than the opposing team's Pokémon. If the opposing Pokémon is attempting to score points, they may take the same action, though the sleight of hand check is different (DC 30 – points being scored) due to the different flow of points. On success, they instead gain those points but do not score them until they take the action to do so. In either case, if they fail the sleight of hand check, they do not get the points and the other Pokémon may attack them with one move of base power below 60 as a free action. Regardless of the outcome, the Pokémon attempting to steal points now acts on an initiative one below the Pokémon they tried stealing from.

- A competitor may instruct their Pokémon to guard a goal from being scored on. This counts as a standard action. If any opponent Pokémon come within the guarding Pokémon's move speed range of a goal, they may make an athletics check for free. It is opposed by the other Pokémon's athletics' check. If the guarding Pokémon wins, they knock the Pokémon back 5 feet for every point they succeeded by (for example, if the guard rolls a 14 total and the opponent rolls an 8 total, the opponent is knocked back 30 feet) and the opponent is knocked prone (requiring a movement check to stand up). There is no penalty if they fail the check, though the opponent continues their action as normal.
- A competitor may instruct their Pokémon to hamper the environment, either creating obstacles or destroying existing ones. This is done with a break check as a standard action. Certain moves (especially grass, ground, ice and rock moves) may alter the terrain and should provide a +4 bonus on this check, as discussed with the GM. Destroying an obstacle has a DC equal to the break check that initially created the obstacle, while creating an obstacle has no set DC as it is opposed by future break checks.
- A competitor may instruct their Pokémon to overcome obstacles. Instead of breaking an obstacle, the Pokémon may attempt to maneuver through it or climb or jump over it. This is done This is done with an acrobatics check (DC equal to the initial break check) as a standard action.

- A competitor may instruct their Pokémon to sneak around the field. This is a move action where the Pokémon makes a stealth check to move at half its speed. It is opposed by opposing team's perception checks. They do not have to dedicate a turn to observe to get a perception check, the opposing roll is done as a free action. Certain obstacles may add circumstance bonuses to hiding, allowing sneaky approaches.
- A competitor may instruct their Pokémon to observe, allowing them to make a perception check to try and see what the other team is doing. This counts as a full-turn action. The Pokémon may make a perception check with up to a +5 circumstance bonus (subtracting one for each additional opposing team member they are observing). Certain obstacles may make some opponents harder or impossible to see. **This action does not require training.**
- Variants:
 - Targets in a Unite battle will often vary by location and may be based off of many different types of Pokémon. In some Unite battles, as the battle goes on, the targets may get stronger as well
 - Different size stadiums (often smaller) may change battle dynamics and may change the initial team sizes in Unite battles
 - Presence or absence of initial obstacles offers more variability in locating targets and can change stealth- and defensive-based strategies
 - The total time allotted for matches as well as the time to recover following a knockout may vary, though having players wait many turns following a knock out is less fun for them to watch. For player characters, players whose Pokémon are recovering should be allowed to contribute to overall team strategy still.

Class Variants

The eight player classes introduced in the Chambers & Charizard handbook represent many core archetypes in the Pokémon franchise, showcasing major characters from the video games, anime, manga, side games and more. These classes each have various different options that can be tailored to individual characters and settings, choosing specific features or how they develop their Pokémon to make them more unique. Though many of them fall into broad archetypes based off their appearances in existing media, there is a lot of flexibility that allows them to behave in new ways as well, with characters who multi-class having even more uniquely individual builds. Still, these characters have many classic tropes and playstyles in mind and many opportunities for creativity, and this chapter provides some example ideas for how one might play a character of each of those classes, providing more information about their roles in the world, lore surrounding their class features, example characters and ways they may be further developed by new settings under different GMs.

In addition to the information on roleplaying these characters, some of the classes are provided with some new abilities. These are alternate class features that require swapping out large existing components of the class in favor of new ones. For some classes, such as legend speaker and researcher, these focus on new paths and studies. Other classes see more specific changes that replace old features and rebuild the class, possibly allowing them to fit a different role within the party. Between the original classes, the new ones presented in the previous chapter, and the variants presented here, players have a wide variety of ways to customize their character beyond what has ever been presented in Chambers & Charizard!

An example of the formatting for alternate class features is presented below:

Level: The minimum level you must be in a class before you can take this feature and/or what levels the benefits of this feature may be applied on.

Replaces: What old class feature is lost to gain the alternate class feature.

Benefit: How the new class feature mechanically functions for the character.

Breeders

Breeders are focused on raising strong Pokémon, optimizing their natural strengths and trying to bring out the best in them. Breeders recognize the potential within the Pokémon's species and when given the chance to raise them from the moment they hatch can ensure that they are stronger than any others! This is accomplished by specialized knowledge, high intelligence and careful details into the specific traits and values that a Pokémon has. Their training and skills often focus on teaching new moves and skills, healing and strengthening others, and especially their Pokémon. Important class features include their day care, allowing them to raise other Pokémon and train them for additional experience, and their nurturing feature, allowing new hatched Pokémon to have stronger individual values and out-perform other similar Pokémon!

In most parties, breeders can serve one of two main roles. Due to the ability for breeders to grant experience and raise strong Pokémon, breeders make excellent battlers themselves. Their role as a strong battler is a little limited as they often must devote party space to raising weaker Pokémon, though this allows them to study more and quickly grow stronger as trainers. As they strengthen other Pokémon that don't belong to them, they also fill a great role supporting other trainers, helping increase their strengths as well. Their healing related class features and access to the motivate skill makes them excellent at powering up other people as well. Thus, breeders do great either taking on battling challenges themselves or helping improve the skills of other battlers and can be tailored to fit whatever a party needs most.

Working with many lower-level Pokémon, it is natural for breeders to be patient, caring and a source of information and knowledge. They often cater to needs of Pokémon and people, empathizing with them and ensuring they are safe. Some examples of breeders in the Pokémon franchise include Brock, the Pewter City Gym Leader (especially his anime depiction) and Reggie of Veilstone City. Both have been shown to raise weaker Pokémon on behalf of another trainer for goals in both strengthening the Pokémon itself and the trainer. As such, many breeder characters may choose to train for the sake of the person or their Pokémon, depending on how the player wishes to express these traits. Feats that may be of interest to a breeder include Coordinated Costume, Educator and Imprinting.

Though often seen as gentle and caring, one could easily change the role to make a Breeder more hardened. A “tough-love” breeder may be an effective way to play the class at higher levels, training Pokémon rigorously and reconditioning them so that they achieve their full potential! A breeder could also be roleplayed as obsessive and meticulous with small details, focusing on knowledge and health, possibly multi-classing into researcher. A breeder may also be especially caring to the point of not wanting to see Pokémon fight at all, instead opting to protect them and raise them via the daycare so that they grow without any risk of injury!

Connoisseurs

Specializing oneself and recognizing it within others is the goal of a connoisseur! Connoisseurs devote their time to various skills, often times related to social and intellectual work, using these skills in order to bring out the best in people and Pokémon. As they gain more notoriety in their abilities, this helps them learn the most efficient ways to interact with others, improving their charismatic abilities, while their knowledge of interactions also allows them to perceive aspects of Pokémon that even their own trainers might not pick up. A Connoisseur offers others the chance to learn more about their own Pokémon and specialize in their use as

they become more specialized in understanding their own! This manifests in their class features such as Evaluation Time, Premium Brand and Premium Pairing.

The primary role for a connoisseur in a party is often dependent on what their specializations are in, though almost certainly connected to these skills. Connoisseurs get one of the highest amounts of skills in the game and on top of that get many bonuses to skills from their specialization and their reputation. Generally, these skills favor knowledges and social situations but a connoisseur can diversify and specialize in a non-class skill if needed. Connoisseurs also have the benefit of multi-classing should they choose to at level 4, giving them more diversity than many other classes. Lastly, connoisseurs can provide some support and utility for other classes due to their premium pairing abilities should they choose to take it, or their Bottle Cap Collector variant feature, presented below.

Though the class was primarily only featured in the Best Wishes series of the Pokémon anime, many other characters show traits that align well with the Connoisseur class. Cilan is the most notable Connoisseur but much of the playstyle of the class also applies to Duplica, James from Team Rocket, Hau from the Sun and Moon games and possibly even Chairman Rose; the latter two for their love of food, Pokémon and niche knowledges that they are dedicated to. Most connoisseurs should be passionate and determined but not necessarily competitive – as connoisseurs seek to bring out the best in people and Pokémon, they should be willing to work with others rather than against them. Another important choice is whether the connoisseur wishes to use their premium brand as this may inform how dedicated or diverse they wish for their team to be. Even connoisseurs who do not have a premium brand will often have a favorite Pokémon on their team to have a deeper relationship with. Feats of interest to connoisseurs include skill feats related to their specializations such as People Person or Skill Focus, the Friendship

Foundation feat, possibly feats that build off the referee feat chain (including Battlecraft, Meowth's Waving, and Rotom Drone) as well as the Coordinated Costume feat.

Due to their heavy focus on skills and their tendency to already use very few different types of Pokémon, and possibly very few Pokémon in general, one could easily play a connoisseur that doesn't have much to do with Pokémon at all. Though non-traditional, the other abilities a connoisseur has can easily make up for less Pokémon-related skill. Connoisseurs can also be quite tricky, specializing in skills such as bluff or disguise and using that to evade many situations. Connoisseurs can take a variety of roles given their own flexibility in specialization of skills, options to multi-class and choice of premium brand!

Bottle Cap Collector:

Level: 7, 12

Replaces: Pure Evaluation, Perfect Evaluation

Benefit: One man's junk is another's treasure! Beginning at level 7, a connoisseur can begin to collect and gain value from bottlecaps. Anytime a connoisseur uses a fresh water, a soda pop, a lemonade or a moomoo milk they collect a bottle cap which they may make an appraise check (DC 30) to see if the cap is new to them. Additionally, after they cook a meal (of at least DC 25) they may make the same appraise check. Lastly, the connoisseur may spend an hour searching around a restaurant or a Pokémon Center that they have eaten at, to be able to make the same appraise check for finding 1d6 bottlecaps. These appraise checks are made to see if the bottlecap for any drink or container that has been disposed is potentially valuable. Once 31 unique (each one that has a successful appraise check is identified as unique) bottlecaps have been collected they may be given to a Pokémon to raise any one of its statistic's IVs to 31 points, using it up.

Alternatively, the collection may be sold for 2,500 Pokédollars once complete. The collection weighs 3lbs when complete.

Beginning at level 12, if the Connoisseur makes a DC 40 appraise check for any bottlecap they have found from any previous method, they can count it to a gold bottle cap collection. These are identical to bottlecaps except a complete collection can be sold for 5,000 or given to a Pokémon to raise all six statistics IVs to 31 points.

Legend Speaker

Gifted with auras of friendship, defense and communication, a special partner that is unique compared to other Pokémon and the ability to use magical charms, Legend speakers are probably the most extraordinary class! All of this is part of their goal to understand the rare, legendary and mythical most powerful Pokémon that shape stories and the world in unimaginable ways! Rather than battle and catch Pokémon in the ways thought of most traditionally, they are more likely to try to peacefully resolve an encounter and use other abilities to evade or overcome various challenges. Legend speakers can quickly and easily befriend many Pokémon at low levels and as they progress, they are able to use their charms to overcome other situations and for a variety of utility purposes that they may not otherwise possess. They often offer an insight to the party that may not be seen elsewhere through many of their more exclusive skills and abilities to overcome supernatural situations. Their charms, and especially their Legend path, are some of the most important class features for them!

Legend speakers' role in the party is to help evade battles, able to take on many encounters with wild Pokémon without needing to expend as many resources as others might. Their ability to befriend can help turn the tides of an encounter and may protect the party and their Pokémon in doing so! Legend speakers also have a wide access to a great number of skills, many that are unique, though most need to invest in skills such as Concentration and Survival to

ensure they can utilize all of their abilities. The utility of many of their charms makes up for some of this though, giving them even more bonuses on skills, more ways to communicate, information that may otherwise be exclusive or sometimes even assisting in battling situations. Legend speakers are excellent in protecting people and Pokémon from hazards and in overcoming difficult situations in unorthodox ways. Charming, Charm Specialization, Skill Focus (Concentration) and Woodsman are all feats that can be useful for legend speakers and many may want to take a Trainer's License as well.

Most of the legend speakers introduced in canon Pokémon media have been one-off characters that have shown up in movies as someone who understands the present legendary and/or mythical Pokémon and can communicate that information to others. The class is not exclusive to the anime and manga though; characters like Eusine and N showcase many traits of legend speakers in their unique powers, studies and relationship with Pokémon. Often times legend speakers may be more aloof and due to not being a typical trainer, are likely less interested in battling, catching, trading and understanding Pokémon in those ways. They see Pokémon as friends and powerful creatures that they'd interact with differently, sometimes more than with other humans! Legend speakers should not be unaware of humans though, they often are very knowledgeable and can impart wisdom and information on other trainers, given their own patience and concentration being important for their charms.

Not all legend speakers will be calm and collected though. Their relationship with Pokémon may lead them to be aggressive towards potentially dangerous humans, such as those who seek unnecessary battles, volatile in emotions, or even lacking understanding of common knowledge due to their distance from human society! Legend Speakers are varied based on their legend path as well as those that they research and follow will guide them in different ways.

While the mortality path may focus on symbolism of life and death and recognize the duality in it, the swords of justice likely follows different ideals to prevent harm and death of the innocent, ensuring prosperity and righteousness! These could easily be changed though; those following mortality may feel overwhelmed with energy and auras and seek to abuse the power granted, while one in the swords of justice may redefine justice and be corrupted by their strengths.

While not an alternate class feature, the end of this chapter provides new charms and new Legend path options for legend speakers that can be taken in place of the ones introduced in the core rulebook. These include paths focusing on other legendary Pokémon as well as some mythical and non-legendary Pokémon that fit with the mystical theme of the class.

Master

They dream to be the very best, like no one ever was! A Pokémon master aims to be the best in Pokémon battles, truly mastering the skill required behind them. They have a number of unique abilities that allows them to best train their Pokémon and give them as much of a powerful advantage as they can whenever they battle whether it be teaching new moves, training for more experience, practicing other techniques or devoting themselves to their Pokémon with their own passions and care. Masters are one of the best classes at catching Pokémon as well, having a high catch bonus and benefiting from a high strength for many of their skills and class features. The General Training and Move Replacement class features help strengthen a master's Pokémon, while features like Empathy and One Last Stand help define the class on its own!

In almost every situation a Master will be the best battler in a party. Masters have the most opportunity to increase the strength of their Pokémon, due to not needing to battle and risk injuring them to give them experience. On top of this, masters are able to teach many moves to their Pokémon for free and are able to catch new Pokémon easily, reducing some of the need to constantly train for moves. Thus, when it comes to handling a battling situation, this is the role

where a Master will succeed most often compared to other characters. Ensuring that they can maximize the possibilities from their General Training is important and as such focusing on the skills Athletics or Train Pokémon is very important to their build and skills are a scarce resource for this class. Skill study in either of these feats often lends itself to be a strong choice for a master, as do endurance and resilient for a master that may often find themselves involved in combat.

Characters like Red and Blue are known for their dedication to battle and their diverse battling strategies making them prime candidates for traits in Masters. Masters are determined, driven and don't let anything stop them, often tackling immense challenges with bravery and decisive actions that other characters may hesitate on. Other characters that may fit the role, such as Cynthia, have been shown to have an aura of mystery around them, taking interest in things that are beyond the mundane and herself having a shroud of mystery that is awe-inspiring to others.

Masters are not a one-size-fits-all class, despite being rather straightforward and possibly the most archetypal trainer class in Chambers & Charizard. Their strengths come from their team of Pokémon first and themselves second, giving them a lot of flexibility in how they are played. Though strength, charisma and constitution are important ability scores for them to focus in, only one of strength or charisma is needed for general training and a character more dedicated to battling and studying mechanics of it, such as investing in Knowledge Pokédex, may favor intelligence over constitution. Their skill set includes a few social skills and a few skills for dealing with dangerous and diverse situations in the wilderness, allowing for characters to be designed in many different ways. A master more interested in training than battling, such as

presented below with the Technique Mastery class feature, may also have unique personality traits to accompany this more social element to their character.

Technique Mastery:

Level: 4, 5, 7, 8, 10, 11

Replaces: Move Replacement, a master who chooses this feature no longer gains the move replacement feature and must take technique mastery at every level.

Benefit: At each level that this class feature is gained, choose a move that one of your Pokémon knows. This move is now a mastered technique, one that can be taught to any other Pokémon with six hours of uninterrupted work and no Train Pokémon skill checks required. The learning Pokémon is able to watch and pick up the move from seeing how the master instructs his own Pokémon how to perform it. The move must be one that could be learned by leveling up normally at their level times 5 or lower in the Pokémon video games. Once the Pokémon reaches level 7, they may learn moves that are from other lists, including TM or move tutors as well as other sources provided they have the Game Master's approval.

Performer

Battling isn't everything, and when battling is the focus, there's nothing to say you can't make it flashy and unique in its own way! Performers aim to bring out the best in Pokémon the same way that many other classes do but instead of focusing on their abilities and power they focus on their charismatic abilities, such as how cute or tough they are! Performers may build entirely unique move sets and strategies for their Pokémon centered around contests, festivals and other opportunities to showcase the skills of their Pokémon. In fact, many performers even teach their Pokémon how to perform more than just routines including various musical routines, how to interact with people, navigating with nimbleness and much more! A performer's simple routine is easily the cornerstone of their character, being able to use it to impress others as well

as a distraction when they steal attention. Also important is their complex performance, allowing their Pokémon to utilize their performative skills outside of battle in creative ways that many other classes cannot!

With a decent selection of many social and scouting based skills, performers can sometimes take up roles in the party related to these aspects. Additionally, the free trainer feat and the opportunity for using moves and skills together gives performers some battling edge that other classes may not have. Performers have a bit of versatility in these roles but likely will not be the primary trainer in accomplishing them. However, a performer is likely to be one of the best trainers at having their Pokémon function in non-battling situations for a great deal of utility! The ability to teach their Pokémon skills can provide additional skills that a performer might not be as well suited for, such as teaching a particularly physically strong attacker strength based skills such as intimidate to cover a skill she may be weaker in. Additionally, the simple routine offers great opportunity for performers' Pokémon to peacefully control other people and Pokémon and shift the tides of battle without getting involved in the battle, provided she can concentrate. Feats like Cheer On! Coordinated Costume and trainer feats that are particularly flash like Crowd Capture and Counter Shield are good to consider.

May, Dawn and Lisia all are archetypal performers known as coordinators who participate in contests, the main format for Pokémon performance. Serena also is an example of a performer, instead participating in Pokémon showcases, a similar but less battle-oriented format of performance. Lastly, Jessie of Team Rocket has participated in a variety of performance events and would easily fall into this category as well. A wide variety of personality traits emerge from these characters; we see they are often very social and show more interest in creativity and the arts rather than battling. Performers are often also versatile and pick it up as a

skill after thought rather than immediately jumping into it. This doesn't mean they hesitate though, as charisma is the most important ability score for them and they make this very apparent.

Though most Pokémon performances highlight a balance between the trainer and the Pokémon, nothing prevents them from shifting that balance. Some performers may choose to focus more on their Pokémon and take a backseat, letting their past training be the highlight of their skills. Others may instead want to focus on their own skills, such as including musical or other artistic performative elements beyond that of contest performance skills, letting their Pokémon aid them in this. Artistic, musical and theatrical skills could even manifest in an actor for PokéStar Studios in the right setting! The utility they provide and their versatility in battle styles may even lend them to non-performance adventures where they use their skills to gather information, cause distractions, evade attention and escape battles. These traits could lead to a particularly adventurous character prepared for any situation!

Ranger

A variety of things can go wrong in the Pokémon world, whether it be villainous grunts to natural disasters to poachers who abuse and hunt Pokémon. Working in harmony with their partners, rangers seek to prevent people and Pokémon from coming to harm, offering help in many survival situations and using their abilities to hinder harmful people rather than battle them directly. By working with Pokémon around him and quickly utilizing them for assistance in skills, rangers build a team that is situated immediately for non-combat tasks they need to accomplish. A ranger is often most at home in the wilderness surrounded by other Pokémon, surviving together while helping and protecting others, no matter how small of a task, overcome the challenges they encounter. A ranger's capture styler is often his key item, especially as he gains styler improvements as this is an important series of class features controlling how many

Pokémon may assist him. Field abilities is also key to having his partner assist him, as his partner functions independently and may gain many important skills of their own.

Rangers are extremely versatile in what Pokémon they may have, only limited by what is in the area that they can capture with their stylers. They can also bring Pokémon they have previously captured with them, though these Pokémon will not grow stronger and it is usually in their best interest to release them after tasks are complete so they may continue to grow in the wild and protect others. Different Pokémon are great at a variety of skills and that is the ranger's main strength, having Pokémon interact outside of battle to overcome obstacles and accomplish skills that may be otherwise difficult for a party. Though rangers are often going to have very good physical stats such as strength, dexterity and constitution, it isn't uncommon for their Pokémon to supplement any weak areas here if they have particularly high attack, speed or HP respectively! Rangers massively benefit from anyway to reduce wild Pokémon's speed, so moves that accomplish this as well as paralysis are very important to have in their repertoire. Feats like footprint finder, physical fitness, trapfinding and woodsman are great choices for a ranger.

Notable rangers have often sought out legendary and mythical Pokémon in order to protect them and others from danger, these characters include Jack Walker and Ben. Other rangers simply raise Pokémon that can assist them on various rescue missions, such as Virgil and his Eevee team. Of course, other rangers may be more in-tune with their partners personality and abilities and talk calmer, less hastened approaches, including rangers like Murph. All of these rangers have a benevolent or protective side to them though, eager to do what they can to keep their friends and Pokémon safe, even if they can only help in simple ways. Additionally, many

show knowledge or affinity towards outdoor, remote, undeveloped settings with a activity in the wilderness.

Though usually expressed as physical and outdoorsy, rangers could also very easily be tailored for more urban adventures. A ranger may utilize skills such as stealth and disguise in order to track down potential threats such as grunts within a city. Rangers could also be very hardened by failed missions to save individuals or things that went wrong, or just a grim reality from their job. These rangers may be less positive and willing to jump in to help in lower-stakes situations. A ranger could easily be written as a loner with their Pokémon in the wilderness, taking a more hermetic approach, or a very social build where they constantly interact with a network of other rangers to organize missions and teams for the best success in saving people and Pokémon from dangers.

Researcher

There is still a lot left to learn about Pokémon due to their diverse types, abilities, moves, species and even more! Intense study and dedication to learning about diversity in Pokémon and recognizing individual traits and potential in Pokémon fits into the domain of Pokémon researchers. Deep studies, academic writing and arguments and practical application all combine together to manifest in their knowledge-based skill set, fueled by their education and tools such as the Pokédex to further provide them with information and potential to learn more. Researchers balance their goals to learn and understand Pokémon with trying to teach others about their discoveries, eventually even being able to use their skills in specific training to best optimize a Pokémon and their strengths. Researchers are varied based off their field of study which often dictates their most important features, allowing them to take up roles from other classes. Outside of their research field, value training is a useful class feature in helping themselves and others battle.

With a lot of skill points and intelligence being their primary stat, a researcher will easily take on many duties in completing skills for the party. These skills will often include knowledges, which they will almost certainly be the best at Knowledge Pokémon and Knowledge Pokédex, as well as whatever their field specialty is as well as some other useful skills such as tinker and concentration. Beyond this, the role of a researcher is very malleable towards party needs; each research field follows a specific Pokémon professor, many whose research align closely with the way that different types of people interact with Pokémon. These different people manifest many different class features as other trainers and thus an up-and-coming researcher will often have some class features similar to other trainers, even if that isn't their primary focus. The feats craft technical machine, remote access, and studios all serve as excellent choices that build on existing skills and abilities that researchers are likely to invest in.

Pokémon Professors are much of the inspiration for researchers, each having very diverse personality traits. Poetic, anxious, hands-on, traditional, adventurous, devoted, engaged and curious are all personality traits that past professors have displayed that often show the dedication to research and the different comfort levels they have with involvement in it. Still, beyond professors, a variety of other characters exhibit traits similar to researchers. Max, though not yet of age to train Pokémon, shows a great deal of enthusiasm and knowledge for learning about them, putting in time to study in advance. Imposter Professor Oak, a character represented through various disguises in the manga, anime, and a card in the trading card game shows similar skills and literary ideas to the original Samuel Oak while having a mischievous if not devious side to his deeds. Researchers should be passionate about the work that they do in understanding Pokémon but beyond that there's a wide variety of different ways their personalities can be expressed.

Another example of a researcher, one who especially does not fit into common tropes listed above, is Gary Oak. Though starting his journey with goals of becoming a Pokémon master, as he grew and learned he found himself more interested in studying the behaviors of Pokémon, encountering and learning about rare Pokémon, and using this knowledge to protect them and others from danger. Gary is known for his harsh, aggressive and oppositional attitude but it is often used to fuel others into engaging within his passions, easily inspiring them to get involved with research or apply the findings of it to their own journeys. Thus, it isn't unreasonable to play a researcher who seems rather careless towards others and at some points rude if that is a possible way to motivate them into performing better and learning!

Alternate Professors:

Level: 1, 3, 6, 9

Replaces: Field Specialization, Field Capability, Specialization Item and Field Capability Improvement. New examples are listed for each of these below that can be taken in place of those presented in the Chambers & Charizard handbook. As always, one must have the same professor for each of these abilities.

Benefit: 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.

- Ivy: +2 competence bonus on all survival checks
- Juniper, Cedric: +2 competence bonus on all spellcraft checks
- Willow: +2 competence bonus on all perception checks
- Oak, Samson: +2 competence bonus on all disguise checks

Benefit: 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.

- Ivy: A researcher may choose one of: aquatic, cold desert, temperate/warm desert, cold/temperate forest, warm forest, hills, marsh, mountains, plains and underground. In the environment 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.
- Juniper, Cedric: A researcher may choose two class skills to specialize in. In both of these skills, the player may gain a +2 specialization bonus to skill checks.
- Willow: A Researcher may choose to try and get a nice throw whenever he catches a Pokémon. A nice throw requires extra precision; before throwing a Pokéball, a researcher may choose to attempt a nice throw. This causes a -4 penalty on the roll, but if the catch is still successful then all Pokémon presently in the researcher’s party gain an additional point of experience (in addition to any gained from the battle as normal). A nice throw requires a full-turn action and happens at a priority of -7, possibly allowing the opposing wild Pokémon to attack first, though the researcher’s Pokémon may still react such as to dodge.
- Oak, Samson: A researcher may choose one Pokémon in his 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 the species, whether wild, caught by another trainer, or by himself, the connoisseur may spend an hour interacting with them on-one in order to gain a helpful attitude towards it. Additionally, when the trainer uses a healing item on the 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 researcher sends out in battle. Additionally, for each other Pokémon that is not the premium brand the research sends out, they lose the benefits of the ability for one day. At levels 5 and 7, a researcher may choose to remove his premium brand and at level 9, a researcher may choose to change his premium brand to a new Pokémon or remove it.

Benefit: Specialization Item – A researcher gains items that relate to his research. This again depends on which professor he did his initial research under, the same one as his level 3 choice for field capability.

- Ivy: A researcher who studied under Professor Ivy gains a GS Ball. This is a Pokéball that holds a specific, rare Pokémon (such as a celebi, though the GM may choose otherwise) that will only come out under the right circumstances. The Pokéball must be brought to a specific location at the right time, often with rituals accompanying its emergence. Understanding this item likely involves quests of its own, first to learn how to open the Pokéball, then to find the time and place, then actually getting the Pokémon to appear, though each of these stages can act as a level up opportunity as well as provide a potentially powerful ally to the researcher's team!

- Juniper, Cedric: A researcher who studied under Professor Cedric Juniper has collected a series of ancient artifacts from past societies in extreme environments. Once per long rest, a researcher may spend an hour to attune to one of these items to gain one of the following properties for the day (The GM may add or remove artifacts, giving the players different options. The artifacts should relate to field work).
 - Can hold his breath underwater for 5xCon mod minutes, instead of the normal 2xCon mod turns. He also gains a swim speed equal to half his walking speed and can always choose to take a 10 on any swimming related checks.
 - Gains Darkvision out to 60 feet.
 - Gains immunity to anything that may cause him fear, such as but not limited to intimidate checks, corruptions and charms, feats, moves and abilities.
 - +3 sacred bonus on all fortitude, reflex and will saving throws.
 - +10 bonus on Knowledge Region checks
- Willow: A researcher who studied under Professor Willow gains a Collection Box relic. Once per day, the box may be opened and it will stay open for an hour. The box provides strange energy that warps spacetime and as a result for the duration that it is open the trainer will only encounter one type of Pokémon that is not normally found in the region. Identifying this Pokémon can be done in advance with an appraise check (DC = 25-1 for every 10% of the regional Pokédex that has been filled out) and can attempt to be changed with a DC 35 Knowledge Pokédex check. On a success, he may choose a new type for the Pokémon to be called from the box, but cannot choose the Pokémon. Regardless of success or failure, he can only attempt to change the

Pokémon the box will summon a number of times per long rest up to his intelligence modifier.

- Oak, Samson: A researcher who studied under Professor Samson Oak gains a regional chest plate. This magic item conforms to the one wearing it, either the researcher or a Pokémon of his that has a regional form variant (or is evolutionarily related to one). Putting on the chest plate takes a minute. The wearer of the chest plate gains +8 AC. If being hit by an attack from a Pokémon not normally from the region that the wearer is from, the wearer takes half damage.

Benefit: 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.

- Ivy: A researcher may choose one of: aquatic, cold desert, temperate/warm desert, cold/temperate forest, warm forest, hills, marsh, mountains, plains and underground. The choice must be different from the one picked at level 3. In the environment he chose, he is considered to have the feat endurance in that location. Additionally, he gains a +4 bonus on stealth, perception and survival while in these locations and his previous environment also grows to receive +4 in these locations.
- Juniper, Cedric: A researcher of this level gains an additional +2 bonus in the skills he chose to specialize in earlier, for a total of +4. He may also always take a 10 on his specialization skills, even under distracting conditions.
- Willow: A researcher is skilled at finding hidden caches of items. Once per long rest per town visited, a researcher can find an item. Use table 17-5 in the Chambers & Charizard

handbook 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.

- Oak, Samson: A researcher who has a premium brand may assist others in finding their own premium brand. Once per week per point of Charisma modifier, a researcher 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.

Type Specialist

Across the eighteen different types of Pokémon are hundreds of species, each having a variety of strengths, weaknesses and advantages and disadvantages in battle. Though it may be difficult to be an expert at training all Pokémon like that, type specialists devote their skills and training to restricting themselves to one or two types of Pokémon, better learning how to work with them. This gives them abilities similar to Pokémon of those types, even letting them take on the same effectiveness with damage as those types, as well as makes it easier for them to befriend them, teach them relevant moves and grant them experience. It is a unique journey to take for sure; a type specialist can be similar to many other types of trainers but can only accomplish her goals if she interacts with Pokémon of her types, a restriction that other classes may not face. Her specialty types and granted ability, her rebuking, and her ability to speak to and befriend Pokémon of her type are her most important class features.

As Type Specialists have a lot of flexibility in how they level up from their Type Specialist feats, they offer some versatility in what they can contribute to a party. They have a great deal of situational features in peacefully resolving conflict with Pokémon, but these only come up when dealing with Pokémon of their own types. These also give them abilities that are beyond what most trainers are capable of, bordering on the same type of magic legend speakers have access to, though again, it is much more limited and situational. These abilities are what the class is built around, but trainers can choose to take on some features that promote secondary roles including those related to survival and navigation, those related to diversions and deceit, and those designed to strengthen their Pokémon and skills at battling. Though they get one type specialist feat for free, they can have up to two and sometimes having more options is a good idea to give their build more versatility. Trainer feats related to their types, as well as skill focus for concentration, are also great options to further enhance their existing abilities.

Many gym leaders, elite four member, and many other trainers could count as a type specialist, though a few stand out more than others. Some particularly well-known ones include Misty, who clearly specializes in water types but also likely could be classified as having fairy type specialty, Iris, who specializes in dragon types and maybe ground or flying types, and Bede, who specializes in psychic and fairy types equally. All of these trainers have aggressive and determined attitudes but show a gentler, kinder side when working with the Pokémon they care the most about. They can be gentle with friends but show passion towards their cause, fighting back when they think an idea is foolish or wrong. However, as they have interacted with other experienced trainers, their demeanors have often changed, and the variety of combinations within types can promote a variety of unique characteristics in type specialists.

Though type specialists are built to use certain types of Pokémon primarily, they should not feel entirely constricted to these. There are a variety of situations they might use Pokémon of other types including evolutions or pre-evolutions of those related to their type, having moves that align with their types, or other overlapping strategies. A type specialist may choose their specialization based off of the granted abilities as only a small bonus for a few levels, or may use the ability to rebuke Pokémon of their types as a more defensive ability to protect themselves and their friends. Most of the time, this style of trainer will have to do some multi-classing in order to level up, though it is still possible to make interesting and diverse builds under this thought process!

Single-Type Specialist:

Level: 1, 8

Replaces: Specialty Types, Catch Bonus and the second **Bonus Language**

Benefit: At level one, a single-type Specialist chooses only one type of Pokémon to specialize in, instead of two. She only gains one granted ability and only turns into the one type after her concentration checks from her granted ability and granted types. She gains an additional +1 to her catch bonus (and an associated 1.1 to her cpfactor) whenever catching Pokémon of her specialty type, for +4 (1.4) at level 1, +5 (1.5) at level 5, and +6 (1.6) at level nine.

Benefit: One with the elements

At level eight, a single-type specialist has mastered core strategies that fuel her type and are able to use her own intuition and ability to exert these powers over the battle. If she succeeds on a DC 25 concentration check as a standard action and the correct conditions are met, she is able to focus her energy to alter the course of the battle greatly. This uses up her ability to rebuke Pokémon for that short rest. The conditions must be met by the end of her next turn; if they are

not she fails to activate her ability but does not lose the rebuke attempt. To see how each type benefits, see below in Table 3-1.

Table 3-1: One with the elements

Bug	After a bug type Pokémon uses a status move, for the rest of the battle, status moves that affect a single target other than the user fail to function. Status moves that only target the user, or that target multiple targets, function as normal.
Dark	For the next five turns, all moves that are normally guaranteed to hit are treated as having 100% accuracy, potentially allowing accuracy and evasion to factor in or the chance to dodge. All moves with 100% accuracy are instead treated as having 95% accuracy.
Dragon	After a Dragon-type move is used, all Pokémon in the dragon egg group gain dragon as an additional typing if they do not have it already. This lasts until the end of the battle.
Electric	If electric terrain is set up, its effects last indefinitely until it is replaced or removed by a move rather than fading after 5 or 8 turns.
Fairy	After a fairy type status move is used, any Pokémon holding a consumable item (such as berries or seeds) can immediately consume it to gain its benefits as well as a stage of Special Defense, as if they had also consumed a misty seed.
Fighting	If a fighting type has any of their stats lowered, for the rest of the battle, all moves that would be boosted by Iron Fist or have “Kick” in their name have their power boosted by 30%.
Fire	If harsh sunlight is set up, its effects last indefinitely until it is replaced or removed by a move rather than fading after 5 or 8 turns.
Flying	If a Pokémon would be eligible to participate in sky battles, it gains +1 priority on any move it may use that can be used in a sky battle.
Ghost	If a ghost type Pokémon uses a status move, rather than the effects of that move manifesting, for the next 5 turns all Pokémon gain the ghost type, in addition to whatever types they currently have (up to a maximum of three). Following the 5 turns, Pokémon do not lose the ghost type but new Pokémon sent in do not gain it.
Grass	If a grass or ground status move is used, Rototiller comes into effect for the rest of the battle. For the next 5 turns, all HP draining moves recover an additional 30% HP.
Ground	If gravity is set up, or a ground type status move is used, the effects of gravity last indefinitely until it is replaced or removed by a move rather than fading after 5 turns. After 5 turns, a Pokémon that has been grounded may make a fortitude save (10 + ½ type specialist level + Charisma mod) to resist its effects.
Ice	If hail is set up, the side that set it up immediately gains an aurora veil effect for five turns.
Normal	Any time a trainer tries to use a trainer feat or other feat, class ability, charm, skill check, or

	commands a Pokémon to dodge they must make a will save (DC 15 + ½ type specialist level + charisma mod) or be unable to perform that action. This lasts for the rest of the battle or until the type specialist dismisses it, as a standard action.
Poison	For the rest of the battle, when an individual would be poisoned, it can instead gain one of the following conditions: blinded, confused, deafened, heal blocked, nauseated, nightmare, sickened. After the battle is over or they are switched out, the conditions turn to regular poisoned.
Psychic	If psychic terrain is set up, its effects last indefinitely until it is replaced or removed by a move rather than fading after 5 or 8 turns.
Rock	If a sandstorm is set up, its effects last indefinitely until it is replaced or removed by a move rather than fading after 5 or 8 turns.
Steel	For the next five turns, a magnetic force redirects some attacks. A type specialist may choose to redirect the target of any move to a steel type that is not the one who used the move.
Water	If heavy rain is set up, its effects last indefinitely until it is replaced or removed by a move rather than fading after 5 or 8 turns.

New Legend Speaker Charms:

General Charms:

Lesser:

-Alph Lithograph – Choose a single target within sixty feet. A Legend Speaker may attempt to read their mind, becoming aware of thoughts the target has, though they may make a will save (DC 12 + Legend Speaker’s wisdom modifier) to resist, ending the charm if they succeed. If they fail, the legend speaker reads their mind for one turn. For each point they fail, the legend speaker may read their mind for an additional turn, to a maximum of 5 turns. If they succeed the save, they know the legend speaker attempted to read their mind. If they succeed by more than 10 points, they may read the legend speaker’s mind for one turn. If the two do not share a language, only simple ideas can be communicated.

-Arcane Knowledge – Her magical knowledge has gifted a legend speaker the powers of arcane science. For the single next tinker, knowledge region or knowledge Pokédex (or other academic knowledge skills, such as science or history if they are included in a game), a Legend Speaker gains a +10 competence bonus on her roll.

-Bind the Beast^O – In order to use this charm, a Legend speaker must have an item that has been held by the target Pokémon that had meaning to them or an item that is the same type as something they are presently holding. This could be a held item, such as a berry or gem, or an item that they carry, such as a scalchop shell for an Oshawott, despite not being the held item. For an item they held or carried at one point, it must have been held recently, with the recency being relevant based on the items significance to them, see table 3-2 for more details. When casting this charm, the item begins to glow in both her and the target Pokémon's hands. The Pokémon's attitude toward the legend speaker is immediately turned to indifferent and it will end its rampage. However, the item the legend speaker holds now carries a curse of that Pokémon's power and rage. If the item is ever damaged or separated from her, an enhanced (see Ancient Magic of Pokémopolis; though the duration lasts until it has completed its destructive goal or been stopped) version of the same Pokémon from before is summoned that will first attempt to attack the legend speaker before it seeks to cause destruction to others. The amount of destruction it seeks to cause is also shown in table 3-2. The curse on the item can be partially removed by a remove-curse charm or a researcher's item analysis abilities, allowing it to be used by others, but if the item is ever damaged the curse activates. The curse can only be fully removed if a legend speaker finds the original Pokémon, returns the item to them and then once again casts remove curse.

Table 3-2: Bind the Beast

Significance of Item	Recency of being held	Time since cursed item created	Destruction Pokémon attempts to cause
Consumable item or item of no significance	Holding exact same item presently	Under a week	Defeat the legend speaker
Item that has been used once before	Item must have been held within the past hour	Between a week and a year	Defeat the legend speaker, her Pokémon and any friends nearby
Item the Pokémon regularly used	Item must have been held within the past week.	More than a year, until the legend speaker dies	Defeat the legend speaker, her Pokémon, and all other people and Pokémon within 10-mile radius of the item.
Item gifted to the Pokémon by someone close and regularly used	Item must have been held within the past year.	After the legend speaker has died	Destroy all signs of people and Pokémon working together within 1,000-mile radius of the item.

-Butler’s Trick – When using this Charm, a legend speaker may switch her Pokémon and use an item on the same turn. As the concentration check is the action, it happens on 0 priority rather than happening on an increased priority.

-Channeling – By calling on the spirits of Pokémon, a Legend Speaker receives a +3 sacred bonus on all intimidate checks for the next 1minute/legend speaker level.

-Drowsy Memory – A hypnotic lull puts a target into a trance. The target may make a will save (DC 12 + Legend speaker’s wisdom modifier) or will fall asleep on a failure. The target dreams of their most memorable accomplishments, reliving them, and wakes up with a +1 morale bonus on their next roll. The target sleeps for as long as the Legend Speaker is able to maintain concentration on this charm, though they may choose to sleep longer.

-Lily's Bewitchment – A Legend speaker selects a single target within 60 feet. That target is shown an image of a Pokémon or Pokémon-like figure that they fear as it leaps from the legend speaker to attack them. They must attempt a will save (DC 11 + legend speaker's wisdom modifier) or become shaken from the figure. Additionally, if they fail the save, they believe they are hit by whatever attack the figure uses, though after one turn they realize this to be false. A target who was told about the figure being fake gains a +4 bonus on their saving throw. If they succeed the save, they gain a +4 enhancement bonus to their Charisma score for the next hour.

-Minor Inversion – The next attack made has the opposite type effect as to what it normally would (a super-effective hit becomes not very effective, a not-very effective or immune hit becomes super-effective) as if it were an inverse battle. This charm can be used as an immediate action by increasing the concentration DC by 4, allowing it to be used when a Pokémon would be attacked or as part of an attack.

-Mysterious Gift – A legend speaker may attempt to use mysterious equipment found in Pokémon dungeons. For the next minute/level, a legend speaker may use items from the "Dungeoneer" Pokémon feat (including devices, friend gifts, wands, wonder orbs and thrown items) as if she were a Pokémon who had it provided she can make the appropriate spellcraft check.

-Purify – A legend speaker may facilitate in the purification ceremony. If a trainer has obtained at least a helpful attitude with a shadow Pokémon, the legend speaker may conjure mystical energy to unite the two and purge the shadows from it. Any shadow moves it knows are replaced by a similar move it could learn either at a higher level than currently, via breeding or events, as discussed with the DM. All levels in the Shadow Pokémon prestige class are replaced with levels as a standard Pokémon and any accumulated experience may allow the Pokémon to gain new

levels. This charm takes a full minute of concentration to use in which both the trainer and Pokémon must be present.

Intermediate:

-Hocus Pokémon⁰ – After brewing a specific concoction of magical ingredients and chanting the correct magic words, the target of this charm turns into a copy of the Pokémon they have the strongest attitude with. This Charm takes a minute to cast, in which time it must include a move that can cause paralysis, a move that can lower an opponent's stats and a damage dealing move all targeting a book or cauldron containing other details of the charm. Upon completion, the aromas are inhaled by a willing target who becomes exactly like a Pokémon they have bonded with. This Pokémon must be the one that used the damage dealing move on the book or cauldron and must have at least a friendly attitude toward the trainer that turns into them. They change their size, appearance and their Strength, Dexterity and Constitution (but retain their Intelligence, Wisdom and Charisma). While a Pokémon, they cannot use any trainer feats, class features or items only usable by people but may still use any character feats, skills or other abilities (though their ability scores may have changed as a Pokémon, affecting these skills and abilities). They may also use any moves (possibly with different Sp. Att and Sp. Def stats from their Intelligence and Wisdom scores staying the same as a human), abilities, or other features that the Pokémon they turned into has and they gain the type(s) of the Pokémon. Though they do not gain any new languages or ability to speak to Pokémon, their new form removes any penalties for skills that are normally difficult in translating between people and Pokémon (such as diplomacy, sense motive, etc.) This charm lasts for four hours/legend speaker level or until the charm is used again.

-Inver's Misperception^O – A legend speaker skews perceptions of people and Pokémon to alter how damage is taken. For the next 10 minutes, all damage done within 120 feet of a legend speaker does the opposite type effect as to what it normally would, as if it were an inverse battle. When initially using this charm, a legend speaker may choose to add one or more berries, each one extending the duration by 10 minutes, up to a maximum of 10 minutes/level. The berries must reduce a specific type of damage by ½ and are consumed by the use of this charm. For example, a seventh level legend speaker may choose to add two occa berries, three yache berries and a coba berry, adding 10 minutes from each, for up to 70 minutes total. She may choose to add fewer berries for a shorter duration, and when she levels up she may add more.

-Return to nature: A legend speaker touches a non-magical object or structure of up to 10 cubic feet and it quickly decomposes into the raw, unprocessed ores, untouched plants and other basic material components to make the object. It still retains the same shape but loses precise details; an iron screw may become a piece of iron ore that is pointed, for example. Masterwork items and electronic items make a fortitude saving throw against this effect (DC = 14 + legend speaker's wisdom modifier) with a +2 bonus. The items look primitive and minimally processed, as if constructed by an early civilization, following their transformation.

-Transfigured Toy – Dark magic and psychic forces are employed to turn a target into nothing more than a toy. The target must make a fortitude save (DC 14 + legend speaker's wisdom modifier) or be shrunken down into a size tiny version of themselves as a toy doll. The target's strength and dexterity are both turned to 6. Additionally, as a magic doll, the legend speaker may attempt to control their actions and prevent them from doing undesirable things. Each turn, as a free action, the legend speaker may sense motive on the doll (opposed by the doll's bluff check or DC 20, whichever is higher). If she succeeds, she may know what action the doll wants to

attempt and try to force the doll not to do it, to which the doll must make a will save (DC 13 + legend speaker's wisdom modifier). At the end of an hour, the doll returns to a normal person (if they do not fit in the space they are in as they return to their normal size, they appear in the nearest spot available). A single target cannot be targeted by Transfigured Toy more than once per day, regardless of whether they succeeded or failed on their initial fortitude save.

Greater:

-Ancient Magic of Pokémopolis^E – As the legend speaker concentrates on this charm, she selects one of her befriended Pokémon. The Pokémon grows 10 times its size and its weight is multiplied by 1,000. This counts as a special ruling form. If the Pokémon would take damage from a move, it treats that damage as none (though any other effects of attacks still go through and the Pokémon may need to make concentration checks, as a result of the damage, see below). Attacks from other special ruling forms and sound-based moves affect the target Pokémon as normal. The Pokémon also gains many new, special abilities due to its colossal size.

- Anytime an individual makes contact, by move or otherwise, with the Pokémon, that individual must make a will save (DC 16 + target Pokémon's charisma modifier) or be stored in a device similar to a Pokéball that is tailored to whatever shape the target Pokémon likes. This device functions as a Pocket dimension where all individuals inside can witness, but not interact with, the outside world. Individuals from the outside world may view and hear the individuals inside the device by making a DC 20 spellcraft check, but may not interact with them. The target Pokémon may increase the DC for outsiders to view those in the pocket dimension as a standard action up to the result of its own concentration check. Those inside the device do not know if they are being viewed. Sound does not travel through the device. At the end of the charm, all trapped individuals return to where they were initially.
- The Pokémon can summon large unnatural spikes within 60 feet of it. Each spike takes a standard action to summon. They take up a 10-foot cube that when falling on a target do 5d6 bludgeoning damage and 5d6

piercing damage. One may make a reflex save (DC 16 + target Pokémon's charisma modifier) to dodge the spikes and only take half damage. Traversing past the spikes can be done at half speed if the individual takes 2d6 bludgeoning and 2d6 piercing damage or as a full-turn action to take no damage. At the end of the charm, all spikes disappear.

- The Pokémon can give a paralyzing glare that stuns any humans in a 120-foot cone from the Pokémon. All humans in the range must make a fortitude save (DC 16 + target Pokémon's charisma modifier) or be stunned for as long as the Pokémon succeeds on a concentration check (DC 10 + 1 for each individual trapped). This glare can be done as a move action. Distracting circumstances, such as extra damage, may increase the DC of the concentration check.

This charm lasts for as long as the legend speaker maintains concentration, up to a max of one turn/legend speaker level. After the duration ends, this charm gives the legend speaker the modified Exhausted condition.

-Spacetime Distortion – a Legend Speaker may transport herself, her partner, her belongings and any befriended Pokémon to another dimension. She must know of the dimension in order to travel there. Possible locations include the Distortion World, Ghost World, Hall of Origin, Interdream, Lost Zone, Mirror World, Spatial World, Temporal Dimension, Ultra-Space and the Unown Dimension as well as the primary dimension of the Pokémon world. For more information on each of these, see chapter 7 on (Beyond the) World Building Content. Additionally, a Legend Speaker may bring up to four other individuals with her when traveling, though each one increases the DC of her concentration check by 1.

New Legend Paths:

Origins of Cero: (Mewtwo, Mew) Starter: Ditto (Alternates: Rhyhorn, Solosis)

-Spark of Life (Lesser): If a Pokémon were about to faint, as an immediate action, you may protect it by granting it a bit of extra life. Regardless of the damage it would take from the source, it survives with one HP remaining. Other sources, such as a status condition or other attacks, may still knock it out.

-Genesis Pulse (Intermediate): Immediately after a Pokémon uses a move, a legend speaker may attempt to copy that move. This creates a genesis pulse; all individuals, people and Pokémon, within a 10-foot/legend speaker level radius are targeted by that move, even if it only affects a single target normally. Only the legend speaker is immune to the move. The DC to resist the move uses the legend speaker's ability scores, rather than the original Pokémon's. If the move does not deal damage, the effects last for one turn/legend speaker level or until the encounter ends, whichever is shortest.

-Clone (Greater): With careful study of a single Pokémon, a legend speaker is able to clone them and make an identical copy. After using this charm, a legend speaker must study the target Pokémon uninterrupted for 8 hours. Following this, another 16 hours is needed to concentrate the likeness of the Pokémon. During this time, the Legend Speaker may take other actions. At the end of the 24-hour period, the Legend Speaker creates a version of the Pokémon with the same nature, ability, gender, EVs, IVs, moves known, skills known, shiny status and any other distinguishing traits. This does not copy held item, statuses, or other temporary effects. The cloned Pokémon is at level 1 (though it keeps its current species, possibly allowing for under-leveled evolved Pokémon). Waiting additional consecutive periods of 24 hours allow the Pokémon's clone to gain an additional four levels, though once the waiting ends it cannot be restarted. A clone can never be higher level than either the Legend Speaker or the original Pokémon. The clone cannot ever be used by anybody other than the Legend Speaker or else it

will attempt to fight the human first and then all of their Pokémon. The clone cannot be caught in a Pokéball or befriended. If the clone ever faints, it disappears. A Legend Speaker cannot clone a clone, nor can she have multiple clones of the same Pokémon. Cloned Pokémon do count towards a legend speaker's maximum total of 6 befriended Pokémon.

UNOWN: (Unown) Starter: Unown (Alternates: Natu, Hippopotas)

-UNOWN DIRECT (Lesser): A Legend speaker learns how to manipulate the will of others via uncanny messages. A Legend Speaker may command one target that she can see and hear who can also see and hear her a one-word message. This message must be spelled out using letters of Unown she has befriended (meaning the word cannot have more than 6 letters; if a letter appears in the word more than once the legend speaker needs multiple Unown of that letter). The target must make a will save (DC 14 + Legend Speaker's Wisdom Modifier) or attempt to complete the action to the best of her abilities. Any action that would cause the target to immediately hurt themselves, whether on purpose or accident, causes this charm to fail. If the action is not completed after a minute, the target is no longer required to do it. A legend speaker may target one additional individual per 4 legend speaker levels she has (2 at level 4, 3 at level 8, 4 at level 12) provided the targets are no more than 30 feet apart.

-UNOWN POWER (Intermediate): A Legend Speaker is capable of conjuring powerful energy from her own being, unique to her personality. When she is first capable of casting this charm, check table 3-3 to determine what type the charm is. This does not change, regardless of how her stats may change over level, and the value should be calculated based off her stats alone, without any magic items. Using this charm allows her to use the Pokémon move Hidden Power. It is a 15 PP, 60 Base Power, 100% accurate special move with its type determined by table 3-3. As it is

her using the charm, this requires converting her intelligence score into a special attack stat. As per normal when a Pokémon move is used against a person, it must overcome AC (which she adds her intelligence bonus to hit) and they may make a reflex saving throw (DC 15 + her intelligence bonus) for half damage.

Table 3-3: Hidden Power Type based on initial ability scores

	Wisdom: Even			Wisdom: Odd		
Charisma:	3, 6, 9, 12, 15, 18, 21, 24, 27...	4, 7, 10, 13, 16, 19, 22, 25, 28...	5, 8, 11, 14, 17, 20, 23, 26, 29...	3, 6, 9, 12, 15, 18, 21, 24, 27...	4, 7, 10, 13, 16, 19, 22, 25, 28...	5, 8, 11, 14, 17, 20, 23, 26, 29...
Intelligence:						
3, 6, 9, 12, 15, 18, 21, 24, 27...	Bug	Dark	Dragon	Electric	Fairy	Fighting
4, 7, 10, 13, 16, 19, 22, 25, 28...	Fire	Flying	Ghost	Grass	Ground	Ice
5, 8, 11, 14, 17, 20, 23, 26, 29...	Normal	Poison	Psychic	Rock	Steel	Water

-UNOWN WRITE^{E.O} (Greater): Taking a book in hand and a pen, a Legend Speaker can rewrite reality. A Legend Speaker who casts this charm can begin writing words at a rate of 25 per minute (2-3 per turn). These words must be written with an ink pen on blank pages in a book.

She may continue to write for up to 10 minutes per legend speaker level. Everything written begins to manifest around her and warp reality in unusual ways. This cannot affect other individuals, only the setting around them and aiding her actions. She may create people or Pokémon who are up to half her level as characters in the story though she may not choose specific feats for them and their skills reflect what is most common for their class or type. Though what she creates appears real, it is actually imaginary and anybody who enters the radius (100 feet per level, even if she cannot see the extremities of it) can attempt a will save (DC 16 + Legend Speaker's Wisdom modifier) if they have reason to disbelieve it to ignore the effects on the setting. A Legend Speaker who stops writing for more than a minute, or fails to make a concentration check as an immediate action (DC 25 minimum) if something interrupts her ends this charm. As such, certain skill checks may be impossible for her to accomplish during it. When the charm ends the Legend Speaker gains the modified exhaustion condition.

Eon Duo: (Latos, Latias) Starter: Swablu (Alternates: Pidgey, Kabuto)

-Share Sights (Lesser): After successfully concentrating for this charm, choose a target within 30 feet. That target may make a will save (DC 12 + legend speaker's wisdom modifier) to not be affected by this charm. For the next hour/legend speaker level, she may only see what the target sees (if they failed or chose to fail their save) or cover her eyes, preventing all sight and leaving her blinded. As a full-turn action she may make a separate concentration check (DC 20) to broadcast a blurry, imprecise image of the target's vision in a 15 foot cone projected from her.

-Replicate Form (Intermediate): The magic of eons allows one to take on the form of another. When a Legend Speaker uses this charm, she selects another individual she has interacted with within the past day that is within a mile of her. This individual must be roughly the same height

as the legend speaker (no more than 25% taller or shorter from her base height). She is able to perfectly take on the shape of that individual for the next hour/legend speaker level. While that individual, she gains their strength, dexterity and constitution scores but retains her intelligence, wisdom and charisma scores. She retains all of her skills, feats and class features, though many actions, such as calling out a move for Pokémon or using a charm, will be impossible as she is unable to speak at all while in this new replicated form. Though she does not gain any features or moves from the new form, she does change to match its type(s) and gain any ability it has, if applicable. She must stay within one mile of that individual or the charm ends.

-Protection Purge^{E, O} (Greater): Magic, nature, time and other inevitable forces bow down to a legend speaker who uses this charm. When faced with a natural disaster such as an earthquake, tidal wave, tsunami or volcanic eruption, along with many others, a Legend Speaker may stop the event entirely. The disaster must be primarily due to natural or magical causes – it cannot be primarily a man-made event or the result of a Pokémon's moves. This requires a willing Pokémon or the legend speaker herself to sacrifice its life. This charm gives a legend speaker the modified exhaustion condition.

Special Research: (Meltan, Melmetal) Starter: Magnemite (Alternates: Riolu, Rowlett)

-Expose to Natural Air (Lesser): A rush of fresh air flows through and fills in a confined space. Treat the current space (a cave, interior of a building, etc.) as if it were an outdoor environment, including whatever light, weather, terrain, or other effects may currently be happening outside in the closest spot to the confined space. This effect lasts until the legend speaker leaves the confined space.

-Amorphous (Intermediate): After casting this charm, a legend speaker can control the shape,

rigidity and form of her body. This charm lasts for one turn/legend speaker level. Once per turn (as a free action on her first turn and a full-turn action following her first turn), she can allow her body to turn into a more liquid consistency that can mold into substances, flow freely, squeeze through any gap or return to her normal shape. She still retains her weight and general appearance in her liquid state and can move and speak freely, though performing some skills may be difficult. At the end of this charm, she returns to her normal form. If this charm ends and she is not in a place where she can return to her normal form, she must make a break check to try and escape her confinement or else she cannot move and is stunned until the confinements loosen or she is able to break free. If she is unable to break free, no damage is done to the structure confining her. In extreme cases, this may lead to her suffocating (see rules on breathing in “Slice of Life”).

-Awaken Metal (Greater): A Legend Speaker touches a metal object and it and others surrounding it suddenly move on their own. She gains a number of animation points equal to her legend speaker level and may animate a number of objects based off of this. The objects must all be made of metal and cannot be held by anybody else at the time of casting. As a free action, she may command one object on her turn or command all animated objects as a full-turn action. After a number of turns equal to her legend speaker level the metal objects return to their inanimate state. See Table 3-4 for details about objects. While awakened, objects get a bonus on saving throws equal to the Legend Speaker’s level. Depending on the object, it may gain other special properties with the DM’s approval, though these properties might cost additional animation points. Examples of properties include wheels (1 point) to increase movement speed by 10 feet, being particularly durable and increasing AC by 2 (1 point), having protrusions to possibly allow tripping (2 points), a way to restrain individuals in a grapple (2 points), chords to

do electric type damage instead of steel type (3 points), or more as discussed with the GM. Any special features beyond a basic object's properties as listed below should cost additional animation points.

Table 3-4: Awaken Metal

Size	Example Object	HP	Damage Reduction	Animation Cost	AC	Bonus to hit	Damage	Move Speed
Tiny or smaller	Laptop	5	2/Fighting, Fire, Ground	1	16	+1	1d4 – 1 steel	15
Small	Box Fan	21	5/Fighting, Fire, Ground	1	14	+1	1d8 steel	20
Medium	Large TV	36	10/-	3	12	+2	4d8+4 steel	30
Large	Refrigerator	52	15/-	5	11	+4	8d8+8 steel	30
Huge	Car	78	20/-	10	9	+8	12d8+16 steel	30

Armor Dojo: (Kubfu, Urshifu) Starter: Galarian Slowpoke (Alternates: Poliwhg, Scraggy, Kubfu)

-Rush (Lesser): For the next 10 minutes/legend speaker level, a legend speaker moves faster than she normally would. She increase her movement speed by 10 feet per turn.

-Powerspot (Intermediate): Replicating the energy radiated from a wishing star, a legend speaker is able to create a temporary power spot. The effects last for 1 minute per legend speaker level.

Any trainers within range battling (including herself) are able to dynamax their Pokémon as per normal rules (lasting for three turns). If battling wild Pokémon, this charm has no effect due to there not being an opposite Pokéball to help conduct the energy between the two Pokémon.

-Strike Style Selection (Greater): A Legend Speaker with this feat has mastered ancient battling techniques known as Agile Strike Style (also known as rapid strike style), Fusion Strike Style, and Strong Strike Style (also known as single strike style). For the next turn/legend speaker level, she may use the feats Move Mastery or Fusion Strike Style as if she had them. In addition, each of her Pokémon gain a single extra point of fatigue for this duration.

Feats

As characters progress, they are able to accomplish unique traits and perks known as feats that they develop through their own skills. These may be related to their abilities as a character, the skills they practice, their battle style as a trainer or more. Additionally, the diversity among Pokémon provides them opportunities to change aspects about themselves or gain new features as well. Feats are representations of these unique abilities and all individuals can have access to them as they develop, gain experience, and grow on their journeys. All humans and any independent Pokémon gain two feats at first level and one feat at every odd level, with some classes gaining additional bonus feats.

Many of the feats in this book are intended for mid-high level characters, having more prerequisites and more unique or advanced abilities than those presented in the Chambers & Charizard handbook. Some of the prerequisites include being a certain level, having invested in certain skills, having specific class features, feats, or other abilities. Many of the class features or abilities presented are not listed in this rulebook but can be found in the Chambers & Charizard handbook.

Feats presented below are divided into four distinct categories. Character feats represent unique new abilities or traits that a human character can have. These benefits often cannot be accomplished without taking the feat. Pokémon feats are similar, being an otherwise unavailable ability, though they are unique to Pokémon and cannot be taken by humans (as well as being the only type of feat a Pokémon can take). Skill feats provide a bonus to a specific set of skill checks with the bonuses doubling once a trainer has at least 6 ranks in that skill. Lastly, Trainer feats are those that can be used to develop a specialized battle style, often taking a full turn to enact and costing the trainer's Pokémon one or more points of fatigue. Though only the trainer takes the

Trainer feat, there are often requirements on which Pokémon can use it as well and it may only be applied in certain situations.

Table 4-1, below, provides a list of new feats.

Table 4-1: Feats

Name	Prerequisite	Category	Effect
Ace Spec Trainer	Level 9+, cannot have multiple class levels	Character	Gain specific bonuses related to your class
Battle Buddy	Train Pokémon 3+ ranks	Character	Can do in-battle Train Pokémon checks without battle
Battlecraft	Referee	Character	Create new battle formats
Binding of Thu-Fi-Zer	Human that has two types, Knowledge (Legends) 9+ ranks	Character	Conditionally gain a third type
Brace yourself	Dodge Roll	Character	Spend a standard action to gain +6 AC and a stage of defense
Charming	Ability to use charms	Character	+1 to the DC of up to three charms
Coordinated Costume	Disguise 4+ ranks	Character	Gain benefits when dressed like your Pokémon
Corrupting Gaze	Glitch Points, Intimidate 1+ rank	Character	Spend Glitch Points on Intimidate checks
Corrupting Lore	Glitch Points, Knowledge (Legends) 1+ rank	Character	Spend Glitch Points on Knowledge (Legends) checks
Corrupting Touch	Glitch Points, Tinker 1+ rank	Character	Spend Glitch Points on Tinker checks
Draconid People	First Level	Character	Become Dragon Type, gain skill bonuses, abilities and penalties related to the Draconid people
Educator		Character	Gain skill points to give to Pokémon
Energy Accelerator	Craft Magic Item, Spellcraft 5+ ranks	Character	Craft two energy pearls anytime you'd normally craft one
Environment Attunement	Survival 3+ ranks	Character	Gain skill bonuses in specific environments, as rangers
Eye on the sky	Complex Performance or Athletic Nature, Perception 1+ ranks	Character	Teach Pokémon ranks in perception the same way they can teach other skills
Faller	First Level	Character	Come from a different reality, dimension or timeline, gain bonuses to related checks and abilities but risk being attacked more often
Footprint Finder	Track, Survival 3+ ranks, Appraise 1+ rank, Knowledge Pokémon 1+ rank	Character	Can attempt to identify a Pokémon after finding tracks with their footprint
Forged ID	Trainer's license, Disguise 1+ rank, Tinker 4+ rank	Character	Falsify information on your trainer's license

Friends come first		Character	Immediately catch a Pokémon that has a positive attitude towards a trainer
Friendship Foundation	Evaluation Time or Teamwork feat	Character	Friendship and Attitude between people and Pokémon grows faster than normal
Higher Education	Pokéjobs, Level 5	Character	Gain EVs for Pokéjobs
Mystic Studies	Wisdom, 13+ Spellcraft 4+ ranks	Character	Cast one charm per long rest, as if a legend speaker
People of the Sea	First Level	Character	Become water type, gain skill bonuses, abilities and penalties related to People of the Sea
Pokéjobs	Educator	Character	Pokémon earn money and experience from utilizing skills for others
Pokémon Cry	Bluff 1+ rank, Knowledge (Pokémon) 1+ rank	Character	Learn how to mimic some Pokémon noises
Remote Access	Tinker 9+ ranks, 7 or more Pokémon	Character	Exchange one Pokémon with one in boxes once per long rest
Soothing Song	Perform (music) 5+ ranks	Character	Pacify hostile Pokémon with music
Sous Chef	Complex Performance, Field Abilities or Athletic Nature, Cooking 3+ ranks	Character	Teach Pokémon ranks in cooking the same way the can teach other skills
Stunt Rider	Ride 3+ ranks	Character	Make acrobatics checks while riding a bike
Supportive	Level 5	Character	Grant extra actions once per long rest
Tough it out	Str 13+	Character	Use strength instead of constitution to determine the maximum fatigue a Pokémon can take
Walk with me	Childhood Pet or Pokémon with fanatic attitude	Character	Gain independent Pokémon with Want to Walk feat and restrictions
Ancient Traits	Independent Pokémon	Pokémon	Gain special features from primal energy
Delta Species	Independent Pokémon	Pokémon	Pokémon can change its type
Patient Zero	Independent Pokémon, Level 5	Pokémon	Have Pokéirus
Selective Throw	Proficiency with Poké balls, Catch Bonus 3+	Proficiency	When multiple targets are present, you are not overwhelmed and may still attempt to catch one
Vehicle Proficiency	16 years or older, 2 ranks or more between perception, ride, tinker	Proficiency	Can pilot a vehicle
BREAKpoint	Break 2+ ranks	Skill	+5 on break checks only when using the BREAKthrough maneuver
Build and Destroy		Skill	+2 to break checks and one type of craft check of your choice
Bully		Skill	+2 to intimidate and sense motive
Famed Fighter		Skill	+2 to athletics and diplomacy
Fine Tastes		Skill	+2 to appraise and cooking
Guide to Safety		Skill	+2 to ride and survival
Positive vibes		Skill	+2 to heal and motivate

Precision		Skill	+2 to sleight of hand and tinker
Song of the land		Skill	+2 to Knowledge Region (local region the feat was taken in) and Perform (music). At the option of the DM, a different region or perform can be taken, but it should not be perform (contest).
Teamwork		Skill	+2 appraise and sense motive
Up my sleeve		Skill	+2 disguise and sleight of hand
Whip snap		Skill	+2 athletics and sleight of hand
Battle boost	Stunt Rider, Size small or smaller Pokémon	Trainer	Move gains priority and possibly extra damage, at a cost if it misses
Convallaria Convergence	Coordinated Costume, Knowledge Region (Sinnoh) 8+ ranks	Trainer	Trainer and Pokémon act simultaneously to persuade, deceive or manipulate others
Crowd Capture	Perform 2+ ranks	Trainer	Use perform checks in battle to gain bonuses
Encircling Battle	Stunt Rider, Size small or smaller Pokémon	Trainer	Pokémon gains speed and evasion and traps enemy at the cost of accuracy for as long as circling
Flames of Rebirth	Knowledge Region (Johto) 8+ ranks	Trainer	Resist fainting in the heat of a battle
Fusion Strike Style	Move Mastery	Trainer	Attack as if you were using another Pokémon
Grande Paradise	Knowledge Region (Hoenn) 8+ ranks	Trainer	Convince wild Pokémon to stop battling
Hyper Rebound		Trainer	When hit by powerful attacks, Pokémon are able to respond with increased accuracy and mobility
Intercept		Trainer	Command Pokémon to intercept attack
Light Shine	Knowledge Region (Kalos) 8+ ranks	Trainer	Always find a hidden target
Manalo Ultragate	Knowledge Region (Alola) 8+ ranks	Trainer	Conditionally use a Pokémon that isn't present in a battle
Night March	Multiple Pokémon with the same move	Trainer	Attack does extra damage for all Pokémon that share the same move but can't battle
Spirit of Moltres	Knowledge Region (Kanto) 8+ ranks	Trainer	Trainer and Pokémon both move faster and without penalties
Vertress markets	Knowledge Region (Unova) 8+ Ranks	Trainer	Free use of consumable items

Character Feats

These feats can be taken by any character who meets the prerequisites for them and give new opportunities that might not otherwise be present. Unless otherwise stated, the features granted by a Character feat cannot be done by characters who do not have the feat, making them quite unique abilities. Some character feats require specific class features, ranks in a skill, other

feats a character may have, specific Pokémon or moves or other components as a prerequisite that a player must have before they're able to take them. Additionally, some classes may grant bonus feats from these categories. Below is a list of new character feats as well as updated feats from the Chambers & Charizard handbook.

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 4-2: Ace Spec Trainers

Collector	A Collector with this feat counts as four levels higher for the purpose of calm catch
CoolTrainer♀	A CoolTrainer♀ with this feat counts as two levels higher for the purpose of damage calculation whenever she would use a Pokémon move. Additionally, the maximum time of any of her corruptions is doubled.
Elite Trainer	An Elite Trainer with this feat counts as two levels higher for the purposes of supporter cards used per short rest.
Pokéathlete	A Pokéathlete with this feat counts as three levels higher for the purposes of competitive push.

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

Note: This feat first appeared in the Chambers & Charizard Handbook.

Battle Buddy:

Prerequisite: Train Pokémon 3+ ranks

Benefit: When teaching a Pokémon moves, you are able to set up a target to act as the opponent in a mock battle. This removes the need to battle against another Pokémon in order to practice moves and any check that would require learning a new move can be done out of battle. The check still takes an hour as per other Train Pokémon skill checks to grant new moves to Pokémon.

Normal: When teaching a Pokémon new moves, the last 3 checks must be done in battle.

Battle Craft:

Prerequisite: Referee

Benefit: After studying many different battles, a referee is able to further understand unique interactions and formats that Pokémon use to train and fight. A Referee is able to design their own style of battling, choosing how Pokémon are organized and any unique combat interactions. An example of a potential new battle type is shown below, though it should not be limited to existing mechanics; with GM approval potentially any mechanics may be used.

Creating a new type of battle requires 24 hours of work, including at least 3 battles (roughly 3 hours) that do not award prize money for victory or defeat before they can be used in situations where prize money can be awarded.

Example: Randomized battle – Trainers do not choose the Pokémon they want to use in a battle, but instead roll randomly to figure out which of their Pokémon they use. Though a trainer may choose to switch out a Pokémon, they may not choose which they switch into. Trainers may still choose whichever move they'd like to use and still may be aware of which Pokémon their opponents have in advance, though not which ones will be used.

Normal: Characters are not able to create new battle types for refereed battles and must choose from established formats (single battle, double battle, tag battle and sometimes others).

Binding of Thu-Fi-Zer:

Prerequisite: Human that has two types, Knowledge (Legends) 9+ ranks

Benefit: An overwhelming amount of Pokémon energy flows through your body in binding knowledge and power of legendary Pokémon. A human with this feat must already have exactly two Pokémon types, such as a type specialist using her granted type abilities, a character with a burst form that has two types or a character wearing both a type-granting headband and belt. A character with this feat is capable of gaining a third type, such as by wearing items that grant additional types. The third type is only gained after making an appropriate check (Break, Concentration or Spellcraft) of DC 20 as a move action and lasts for one minute at a time, after which the check can be made again.

At the end of the minute, the Human returns to two types.

Normal: Humans are typeless, but some abilities may grant them one or two types.

Special: Regardless of this feat, a human may never have more than three types. If a move would grant or change a third type to a Pokémon, it would overwrite the third type granted by Binding of Thu-Fi-Zer.

Brace yourself:

Prerequisite: Dodge Roll

Benefit: A character with this feat is not only able to evade attacks but also best able to protect themselves from attacks that they have taken. Once per short rest per, when using the dodge roll feat, a character may spend a standard action to give themselves an additional +6 natural armor bonus to their AC. They also gain one stage of defense and special defense, potentially reducing the damage they take if attacked and their new AC is overcome (the AC bonus already accounts for an increase in defense; the change in special defense should also increase their wisdom). This lasts until the end of the combat encounter. Outside of an encounter, this feat grants its bonuses for one minute as long as the user succeeds on a DC 15 concentration check.

Normal: Humans do not add any natural armor bonus to their AC or have changes to defense and special defense stats.

Charming:

Prerequisite: Ability to use charms

Benefit: Certain charms a character has used many times lead to mastery beyond what most magic-users are capable of. A character with this feat may select up to one charm of each level they can cast (up to one each of lesser, intermediate and greater). When using that charm, any saving throw that needs to be made has its DC increased by 1.

Normal: Charms that require saving throws have a result required specified in the charm plus the legend speaker's wisdom modifier.

Coordinated Costume:

Prerequisite: Disguise 4+ ranks

Benefit: Some trainers connect so much with their Pokémon that they take on stylistic appearances similar to them! A trainer with this feat can make a disguise check at the beginning of the day (DC = 10 + Pokémon's level) to try and appear similar to that Pokémon. This provides a number of possible bonuses, as listed below. After making this check, they may choose one of the following bonuses which will last until the next long rest or the next time the individual changes their outfit.

- +4 circumstance bonus on Train Pokémon checks to interact with that specific Pokémon (not with the entire species)
- +2 circumstance bonus on any check related to premium brands with Pokémon of the premium brand species
- An additional point of fatigue for the Pokémon if receiving the benefit of premium pairing
- +2 to the DC to a performer's routine if that specific Pokémon and the performer are the only two who participate in it

Corrupting Gaze:

Prerequisite: Glitch Points, Intimidate 1+ rank

Benefit: When making an intimidate check, a character with this feat may corrupt the one they frighten. As part of the intimidate check, they may spend any number of glitch points they have. They gain a bonus on their intimidate check equal to half the points spent (up to a maximum of their ranks in Intimidate). A trainer may not spend more glitch points than they presently have.

Normal: Glitch Points may only be spent on corruptions.

Corrupting Lore:

Prerequisite: Glitch Points, Knowledge (Legends) 1+ rank

Benefit: When making a Knowledge (Legends) check, a character with this feat may corrupt their own mind. As part of the knowledge check, they may spend any number of glitch points they have. They gain a bonus on their

knowledge check equal to the points spent (up to a maximum of their ranks in Knowledge (Legends)). Following the check, they must then make a will save (DC = 10 + Points spent) or be frightened of what they learned and unable to make any knowledge (legends) checks until their next long rest. Regardless of their saving throw, they still gain the knowledge and can communicate it freely. A trainer may not spend more glitch points than they presently have.

Normal: Glitch Points may only be spent on corruptions.

Corrupting Touch:

Prerequisite: Glitch Points, Tinker 1+ rank

Benefit: When making a tinker check related to breaking, disassembling or similarly heavily modifying a device, a character with this feat may corrupt the device they use. As part of the tinker check, they may spend any number of glitch points they have. They gain a bonus on their tinker check equal to the points spent (up to a maximum of their ranks in tinker). A trainer may not spend more glitch points than they presently have.

Normal: Glitch Points may only be spent on corruptions.

Draconid People:

Prerequisite: First level

Benefit: Across the Pokémon world, various peoples have adapted to their settings in unique ways, giving them advantages and disadvantages depending on their environment. Communities such as the Draconid People and Village of Dragons are one of these categories. A character with this feat grew up in such a community and thus has various special bonuses and penalties associated with their culture and traits. All characters with this feat are considered dragon type, as opposed to being typeless (though this may change as a result of other features, items, etc.). A character with this feat gains a +2 sacred bonus on knowledge (legends), spellcraft and survival checks due to their cultural knowledge but receives a -2 penalty on all diplomacy, search and sense motive checks due to their cultural differences. Additionally, a character who spends more than 24 hours in an enclosed, non-natural space, such as in buildings, man-made mines, or even particularly dense cities, with this feat must make a will save (DC 20+1 per 6 hours spent past initial 24) each day or be fatigued due to their discomfort in the location. This save must be made once per day; consecutive failures impose more penalties (causing the individual to then become exhausted, then exhausted and nauseated, then exhausted, nauseated and frightened, then exhausted, nauseated and panicked, and finally exhausted, nauseated and cowering). Leaving the enclosed space for at least one hour resets the timer, though the penalties may remain until the character's next long rest.

Special: A comprehensive backstory should accompany this feat.

Normal: A character is considered a regular human, being typeless and not having abilities representing their heritage.

Educator:

Benefit: Upon taking this feat, a character gains skill points that they can only give to Pokémon. They gain 3 skill points that they can give to 3 separate Pokémon. Each Pokémon gains a number of ranks in one skill equal to their intelligence modifier (minimum 1; see more for maximum). The three Pokémon may choose the same or different skills to gain these ranks in. The skills must be skills that the trainer is proficient in. The Pokémon cannot have more

ranks in the skill than their trainer has ranks in and cannot have more ranks in the skill than their level. If a Pokémon would gain more ranks than these limits, the additional ranks are lost.

Normal: Training a Pokémon skills costs skill points a player gets from leveling up and takes a much longer time.

Special: This feat may be taken multiple times, though the limit to the ranks in a skill a Pokémon has is still present.

Energy Accelerator:

Prerequisite: Craft Magic Item, Spellcraft 5+ ranks

Benefit: Whenever a trainer uses the craft magic item feat to create energy pearls, they make twice as many pearls.

This still requires they spend the time and resources to make one pearl; they cannot spend half the time or resources or use a lower DC to gain a single energy pearl.

Normal: Crafting energy pearls only provides one.

Special: This feat can be taken multiple times. Each time, increase the number of energy pearls crafted by one.

Environment Attunement:

Prerequisite: Survival 3+ ranks

Benefit: A character has learned to survive in one particular environment and has attuned to it. Upon taking this feat, select one of: aquatic, cold desert, temperate/warm desert, cold/temperate forest, warm forest, hills, marsh, mountains, plains and underground. In the chosen environment, the character is considered to have the endurance feat but only for purposes related to that location. Additionally, they receive a +2 bonus on stealth, perception and survival while in that location.

Special: These bonuses do not stack with a Ranger's Environment Awareness. A Ranger who chooses this feat must select a different environment from his other ones.

Eye on the Sky:

Prerequisite: Athletic Nature or Complex Performance, Perception 1+ rank

Benefit: When granting their Pokémon skill points through Athletic Nature or Complex Performance, a character with this feat is able to give their Pokémon points in perception as if it were on the list of skills granted from these features.

Normal: These class features do not allow skill points the Pokémon is given to be invested into the perception skill.

Faller:

Prerequisite: First Level

Benefit: The Primary dimension of the Pokémon world is far from the only one, with many other worlds and timelines existing. A Faller comes from one of these other worlds or timelines. Fallers gain a +2 bonus to catch Pokémon and a 1.2 base for their cpfactor. They receive a +2 sacred bonus on Knowledge Region or Knowledge Legends checks (whichever is applicable) related to their home. They have no bonus or penalty to knowledge Pokémon and knowledge Pokédex, but receive a -2 penalty on all other knowledge checks due to inconsistencies between realities and faulty memory. Additionally, a faller receives a bonus based off of the reality or timeline they originated from, with a few examples being listed below (a GM may expand or constrict this list as necessary). Due to the strange nature of a faller, Pokémon behave differently. Pokémon a faller encounters have a 50% chance to be

higher level (usually by one, but possibly more in some areas) than they would normally be. When a faller encounters a wild Pokémon that is higher level than their character level, it will always attempt to attack them rather than attack their Pokémon.

- Ghost World: A faller gains a +2 sacred bonus on intimidate checks
- Interdream: A faller only needs to sleep for half as long (4 hours) to gain the benefits of a long rest.
- Mirror World: A faller gains a +2 sacred bonus on perception checks related to vision
- Ultra-Space: A faller has a base movement speed of 50 as opposed to 30
- Alternate Timeline: A faller gains an additional +1 bonus and .1 to their cpfactor, for +3 and 1.3 total

Special: A comprehensive backstory should accompany this feat. See chapter 6 for (beyond the) world building content for more information.

Normal: A character is considered a regular human, not gaining bonuses or penalties due to their familiarity or lack thereof with Pokémon from other settings, nor attracting dangerous Pokémon.

Footprint Finder:

Prerequisite: Track, Survival 3+ ranks, Appraise 1+ rank, Knowledge Pokémon 1+ rank

Benefit: When finding footprints or tracks a character with this feat is able to not only follow them, but also gain insight into the individual that left them before following the lead. A character can make an appraise check (DC 10 + ½ the Pokémon's level) to figure out the level of the Pokémon and if they are wild or caught based off their size, spacing, potential speed and movement patterns by spending a minute observing the tracks. Additionally, a character may make a Knowledge Pokémon check (normal DC to identify the Pokémon, +5) to try to identify the species by taking a minute to study the tracks. The Pokémon must leave footprints or have some other marks to show its presence that can be tracked, such as possible evidence of a move being used. A character with this feat can instantly recognize human tracks and can similarly use appraise to learn what level the humans are.

Normal: The size of the individual being tracked and often times the number of individuals can be identified, but not much more.

Forged ID:

Prerequisite: Trainer's License, Disguise 1+ rank, Tinker 4+ ranks

Benefit: Whether it be replicating the perfect font for handwriting or connecting it to a computer to reprogram information, a character can change information on a Trainer's License. They can change information about the Pokémon that are currently traveling with the trainer but must still show the correct number of Pokémon and may only show Pokémon that have been caught or owned by the holder of the license. They may choose any moves that they know these Pokémon to be able to know to show up on the trainer's license. They may also change information to gain one additional meal at a Pokémon center. Lastly, they may choose to change information about their own identify. Changing information on a license takes one hour; depending on the setting it may require connection to a device like a Pokédex or computer or it may require using a pen and paper. Regardless of the method, they must succeed on a tinker check (DC 15 + Trainer's Level) to modify the license.

Normal: A trainer's license allows a player a place to stay overnight in Pokémon centers, unlimited healing of their

Pokémon and one free meal per day. A trainer's license displays the trainer's name, a photo ID, a list of all Pokémon on hand with their abilities, moves known and held item.

Special: A Forged ID cannot change abilities or held items.

Friends come first:

Benefit: If a trainer has made a strong positive connection with a wild Pokémon, they are easier to catch. Anytime they have achieved at least a friendly attitude with a wild Pokémon, they may instantly catch it with a Pokéball. This follows all rules normally related to catching them including needing the Pokéball and having a higher total catch check than the Pokémon's level, but they instantly succeed on catching it, regardless of its current health, status, type of Pokéball, catch rate, and other related factors.

Normal: Pokémon must be caught by weakening them in battle or a particularly good capture check, even with a positive attitude towards a trainer.

Friendship Foundation:

Prerequisite: Teamwork feat or Evaluation Time class feature

Benefit: Pokémon and their trainer acquire a closer bond at a quicker rate than most individuals do. When a Pokémon working with their trainer with this feat would have improved attitude or friendship due to time being spent with them, food being given, battles being won, etc. the rate at which this relationship accumulates is multiplied by 1.5.

Normal: When a Pokémon wins a battle, eats good food, or gets time to play with their trainer one-on-one, the attitude between them improve at a specific rate.

Special: This feat only works if the Pokémon belongs to the trainer, it does not work if it is a different trainer working with the Pokémon.

Higher Education:

Prerequisite: Pokéjobs, Level 5

Benefit: The best breeders and researchers often flock towards universities to study and test their newest findings! Though it is rare, if in town with a university, a player with this feat may send a Pokémon in for optimal knowledge and training. The player essentially sends the Pokémon in for one week, at the end of which it may make any kind of knowledge check at the end of the week. If it gets a 10 or higher it gains up to 32 EVs it can put into a single stat. On a 20 or higher it instead may put up to 140 EVs in a single stat. On a 30 or higher it may put up to 252 EVs in a single stat. If the Pokémon is removed early, it gains no EVs.

Normal: This action cannot be done.

Special: A Pokémon may have up to 510 EVs total. No one stat can have more than 252 EVs in it (and gain no benefit from more than 252 EVs in it).

Mystic Studies:

Prerequisite: Wisdom 13+, Spellcraft 4+ ranks

Benefit: When selecting this feat, choose one lesser charm from the legend speaker's general charm list. A trainer with this feat may use that charm once per long rest, provided they meet all the requirements for that charm as

normal (such as succeeding on the concentration check). If they do not have legend speaker levels, their legend speaker level counts as half of their character level, rounded down.

Normal: Only legend speakers can use charms.

People of the Sea:

Prerequisite: First level

Benefit: Across the Pokémon world, various peoples have adapted to their settings in unique ways, giving them advantages and disadvantages depending on their environment. Communities such as the People of the Water and Seafolk are one of these categories. A character with this feat grew up in such a community and thus has various special bonuses and penalties associated with their culture and traits. All characters with this feat are considered water type, as opposed to being typeless (though this may change as a result of other features, items, etc.). A character with this feat gains a swim speed equal to her movement speed and can always take a 10 on athletic checks related to swimming. They may hold their breath for two times their constitution mod in minutes, as opposed to two times their constitution mod in turns. However, a character who spends more than 24 hours without being submerged in water with this feat must make a fort save (DC 20+1 per 6 hours spent past initial 24) each day or take 1d6 non-lethal damage due to their discomfort in the dry location. This save must be made once per day; with every six hours past the initial 24 adding another 1d6 damage. Returning to water for at least one hour resets the timer, though the penalties may remain until the character's next long rest.

Special: A comprehensive backstory should accompany this feat.

Normal: A character is considered a regular human, being typeless and not having abilities representing their heritage. Characters hold their breath for 2xCON mod turns.

Note: A water type move being used on the trainer is not sufficient to submerge them and may hurt them, though they will resist the damage.

Pokéjobs:

Prerequisite: Educator

Benefit: The specialized education a Pokémon receives in skills allows it to be able to take on various jobs. Once per day, a trainer may select a number of their Pokémon that they wish to send to a Pokéjob. They must have access to the internet or public communication of some kind (such as a town square) to send their Pokémon off. These Pokémon can be sent away for any amount of time, but during that time the trainer cannot use them for any other purpose, but can be picked up again at the end of the day. The Pokémon earn money and items for their trainer in addition to experience for completing the job successfully. As these Pokémon are not in their trainer's party, many can be sent at once, including those in storage. In order to complete a job, a Pokémon must succeed on a specific skill check related to that job (and also often related to a specific type of Pokémon or task from the local area). This requires the Pokémon have ranks in the skill or some other way to use the skill (such as assisting another Pokémon with ranks in it if allowed to by a class feature). Some jobs that require specific skill checks may not be available in every location; the players may need to find a different town or city to send their Pokémon to a job they can do. Additionally, as a player advances to higher levels, more jobs are available for their Pokémon, with higher tier jobs

having higher skill check DCs but offering greater rewards. To complete a job adequately, the DC is 5 + the job tier. To complete a job with good performance, the DC is 10 + 2 times the job tier. To complete a job with great performance the DC is 15 + 3 times the job tier. Regardless of how many Pokémon are sent, only one check can be made. Each additional Pokémon sent adds a stacking +2 to the check (or more if they have bonuses relating to assisting) and every two hours spent adds an extra +1 to the check. A list of job tier rewards is shown below in Table 4-3. Experience earned from completing a job is awarded per Pokémon but all other rewards are only awarded once, to the trainer. If for some reason the Pokémon is removed early, no rewards of any kind are given.

Table 4-3: Pokéjobs

Job Tier/Minimum Player Level	Maximum Pokémon	Rewards	Adequate Performance	Good Performance	Great Performance
1	Up to 3	Experience	1 per 2 hours	2 per 2 hours	3 per 2 hours
		Money	100	200	300
		Item Examples	Heal Ball, Fresh Water	2 Heal Balls, 2 Fresh Water	Heal Ball, Soda Pop, Bread
2	Up to 4	Experience	2 per 2 hours	4 per 2 hours	6 per 2 hours
		Money	200	400	600
		Item Examples	2 Heal Balls, 2 Fresh Water	Heal Ball, Soda Pop, Bread	2 Heal Balls, 2 Soda Pops, 2 Bread
3	Up to 5	Experience	3 per 2 hours	6 per 2 hours	9 per 2 hours
		Money	300	600	900
		Item Examples	Heal Ball, Soda Pop, Bread	2 Heal Balls, 2 Soda Pops, 2 Bread	Nest Ball, Lemonade, Sausages, and one of: Fire Stone, Leaf Stone, Water Stone
4	Up to 6	Experience	4 per 2 hours	8 per 2 hours	12 per 2 hours
		Money	500	1,000	1,500
		Item Examples	Nest Ball, Lemonade, Sausages	2 Nest Balls, 2 Lemonades, 2 Sausages	2 Nest Balls, 2 Lemonades, 2 Sausages, and one of: Fire Stone, Leaf Stone, Water Stone
5	Up to 7	Experience	5 per 2 hours	10 per 2 hours	15 per 2 hours
		Money	1,000	2,000	3,000
		Item Examples	2 Nest Balls, 2 Lemonades, 2 Sausages	Repeat Ball, Revive, Packaged Curry	Repeat Ball, Revive, Packaged Curry, and one of: Moon Stone, Thunder Stone, Sun Stone
6	Up to 8	Experience	6 per 2 hours	12 per 2 hours	18 per 2 hours
		Money	2,000	4,000	6,000
		Item Examples	Repeat Ball, Revive, Packaged Curry	2 Repeat Balls, 2 Revives, 2 Packaged Curries	2 Repeat Balls, 2 Revives, 2 Packaged Curries and one of: Moon Stone, Thunder Stone, Sun Stone

Normal: Pokémon cannot earn money from skill checks unless that is within the domain of the skill normally.

Pokémon Cry:

Prerequisite: Bluff 1+ rank, Knowledge Pokémon 1+ rank

Benefit: You learn the sounds some Pokémon make and are able to replicate them. When selecting this feat, choose a Pokémon type. You are able to replicate calls of Pokémon you have encountered of that type. This is done with a bluff check. Others who fail to make an opposed sense motive check believe the sounds to come from a Pokémon of your selected type, though they do not necessarily know the Pokémon unless they make a Knowledge Pokémon check to identify it. If this Knowledge Pokémon check is higher than the bluff check, they can discern the cry is fake as well. Other Pokémon of the same species gain a +10-circumstance bonus in recognizing the cry is fake.

Normal: This action cannot be done.

Special: This feat may be selected multiple times. Each time, a new type is chosen.

Remote Access:

Prerequisite: Tinker 9+ ranks, 7 or more Pokémon

Benefit: By using an electronic, wireless, internet connected device, such as a Pokédex or a cellphone, you are able to access your Pokémon. You may change which Pokéballs you carry and exchange one currently on your person with one stored in the Pokémon Storage System (a lab, pasture, PC, Pokémon center, or other location that stores your Pokémon) provided you can access it wirelessly and you do not need to complete any obstacles (such as paying for a Pokémon in a daycare) to remove it. If the Pokémon you send in is damaged, it is not fully healed until it has spent 8 hours in the Pokémon Storage System, as if it had taken a long rest. Once this feat has been used, it cannot be used again until you have completed a long rest.

Normal: Pokémon cannot be exchanged with those in the box without physically accessing the box.

Special: Though collectors get a similar feature, it is distinct from this feat. Uses of this feat are separate from the collector class feature.

Soothing Song:

Prerequisite: Perform (music) 5+ ranks

Benefit: Playing a song has a chance of calming wild Pokémon. Each turn you perform your music, you must make a check (DC 10 + Wild Pokémon's level). Even on a failure, you may attempt to continue at no penalty, though you do not yet gain the benefits of that turn. After two successful turns of performing, the wild Pokémon will not attack unless it is attacked, and it is considered unfriendly instead of hostile. After four successful turns of performing, the Pokémon will be considered indifferent and will listen until the end of the performance. After a minute total of successful performing, the wild Pokémon will become friendly and help with one simple task, such as giving a common item, a relevant skill check or offering directions. It can understand the request due to the music, though the player gains no ability to understand its response and complicated requests may result in it leaving early. After it assists, the wild Pokémon leaves. Performing in this way is a full-turn action (meaning the trainer or their Pokémon may be vulnerable to attacks) and can only effect one Pokémon at a time. This feat has no effect on non-wild Pokémon. A soothing song may be used once per long rest for every 4 ranks in your Perform (music) skill.

Normal: This action cannot be done.

Sous Chef:

Prerequisite: Athletic Nature, Field Abilities or Complex Performance, Cooking 3+ ranks

Benefit: When granting their Pokémon skill points through Athletic Nature, Field Abilities or Complex Performance, a character with this feat is able to give their Pokémon points in cooking as if it were on the list of skills granted from these features.

Normal: These class features do not allow skill points the Pokémon is given to be invested into the cooking skill.

Stunt Rider:

Prerequisite: Ride 3+ ranks

Benefit: A character with this feat is excellent at riding their bike and is able to perform unique stunts on it. They may make acrobatics checks and athletics checks related to jumping while riding on their bike. Because a bike moves faster than they do (about 60 feet movement speed), they gain an additional +12 on appropriate checks, such as long jumps. However, if they fail to successfully complete the acrobatics or athletics check they attempted, they must make a ride check (DC 15) or take 6d6 points of ground type damage and fall prone from crashing, in addition to any potential penalties from failing the initial acrobatics or athletics check. Succeeding on the ride check prevents them from crashing, though they still do not pass the original check and may suffer penalties from that.

Normal: Acrobatics checks cannot be done while riding on a bike.

Supportive:

Prerequisite: Level 5

Benefit: Once per long rest, a trainer with this feat is able to spend a standard action instructing another character. This grants that other character an additional move action, doing as they were instructed by the character with the supportive feat.

Normal: This action cannot be done.

Special: Though supporters get a similar feature, it is distinct from this feat. Uses of this feat are separate from the supporter class feature.

Tough it out:

Prerequisite: Strength 13+

Benefit: The Pokémon under a trainer with this feat are trained in a different way. The maximum points of fatigue they can take is two times the strength modifier of their trainer before any other modifiers may add or subtract fatigue.

Normal: A Pokémon normally has points of fatigue it can take equal to two times their trainer's constitution modifier.

Walk with me:

Prerequisite: Childhood Pet or Pokémon with fanatic attitude

Benefit: A Pokémon is so dedicated to its trainer that it refuses to leave its side and stay in its Pokéball! This Pokémon is counted as an Independent Pokémon, gaining both that feat and the "Want to Walk" feat. This allows it to come out of its Pokéball when the trainer is in trouble, but also sometimes when another Pokémon may be wanted. In addition, this Pokémon may take certain Pokémon feats at every time it levels up to an odd level in the future (thus, a Pokémon that is level 5 when this feat is obtained will not gain a new feat until it reaches level 7). As

the Pokémon still belongs to a trainer, certain feats, such as those that require hunger, are not applicable. Other than the two feats mentioned above, no feats are given to the new independent Pokémon retroactively; they must receive the feats at following levels.

Normal: Only Legend Speakers and Rangers gain independent Pokémon. Other Independent Pokémon are specifically not catchable.

Pokémon Feats

Pokémon with the Independent Pokémon Feat advance differently than most Pokémon and act somewhat like characters of their own. This allows them to gain a new feat at every odd level, provided it is a Pokémon feat. As such, most Pokémon feats require this feat and are exclusive to Pokémon. Similarly, Pokémon can only take a Pokémon feat; they cannot take feats that are designed for humans such as character, proficiency, save, skill or trainer feats. Below are a few examples of Pokémon feats. Normally, if a Pokémon is permanently caught, they lose the benefits of independent Pokémon and thus the benefits granted by any other Pokémon feat, unless stated otherwise.

Ancient Traits:

Prerequisite: Independent Pokémon

Benefit: The Pokémon has a connection with primal energy that allows them to have passive abilities other Pokémon may not have. Choose a category of Alpha, Omega, Delta or Theta traits. When taking this feat, choose one trait from the chosen category. Table 4-4, below, lists the different categories of feats and traits for each.

Normal: These actions cannot be done.

Special: This feat can be taken multiple times. Each time, a different trait in the same category must be chosen. It cannot be the same trait multiple times nor can it be a different category of traits.

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

Table 4-4: Ancient Traits:

Category:	Trait Name:	Effect:
Alpha	Recovery	When this Pokémon recovers HP other than using one of its own moves on itself, it recovers twice the HP.
Alpha	Growth	When this Pokémon would increase its stats by one stage other than using one of its own moves on itself, it instead gains two stages.
Omega	Barrage	If this Pokémon knocks out another Pokémon or causes a human to fall

		unconscious, it may attack again immediately (though it must attack a target, it cannot take any other actions).
Omega	Barrier	This Pokémon is immune to effects of any trainer feats.
Delta	Plus	If this Pokémon knocks out another Pokémon or causes a human to fall unconscious, it may take another turn immediately (though it cannot use any moves in that turn).
Delta	Wild	Reduce damage done to this Pokémon from Electric-, Fire, Grass- and Water-type moves used by an Electric-, Fire-, Grass- or Water-type Pokémon (respectively) by 20.
Theta	Stop	If an opposing Pokémon's ability would affect this Pokémon (such as changing its stats, ability or its capability to use moves, but not effects related to its own health or changes), ignore those effects,
Theta	Double	This Pokémon may hold two held items at once.

Delta Species:

Prerequisite: Independent Pokémon

Benefit: Strange electromagnetic waves have altered the type of a Pokémon. This causes a Pokémon to be a different type than normal for its species. This does not change any moves learned, the type of the moves, any abilities or any other details about the Pokémon that may interact with types. The player and GM should discuss what type options are available. All Pokémon of a species with this feat must be the same type(s), they cannot be different unless a form difference or similar transformation would change their type.

Normal: Pokémon have an existing type or types that cannot be changed outside of form differences.

Patient Zero:

Prerequisite: Independent Pokémon, Level 5+

Benefit: A small, viral body has entered the Pokémon, mutating it in a way that leads it to become stronger. A Pokémon with Patient Zero has contracted Pokérus. When this Pokémon would gain EVs from various circumstances such as training or higher education, those values are doubled.

Normal: EV yields are not doubled.

Special: A Pokémon may have up to 510 EVs total. No one stat can have more than 255 EVs in it (and gain no benefit from more than 252 EVs in it).

Special: If a Pokémon with this feat is caught, for 24 hours after it's capture, there is a chance of the Pokérus spreading to other Pokémon in that trainer's party (regardless of their level). If this Pokémon is sent out in battle and makes contact against a wild Pokémon and that wild Pokémon then makes contact against a different Pokémon under that trainer's care, that Pokémon gains Pokérus. Only Pokémon with Patient Zero can spread Pokérus. After the 24 hours are up, all Pokémon with Pokérus still gain double EVs.

Proficiency Feats

Proficiency feats allow use of new tools or devices that are normally restricted to specific classes. Characters without these feats suffer penalties when they attempt to interact with the tool presented before them. Most of the time, these are granted for free when leveling up in a class or could be trained by other methods. If a character already has a proficiency feat and would gain it by joining a class, they may instead select a different proficiency feat for which they meet all prerequisites.

Selective Throw:

Prerequisite: Proficiency with Poké balls, Catch Bonus 3+

Benefit: When in a multi-battle, you are not overwhelmed by the many Pokémon present. If there are two wild Pokémon present, you may catch a Pokémon between them without any penalty to your catch check. If there are three wild Pokémon present, you only suffer a -6 penalty, instead of the usual -30. If there are more wild Pokémon than this, the penalty remains unchanged, making it effectively impossible to catch Pokémon.

Normal: If multiple wild Pokémon are present, there is a -10-circumstance penalty for each Pokémon present (-20 for 2, -30 for 3, etc.).

Vehicle Proficiency:

Prerequisite: Age 16+ years, 2+ ranks invested in any combination between perception, ride, tinker

Benefit: Choose a type of vehicle (examples listed under services in chapter 6, equipment and items). You do not suffer a -4 penalty when trying to pilot or drive this type of vehicle. For more information, see the section in chapter 6 and specific vehicles for piloting information.

Special: This feat can be taken multiple times. Each time, a different vehicle is chosen.

Normal: Most characters are not proficient with driving vehicles, providing them a -4 on all checks related to operating the device.

Skill Feats

Skill Feats are often much simpler than other feats. Each of them provides a bonus to one or more skills to show that the character has focused their attention to improve in said skill.

Usually, the feat provides a +2 bonus in two separate skills and once 6 or more ranks are invested in that skill, the bonus doubles to +4. This rulebook introduces a new skill feat that

functions slightly differently to others as the bonuses only apply for specific actions of the skill check but are otherwise the same as other skill feats, as explained below. Other skill feats introduced in this book are not listed below as their effects are presented in table 4-1 and otherwise described here.

BREAKpoint:

Prerequisite: Break 2+ ranks

Benefit: When using a break check to try and use the BREAKthrough maneuver, a character with this feat receives a +5 bonus on that check. This bonus doubles to +10 if they have invested 6 or more ranks into the Break skill. These bonuses do not apply to any other uses of the Break skill check, such as breaking an object or harvesting a tumblestone.

Trainer Feats

Trainer Feats allow Pokémon to accomplish things that they simply would not be able to do in the wild, as well as allowing Trainers to have a more interactive battle than using moves, items, switching Pokémon and leaving. These often are very unique battle styles and require both spending the feat in order to be able to do it, meeting any prerequisites of the feat, and the Pokémon executing the action to incur fatigue. These feats also take a full-turn action in battle unless otherwise specified, likely preventing the use of other moves, items or other actions on the turn. Newly introduced trainer feats are listed below with their prerequisites, benefits and fatigue costs.

Battle Boost:

Prerequisite: Stunt Rider, Size small or smaller Pokémon

Benefit: A Pokémon jumps from a bike you are riding to strike a target mid-battle! The Pokémon must be on a bike at the beginning of the turn to use this feat (possibly requiring a move action or more to catch up to the bike and get onto it). As part of a full-turn action, the trainer pedals forward and allows the Pokémon to leap off and strike! The Pokémon uses any move as normal but the move happens at +2 priority from when it would normally act. If the move hits, the Pokémon rolls an additional 6d8 damage as part of their attack. If the move misses, the Pokémon takes damage equal to half its maximum HP, rounded down.

Fatigue Cost: 1

Normal: This action cannot be done.

Convallaria Convergence:

Prerequisite: Coordinated Costume, Knowledge Region (Sinnoh) 8+ ranks

Benefit: While dressed as your Pokémon you gain an additional opportunity that can be used with the coordinated costume. As a full-turn action, you and your Pokémon may both make a check for the same charisma skill (for some skills this may incur the rushed penalty). Add a +6 bonus to whichever score is higher due to the synchronization and practice between the two. This still counts as two separate checks being made, meaning that you could improve the attitude of another individual potentially twice with two diplomacy checks, demoralize an individual twice for two different sources of fear with two intimidate checks, two separate motivation checks for two separate individuals, etc.

Normal: This action cannot be done.

Fatigue Cost: 1

Crowd Capture:

Prerequisite: Perform 2+ ranks

Benefit: Your performance attracts the attention of cheering fans! Your Pokémon may use a move as normal on this turn in a stylized way that will invigorate others to capture their attention and praise. At least 5 individuals must be watching the battle to gain any benefits of this feat. While your Pokémon uses its move, make a perform check (DC 15 + 1 per trainer watching, maximum DC 30) to stylize the move with flare. For five individuals watching your Pokémon gains a single stage in one stat (other than accuracy or evasion) until the start of its next turn. For ten individuals watching your Pokémon gains a single stage in two stats (other than accuracy or evasion) until the start of its next turn. For fifteen or more individuals watching your Pokémon may gain a single stage in two stats or two stages in one stat (other than accuracy or evasion) until the start of its next turn. Failure to meet the DC still incurs fatigue, but no bonus is provided.

Normal: This action cannot be done.

Fatigue Cost: 1

Special: A Performer with Majestic gains a +2 bonus on their perform check as long as they can concentrate successfully (DC 15).

Encircling Battle:

Prerequisite: Stunt Rider, Size small or smaller Pokémon

Benefit: A trainer rides their bike in circles around the target while their Pokémon rides with them, attacking from all angles. As long as this feat is being used, the trainer's Pokémon has an additional stage of speed and an additional two stages of evasion, however, they also lose a stage of accuracy. Any target that is inside of the encircling battle is treated as having the can't escape condition. This feat can be used as a swift action each turn, though the increased and decreased stages to stats only happens once and ends when the trainer chooses to stop using this feat. Each turn this feat is used, the fatigue must be added to the Pokémon benefiting from this feat.

Normal: This action cannot be done.

Fatigue Cost: 1 per turn

Special: Unlike other trainer feats, this feat can be used as a swift action.

Flames of Rebirth:

Prerequisite: Knowledge Region (Johton) 8+ ranks

Benefit: If an attack would knock a Pokémon out, the intense spirit of Ho-Oh can inspire the Pokémon to continue fighting. This feat can be activated as an immediate action. Whenever the Pokémon would take damage from any move, it may make a save appropriate for that move to instead be dropped to one HP and negate any additional effects. At the start of the Pokémon's next turn, it recovers up to half of its maximum health. As this is an immediate action, it can only be done once per turn. Declaring use of this feat must be done before damage is calculated and if the Pokémon wouldn't otherwise be knocked out, the fatigue is still lost, but the additional health regained does not occur at the start of their next turn.

Normal: This action cannot be done.

Fatigue Cost: 2

Fusion Strike Style:

Prerequisite: Move Mastery

Benefit: When attacking, your Pokémon can fuse their powers together. When using this feat, you may choose any other Pokémon in your party that are not fainted or under the effects of a status condition. For each Pokémon chosen this way, the attacking Pokémon gains a point of fatigue. You may select one aspect of that Pokémon to replace an aspect of your attacking Pokémon. These include type for STAB, attack or special attack stats, stages changed to attack or special attack stats, level, ability, held item or possibly other aspects with GM permission. Only one aspect may be taken from a single Pokémon. The Pokémon that takes the fatigue still must know the move and for all other purposes counts as the one using the move.

Normal: This action cannot be done.

Fatigue Cost: 1 per aspect

Grande Paradise:

Prerequisite: Knowledge Region (Hoenn) 8+ ranks

Benefit: Your Pokémon have such a peaceful connection with you that they can convince wild Pokémon to stop battling entirely. Only Pokémon that have a friendly or higher attitude towards their trainer can use this feat. By spending a full-turn action, your Pokémon may automatically end a battle with a wild Pokémon of a lower level due to the peaceful training you have had. Against Pokémon of equal or higher level, they may make a will save (10 + Half your Pokémon's level + Your Pokémon's charisma modifier) and on a fail will also end the battle. Lower level Pokémon may be requested for help with a single move outside of battle or a single skill check or other simple non-aggressive task if they fail the save as well (though they will end the battle regardless of making the save).

Normal: This action cannot be done.

Fatigue Cost: 2

Hyper Rebound:

Benefit: This feat can only be activated if the Pokémon using it takes damage from a move that requires an equal or greater number of d8s to be rolled than this Pokémon's level (the move must have a higher base power in the video games than the Pokémon's level in the video games). As it is in result of a move being used, this feat can be used as an immediate action. Due to the relative destructive power of the move and the force of it upon the target, the target Pokémon is able to move at up to four times its movement speed on its next turn, doubles the chance of scoring a critical hit and gains one stages of accuracy from being able to navigate the field as it clears. The accuracy, critical hit boost, and movement speed improvements go away at the end of the turn.

Normal: This action cannot be done.

Fatigue Cost: 1

Intercept:

Benefit: This feat can only be used in double battle or other battles where multiple allied Pokémon are present. As an immediate action, if a Pokémon would target a single ally, a trainer may command their Pokémon to intercept the attack. Their Pokémon must be able to reach the ally in a single move action, which it does as it attempts to intercept the attack. The trainer then rolls an initiative check (DC = move's DC to resist effects on a human). If successful, their Pokémon intercepts the attack and takes full effects from it, instead of the intended target. A Pokémon may not intercept an attack it is immune to.

Normal: This action cannot be done.

Fatigue Cost: 1

Light Shine:

Prerequisite: Knowledge Region (Kalos) 8+ ranks

Benefit: If another target has attacked the Pokémon using this feat in battle, it can be found, even when hiding. Activating allows that target to fail at any stealth checks for the rest of the battle. Any natural sources of cover or bonuses to evasion (such as fog) are also ignored.

Normal: This action cannot be done.

Fatigue Cost: 1

Night March:

Prerequisite: Multiple Pokémon that know the same move

Benefit: When using a weak move, a well-trained Pokémon may be motivated by its work with others to combine this move into something more. As a full-turn action, select a damage dealing move with base power 60 or lower. Add 20 base power (4d8 for the damage dice; maximum 20d8 for 100 base power) for each Pokémon in the trainer's party that also knows the move but is unable to participate in the battle (such as those that are fainted or excluded by referee clauses) before using the move. Each use of Night March in a single battle increases its fatigue cost by 1.

Normal: This action cannot be done.

Fatigue Cost: 1 on the first use, 2 on the second, 3 on the third, etc.

Manalo Ultragate:

Prerequisite: Knowledge Region (Alola) 8+ ranks

Benefit: A spacetime distortion opens allowing one Pokémon you've previously owned to battle beside you. This may only occur if you have fewer than your maximum (usually 6) Pokémon in your party. This feat can be used as a free action to call the Pokémon, though you must forgo your next full-turn action as the Pokémon adapts to the environment. The Pokémon called comes from another reality but recognizes you and will listen to you; it could be a previous evolved form of a Pokémon you have caught, it could be a released Pokémon, or it could be a wild Pokémon that you befriended but never caught (but perhaps did in a different reality). Regardless of its original level, the Pokémon that appears is the distortion is equal to the second-highest level of Pokémon currently in your party. In addition to the point of fatigue taken when the Pokémon first appears, any actions that would cause it to gain more fatigue cause double the fatigue. The Pokémon will remain present for a number of turns equal to the ranks in Knowledge Region (Alola) after which it will return to its original reality. In a trainer battle, if it is not done when the Pokémon returns, it counts as a loss for the trainer using this feat.

Normal: This action cannot be done.

Fatigue Cost: 1, see text

Special: The GM may decide under certain circumstances to allow other Pokémon to appear or very different attributes of the Pokémon to appear given the differences of other realities and timelines.

Spirit of Moltres:

Prerequisite: Knowledge Region (Kanto) 8+ ranks

Benefit: A trainer and Pokémon run as one, using each other to shield from wind resistance and push each other past their own limits with motivation in each step. Activating this feat is a full-turn action but does not cost fatigue. Each following turn, a trainer may decide to spend one point of fatigue (though if they choose not to spend any, that ends this feat and it must be reactivated again). While this feat is active, the trainer and their Pokémon's movement speed is doubled or has 30 feet added to it, whichever is higher.

Normal: This action cannot be done.

Fatigue Cost: 1 per turn

Vertress Markets:

Prerequisite: Knowledge Region (Unova) 8+ ranks

Benefit: If a consumable item, such as a berry or a gem would be used in battle, it may be reclaimed. This may be done as a move action following the item's usage. The first time the item is reclaimed it costs one fatigue, with following uses adding a cumulative point of fatigue (two on the second, three on the third, etc.). After the battle is over, regardless of whether the Pokémon is still holding the item, if this feat was used the item is lost.

Normal: This action cannot be done.

Fatigue Cost: 1 on the first use, 2 on the second, 3 on the third, etc.

Prestige Classes

The Chambers & Charizard handbook introduced seven prestige classes that trainers could qualify for to gain unique features that are generally more powerful than what their base classes allow. Prestige Classes are a unique type of class in that one must achieve specific goals before they are able to take class levels in it. This does not incur any type of multi-classing penalty (such as feat restrictions or level loss) due to the versatility and dedication in the new prestige class and the ability to progress often times being based off of previous class features. Prestige classes can help further customize a trainer and make them more distinct from other members of their base class while giving them unique identity that only a few other trainers within their organization maintain. Because of the exclusive nature of prestige classes, a trainer may only have levels in a single prestige class; they may not take multiple prestige classes unless their class specifies this. Most prestige classes are highly customizable, offering a variety of features characters may choose from at each level to represent the power and versatility offered by the organizations.

This book introduces twelve new prestige classes that trainers can choose to enter if they meet appropriate requirements. Many are based off of unique organizations and entities within the Pokémon world and as such can likely contribute to narrative and story elements by expanding what other trainers can do. While some prestige classes may be less commonly encountered, a game master should consider how they would introduce a character to these organizations if the player is curious or inform them if the option is not available from the beginning. Because prestige classes require some planning to get into, it is unfair to players if they begin to build their character a certain way expecting to get into a prestige class only to be unable to. While prestige classes are tailored towards specific archetypes, they are rarely

restrictive towards any one class and thus should be flexible and applicable to most campaign settings.

In addition to the twelve trainer prestige classes, this book introduced four Pokémon prestige classes which function in a similar way. These are listed at the end of the chapter. Pokémon prestige classes impose the same restriction on only being able to take levels in one prestige class and similarly cannot be entered unless the Pokémon meets specific requirements. These requirements always include having the feat “Independent Pokémon”. Pokémon prestige classes have much of the same versatility that trainer prestige classes do, with most allowing selection of features at each level. Unlike trainer prestige classes, as Pokémon can grow stronger than people, Pokémon can take up to five levels in prestige classes. If a Pokémon chooses to take a level in a prestige class, certain other features they would normally get do not progress. Pokémon do not gain an increase in their stats, health, or saving throws or any features derivative of these unless the prestige class states otherwise (though many do grant some additional health and saving throw bonuses). They do count as a level higher for all other purposes though, including damage, feats, and any properties of feats, moves or other aspects that may be level dependent.

Acoustician

A booming voice, a soft song, a note of harmony all the sudden turned to discord. Though sound isn't a type, Acousticians treat it as if it were, using strategies to engage with sound based moves in Pokémon battles. Acousticians are masters of sound and teach their Pokémon to replicate their own skills in much the same ways. They have a number of abilities that improve their ability to manipulate sound and have their Pokémon use sound-based moves in order to always be heard in battle. Acousticians can be loud and proud or quiet and careful and

still function well, as long as their music can be heard, they will turn it into something even more grand!

Requirements:

- Item: A musical instrument (beyond just singing)
- Skills: Perception: 5+ ranks, Perform (Music): 3+ ranks, Stealth 3+ ranks
- Pokémon: 3 or more Pokémon, each with at least one sound-based move
- Special: Must successfully put on a musical performance for another acoustician who deems you worthy

Table 5-1: Acoustician

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Sound-based move, Acoustic Ability
2	+1	+0	+3	+1	Sound-based move, Acoustic Ability
3	+2	+1	+3	+1	Sound-based move, Acoustic Ability

Skills – Acrobatics, Break, Concentration, Diplomacy, Intimidate, Perception, Perform (contest), Perform (music), Perform (other), Sense Motive, Stealth, Tinker, (4+int) skill points per level, d6 hit die

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

Proficiencies: Acousticians are trained in at least one new musical instrument but do not gain any other proficiency feats.

Sound-based move: At each level, an acoustician may select one of their Pokémon and teach it a sound-based move. The Pokémon must be able to learn that move by level-up at its current level or be above level seven if the move is available to the Pokémon via another list, such as move tutors, TMs or egg moves. A Pokémon cannot learn a move that is not available to it otherwise. After the trainer selects the Pokémon and the move for it to learn it instantly can use that move; no train Pokémon checks are required.

Acoustician Ability: Each level, an acoustician may choose an acoustician Ability from the following list. The choice is permanent. An acoustician cannot have more Acoustician Abilities than their acoustician class level. These abilities cannot be chosen more than once unless otherwise specified.

- **A Performance to Never Forget:** An acoustician is able to inspire people in great ways with their performance. An acoustician who spends at least a minute performing may use the result of their perform check at the end of the minute as if it were a motivate check, with the result lowered by 10. For example, if they rolled a 16 on the die and have a +11 to perform then after a minute of performing they can provide a +2 morale bonus, as if they had rolled a 17 on a motivate check. This check otherwise has the same limitations as motivate, including the need to see and hear the performance, the limited duration, and only working on certain skills.
- **Cheer On!:** An acoustician may choose to gain Cheer On! as a bonus feat, provided they meet the requirements.
- **In Tune:** An acoustician is particularly in tune with the sounds around them. This provides them a +6 specialization bonus on perform (music) checks and +8 specialization bonus on perception checks that are based on sound.

- **Loud and Proud:** An acoustician's Pokémon are particularly vocal from all of the training and musical accompaniment. Whenever their Pokémon use a sound-based move, increase the DC to resist the move (when used against non-Pokémon targets and in certain other situations) by 4.
- **Rocker:** Sound resonates with Pokémon and they know how to amplify and deafen it. An acoustician can teach their Pokémon to take less damage from sound-based moves, taking only ½ of the damage they would otherwise take. Additionally, when their Pokémon use a sound-based move, they do 1.3 times more damage.
- **Round of Applause:** Just like the move round, a cacophony of sound bursts from a well-trained acoustician's team. When in a multi-battle, whenever two or more Pokémon use a sound-based move, any of the acoustician's Pokémon instead immediately act after the first, even if it would be out of order compared to their normal speeds. Additionally, any damage-dealing moves following the first deal double damage.
- **Soothing Song:** An acoustician may choose to gain Soothing Song as a bonus feat, provided they meet the requirements.

Arcane Scientist

Originally developed by Nikola within the Azoth kingdom of the Kalos region, Arcane Sciences are a unique field of study that blend magic, technology and arts all into one powerful combination. Practitioners of the Arcane Sciences need a great understanding of all of these, as well as of Pokémon and how they may contribute to their research and design. Arcane scientists are skillful crafters that have mastered the ability to explain the unexplainable and are able to create some of the most impressive magic items. Some of this extends even beyond normal items, allowing them to make more impressive technology including vehicles and structures that defy expectations!

Requirements:

- Feats: Craft Magic Item
- Skills: Tinker 8+ ranks, Knowledge Pokédex 6+ ranks, Spellcraft 6+ ranks, Concentration 1+ rank

Table 5-2: Arcane Scientist

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Arcane Knowledge, Arcane Ability
2	+1	+0	+0	+3	Arcane Ability
3	+1	+1	+1	+3	Arcane Ability

Skills – Appraise, Bluff, Concentration, Cooking, Craft, Knowledge (Legends), Knowledge (Pokédex), Knowledge (Region), Sense Motive, Spellcraft, Tinker, (4+int) skill points per level, d4 hit die

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

Proficiencies: Arcane Scientists do not gain any new proficiencies.

Arcane Knowledge: An arcane scientist has studied magic and technology for many years and has learned how they inform each other. They gain the Mystic Study feat as a bonus feat but can only use it to take the Arcane Knowledge charm. If they already have the ability to use this charm (whether from this feat or otherwise) they may use the charm an additional time per day via this ability.

Arcane Ability: Each level, an arcane scientist may choose an Arcane Ability from the following list. The choice is permanent. An arcane scientist cannot have more Arcane Abilities than their

arcane scientist class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Amplify Device:** An arcane scientist understands how Pokémon moves can be stored and captured. Whenever using a Pokédevice, an arcane scientist can make a tinker check in place of the spellcraft check needed to activate the device. Additionally, for every 5 points they beat the DC to activate the device by, increase the DC of the move by 1.
- **Charm Progression:** By weaving technology and mystic arts together an arcane scientist further improves their understanding of charms. An arcane scientist counts as two levels higher for the purposes of charms known and charms per day (if they had legend speaker levels) as well as any effects that are based on legend speaker level when using charms. Essentially, an arcane scientist adds two to their legend speaker level whenever determining effects of charms but not for other class features of legend speaker.
- **Fairytale secrets:** By using technology, an arcane scientist is able to replicate magic. If an arcane scientist would need a Pokémon with a fairy-type move to craft a magic item, they may make a spellcraft check (DC 25) in place of the move, understanding how to replicate the move's effect for the purposes of creating the item. This may be tried once per day.
- **Ferrous secrets:** By using magic, an arcane scientist is able to replicate technology. If an arcane scientist would need a Pokémon with a steel-type move to craft a magic item, they may make a tinker check (DC 25) in place of the move, understanding how to replicate the move's effects for the purposes of creating the item. This may be tried once per day.

- **Magic Shortcut:** Understanding the interactions between the mundane and arcane allow items to be crafted more easily. An arcane scientist reduces the price of any magic items they craft to 75% of what it would otherwise be.
- **Readjust:** Sometimes items don't fit where a trainer wants them. An arcane scientist with this Arcane Ability can craft a magic item to be worn by a human to take up a different slot by multiplying the cost by 1.5. For example, if an arcane scientist wishes to make Gloves of Delcatty's Dexterity +2 fit somewhere else (perhaps due to the character already having fingerless gloves), they can make them a pair of shoes to be worn in the leg slot at the cost of 4,500.
- **Soul Craft:** An arcane scientist must have Fairytale secrets or Ferrous secrets in order to take Soul Craft as an Arcane ability. An arcane scientist creates a special device (weighs 1 lb.) called a soul heart that captures the powers of others' lifeforce, an act that is often seen as evil. The arcane scientist raises their special attack (and by extension, their Intelligence) by one stage whenever anybody faints or dies within 300 feet of their soul heart. Pokémon who witness this special attack raise following fainting drop in one attitude step towards the arcane scientist each time they see it. This bonus in special attack lasts until the end of the next long rest the arcane scientist takes. If the soul heart is ever removed from the possession of the arcane scientist, they enter critical condition until the device is returned to them. A soul heart only functions for the one who crafts it, if the arcane scientist dies, the device becomes inert. An Arcane Scientist can choose to make their soul heart inert and destroy it themselves with a break check (DC 30). If they do, they may not make another soul heart for at least a year.

- Tower in the Sky: Understandings of ancient clockwork allows an Arcane Scientist to understand the unique construction of Fortress Devices (see chapter 6). This gives them vehicle proficiencies in the Fortress Device, though due to the colossal nature of the device they are unable to make them. They may fuel the device with charges from their soul heart (if they have one), reducing their special attack by one stage to fuel the Fortress Device for an hour. Alternatively, they may operate the device with solar power for up to 3 hours per day, or twice that under harsh sunlight. Lastly, an Arcane Scientist can change the Tower in the Sky to be Rock type when they first activate it with a spellcraft check (DC 30).

Aroma Lady/Gent

Seen collecting flowers around fields, baking treats for Pokémon, constructing lures and giving massages, Aroma Ladies or Aroma Gents knows how to use their nose! Aroma ladies and gents are masters at scents and use it to help learn about and work with Pokémon. They're able to utilize a sense entirely separate from what most people can and highlight the skills of Pokémon that can do the same. Each scent is unique and important to an aroma lady or gent and they'll eagerly accept whatever aromas they can find, even if it isn't the most pleasant to most. A breath of fresh air is great, but it simply isn't descriptive enough; was it just after a rain, was there a scent in the breeze, was there an earthy smell... or was there a Pokémon somewhere nearby?

Requirements:

- Skills: Cooking 5+ ranks, Perception 5+ ranks, Survival 3+ ranks
- Pokémon with aromatherapy, odor sleuth, smelling salts or other scent-related move

Table 5-3: Aroma Lady/Gent

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Fine Tastes, Aroma Ability
2	+1	+3	+0	+1	Aroma Ability
3	+1	+3	+1	+1	Aroma Ability

Skills – Appraise, Concentration, Cooking, Craft, Heal, Knowledge (Pokémon), Perception, Profession, Search, Survival, Train Pokémon, (4+int) skill points per level, d6 hit die

To Level Up: An Aroma Lady/Gent may level up by meeting the requirements of a previous class and choose to gain a level in aroma lady/gent instead of that class.

Proficiencies: Aroma Ladies/Gents gain the Palm Proficiency feat as a bonus feat, gaining proficiency with throwable items.

Fine Tastes: Aroma Ladies/Gents gain Fine Tastes as a bonus feat if they did not already have it. If they do, they may select another feat they meet the prerequisites for.

Aroma Ability: Each level, an armoa lady/gent may choose an Aroma Ability from the following list. The choice is permanent. An aroma lady/gent cannot have more Aroma Abilities than their aroma lady/gent class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Aromatherapy to all:** Once per long rest per level of aroma lady/gent, an aroma lady/gent with this feat may select a status condition. As a standard action, they may cure all individuals within a 120-foot radius of that status condition thanks to various herbal scents that help heal and refresh.

- **Calming Flavor:** If a Pokémon is aggressive, an aroma lady/gent can present them with food to try and calm them down. They must be able to locate the food by sight or scent to be calmed. The Pokémon makes a saving throw (will or fortitude, whichever is lower) equal to 12 + the aroma lady/gent's level in this class. The DC may be increased if the food is something the Pokémon would like, such as a berry with a matching flavor, or if it is especially well cooked (cooking DC 35+) or exotic food (including berries with growth times of 61 or more hours). If the Pokémon fails the save, they turn to an indifferent attitude towards the aroma lady/gent and focus on eating the food. They also are calmed and do not attack or attempt to flee and are calmed from any kinds of arousing emotions (and lose morale bonuses as a result). After one minute they finish eating and will leave unless interacted with otherwise. If the Pokémon is attacked or feels threatened in any way, this breaks the calming effects of Calming Flavor and they will again try to attack.
- **Cover your tracks:** An aroma lady/gent knows how to best cover their and others' scents. By spending 10 minutes for every hour walked, an aroma lady/gent can cover the trails of up to 3 individuals per aroma lady/gent level they have (for a maximum of 9 individuals). This makes them impossible to track by any form of sight, sound or scent.
- **Incense Attractor:** By studying the scents around an environment, an aroma lady/gent can identify unfamiliar and overpowering aromas. These can attract powerful Pokémon; an aroma lady/gent can spend 1320 Poké dollars worth of perfumes and make a cooking check (DC 25) to try to attract rare and more powerful Pokémon. Twice the Pokémon appear in an hour and they are more likely to have rare moves, their hidden ability or other unique features. The GM should consider balancing the rates of these individually given the setting and opportunity for rare Pokémon.

- **Odor Exhaust:** An aroma lady/gent must have the Aromatherapy to all Aroma ability before they can take this one. An aroma lady/gent may use one of their daily uses from Aromatherapy to instead craft a particularly foul scent. As a standard action, they may waft it towards a Pokémon within 30 feet of them or throw it (range increment 10 feet) into the square (AC 10) of a Pokémon nearby. That Pokémon flinches on its next turn and is nauseated on following turns.
- **Purifying Aroma:** The soothing scents of a well-crafted medicine or perfume can help purge darkness from the most corrupted Pokémon. An aroma lady/gent can spend 2,200 Poké dollars worth of perfumes and an uninterrupted minute with a shadow Pokémon to purge the shadows from it. Any shadow moves it knows are replaced by a similar move it could learn either at a higher level than currently, via breeding or events, as discussed with the DM. All levels in the Shadow Pokémon prestige class are replaced with levels as a standard Pokémon and any accumulated experience may allow the Pokémon to gain new levels.
- **Relaxing Aroma:** An aroma lady/gent must have the Egg Caring feat in order to select this ability. An aroma lady/gent is able to craft incenses as if they had the Craft Magic Item feat (spending 4,800 Poké dollars, having the parent present) but may use Cooking in place of Spellcraft (DC 20). Additionally, they may make incenses for other Pokémon (same cooking DC, cost of 2,400) that help encourage a relaxed environment for breeding, adding 15% to the chance of finding an egg each day.
- **Scent:** An aroma lady/gent with scent can detect surrounding individuals through their keen sense of smell and identify familiar odors and aromas just as one can identify familiar sights. They can detect the presence of a scent within 30 feet from them with the

distance doubled if the source is upwind or cut in half if downwind (and overpowering scents having an even longer range). The source's exact location is only revealed if within 5 feet, but the aroma lady/gent can use a move action to find the direction it is coming from. The source does not need to be visible or audible; a silent and invisible target can be identified by scent. Lastly, the aroma lady/gent with the Track feat can follow a trail with survival checks as normal, using scents instead of footprints (which may lower the DC if the trail was on hard ground but may raise it if weather or time decreases the scent; each hour that the trail is cold increases the DC by 2). They gain a +2 specialization bonus on survival checks to track.

Biker

For trainers focused on exploring and quickly travelling from city to city while still having opportunities to catch and battle Pokémon and collect resources, there is no better universal method of transportation than the bike. Bikers are often able to travel together in groups as trainers can ride together rather than get lost from different paces of walking, riding on Pokémon and other forms of maneuverability. Beyond transportation though, there is a culture to bikers, they are known for battling and having their own territories that they protect in defensive ways. Bikers have a wide variety of cultures though, some are more focused on resource gathering and delivery rather than any type of quick exploration or overpowering others in groups. The Biker prestige class gives opportunities for many of these and more to represent the creativity and flexibility demonstrated across them.

Requirements:

- Feats: Stunt Rider
- Items: Must own a bike

- Skills: Ride 5+ ranks, Tinker 3+ rank, Acrobatics 1+ ranks, Athletics 1+ rank

Table 5-4: Biker

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Biker Ability
2	+2	+1	+3	+0	Biker Ability
3	+3	+1	+3	+1	Biker Ability

Skills – Acrobatics, Athletics, Concentration, Craft, Disguise, Intimidate, Knowledge Region, Motivate, Perform (Other), Ride, Sleight of Hand, Stealth, Tinker, Train Pokémon, (4+int) skill points per level, d10 hit die.

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

Proficiencies: Bikers gain proficiencies in Pokéballs if they did not have it already. Bikers gain proficiency with use of a chain as a weapon. Chains function identically to whips as if a character had the feat “Melee 2” but do steel type damage instead of slashing damage.

Biker Ability: Each level, a biker may choose a Biker Ability from the following list. The choice is permanent. A biker cannot have more Biker Abilities than their biker class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Acro Bike:** An Acro Bike allows a trainer to have even more precision with acrobatics checks due to the speed it provides. Bikers riding an Acro Bike instead of a normal Bicycle can gain a +20 bonus on all acrobatics checks while riding the bike. If they fail the check, the additional damage they could take from falling increases by 4d6 (and they still take 2d6 if they succeed the ride check but failed the acrobatics due to the violent

motion). Some acrobatics checks may not be possible to gain a benefit from on an Acro Bike; if this is determined to be the case it is revealed before the ride check is attempted. The Acro Bike is performative and can be used to attract attention, drawing people or Pokémon closer as well. A biker can ride an Acro Bike and make an acrobatics check to bring individuals closer to investigate. Individuals who can see or hear the biker may make a will save (DC 15 + Biker's DEX modifier) to avoid approaching. The Acro Bike is a free upgrade to a regular Bike that a Bike shop can provide or the biker can give to only their Bike with a DC 20 Tinker check after taking this feature.

- Bonus Biker Feat: A biker may gain one of the following feats as a Biker Ability, provided they meet the prerequisites for it. This Biker Ability can be taken multiple times; a different feat must be selected each time.
 - Battlecraft
 - Battle Boost
 - Dash
 - Encircling Battle
 - Referee
- Draw at hand: Riding with one hand is no problem for a biker! As a standard action, a Biker may make a ride check (DC 20) to grab a size tiny or smaller object from their bag as a free action and immediately use it. It must be usable as a standard action, such as throwing a Pokéball. The biker thus leaves their move action free for other things, such as continuing to ride or to dismount their bike.
- Mach Bike: Mach bikes allow a biker to go even faster than most! A biker riding a Mach Bike can make an athletics check (DC 15) once every hour to go at 1.5 times faster speed.

A Mach Bike going at its full speed can be destructive; the biker may make an Athletics check to ram into an object though the object, the bike, and the Biker each take damage equal to an Athletics check. If the Bike takes more than 10 damage (reduce damage done to the bike by 20) it is broken and must be repaired with a Tinker check (DC 40) that takes 4 hours of work. The Mach Bike is a free upgrade to a regular Bike that a Bike shop can provide or the biker can give to only their Bike with a DC 20 Tinker check after taking this feature. A Mach Bike and Acro Bike can be switched between each other with DC 20 Tinker check if the Biker knows how to use each but they cannot have both at once.

- **Rotom Bike:** Further upgrading their Bike, a biker must have an Acro Bike or Mach bike which they upgrade with this ability. It can be switched to a previous form with a DC 20 Tinker check. Rotom Bikes are programmed and electrically charged in such a way that allow them to navigate unusual terrains, even riding over water, though these terrains are traversed at half speed. A biker with a Rotom does not need to take this ability (though they still need an Acro Bike or Mach Bike), they may make the tinker check themselves if their Rotom has an attitude of Friendly or greater to have it upgrade the bike.
- **Voucher Distribution:** Bikers serve as a great opportunity for advertisement, especially from bike shops! A biker who attracts a lot of business to the bike shop or any other organization may receive free bike vouchers. This results in a quest to help promote the business, with the Biker gaining up to 3 Bike Vouchers from the quest. This Biker ability can be selected multiple times, each time awarding up to 3 new Bike Vouchers.

Buster

Some trainers choose to specialize in the Pokémon they use, trying to match their types and gain ways to better interact with and command them. Some trainers feel the opposite, instead

attempting to completely overpower one type and prove their own strength and worth. Busters are these trainers, choosing to leave their mark and make themselves known for defeating specific Pokémon types and trainers. Busters usually combine these skills with their own type specialties, building a team of Pokémon that is similarly designed to overpower Pokémon that they know they can defeat.

Requirements:

- Pokémon: Cannot own any Pokémon of the type they wish to bust; if they ever obtain one and knowingly use it they lose all features from the Buster prestige class.
- Pokémon: Must have three Pokémon with three different moves that are super-effective against the type they wish to bust
- Skills: Train Pokémon 5+ ranks
- Special: Must have defeated a significant opponent that is a high-level trainer primarily using the type they wish to bust or an independent Pokémon of the type they wish to bust. This must be assigned by and approved by a different buster (though they do not need to be of the same type).
- Other: Any Type Specialist Feat **OR** Knowledge Pokémon 5+ ranks,

Table 5-5: Buster

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Type-Buster, Buster Ability
2	+2	+3	+0	+1	Buster Ability
3	+3	+3	+1	+1	Buster Ability

Skills – Athletics, Break, Intimidate, Knowledge Pokémon, Stealth, Survival, Train Pokémon, (2+int) skill points per level, d8 hit die.

To Level Up: A Buster must meet the level up conditions of a previous class and have defeated their chosen buster-type in order to gain a level in the Buster class.

Proficiencies: Busters gain proficiencies in Pokéballs if they did not have it already.

Type-Buster: All busters choose one “buster-type”. This is a type of Pokémon that a buster trains to specialize against, ensuring they will always defeat it in battle. Once the choice is made, it can never be changed. This choice affects most Buster Abilities. Busters also grow to resist this type from their training, taking half damage from whenever they would be hit by a move or source of damage from that type.

Buster Ability: Each level, a buster may choose a Buster Ability from the following list. The choice is permanent. A buster cannot have more buster Abilities than their buster class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Enfeebling Attacks:** A buster knows all the weaknesses of the type that they target. When teaching their Pokémon moves that would deal super-effective damage against their buster-type, they gain a +6-specialization bonus on the Train Pokémon check. For example, a fighting-type buster would gain the bonus on teaching moves of fairy, flying and psychic types. This bonus does not stack with other specialization bonuses.
- **Guards Up:** Refusing to let their Pokémon faint to the enemy, a buster can grant their Pokémon resistances against their buster-type. This counts as an immediate action and lasts for one turn and can be done a number of times per day equal to their strength modifier plus their level in the buster class (minimum 1). All of their Pokémon that are

out take half the damage they normally would against moves of that type while their guards are up.

- **Outwit the Enemy:** Busters refuse to let on their strategies. Whenever using athletics, bluff, disguise, intimidate, perception, sense motive or stealth in an opposed skill check against an individual (human or Pokémon) of their buster-type they gain a +4 morale bonus on the check.
- **Personal Enemy Hunt:** When fighting their buster-type, a buster's Pokémon will be able to overpower them due to their confidence and technique. A number of times per day equal to their strength modifier plus their level in the buster class (minimum 1), they may spend an immediate action to grant all of their Pokémon extra damage against the chosen type. Their Pokémon's moves do 1.25x the damage as normal if used against a Pokémon of the buster-type within the next round. This effect lasts for one round.
- **Spoils to the Victor:** Defeating Pokémon they dislike fuels a buster even more. Whenever a buster defeats a Pokémon of their buster-type, their Pokémon gain additional experience. Additional experience equal to three times their level in the buster class is distributed to their Pokémon.
- **Strike the Weak:** Not only having their Pokémon fight, a buster learns how to best damage the Pokémon that are their enemies. A buster gains a +4-specialization bonus to hit when attacking Pokémon of their buster-type themselves. If they successfully hit the Pokémon with their weapon or strike, they multiply their damage done by 1.5.
- **Turning:** A buster must have the Rebuking class feature in order to select this buster Ability. If they make a Rebuking check, they receive a +2 bonus on their die roll for that check. Additionally, they can instead use their Rebuking attempt to turn Pokémon of their

buster-type. This uses the same check as rebuking does. All Pokémon affected by this Turning check take $(2d6 + \text{your levels in Type Specialist} + \text{your levels in Buster} + \text{your charisma modifier}) * 2$; the damage is always super-effective, hence why it is doubled. Additionally, these Pokémon flee from the Buster as fast as they can for the next 10 rounds or are cowering if they cannot flee. This ends if the buster approaches within 10 feet of them.

Field Doctor

Pokémon are dangerous creatures and although there are many ways they have adapted to that, humans have not made as much progress. Pokémon have berries and moves capable of healing themselves with humans adding on potions and Pokémon Centers but for humans getting more than minor medical attention to patch up scrapes and wounds is difficult. Field doctors have studied medicine for long periods of time, likely well before any journey began, and use their skills to help heal humans from injuries and afflictions. Whether it be simple first aid, bedside care, performing surgeries or more, field doctors can do a lot for humans.

Requirements:

- Feat: Craft Medicine, Skill Focus (Heal)
- Skills: Heal 8+ ranks, Knowledge (any) 5+ ranks
- Special: Must have passed pre-medical school examinations. These can be handled in a variety of ways such as knowledge checks in science related skills or spending time in-character preparing, but are usually best left to backstory work, with their journey being a chance to practice and develop their skills.

Table 5-6: Field Doctor

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Medical Professional, Doctor Ability
2	+1	+1	+0	+3	Doctor Ability
3	+1	+1	+1	+3	Doctor Ability

Skills – Athletics, Appraise, Concentration, Craft, Heal, Knowledge (all), Motivate, Profession, Sense Motive, Tinker, (6+int) skill points per level, d6 hit die.

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

Proficiencies: Field doctors do not gain any new proficiencies.

Medical Professional: Studies and training allow a doctor to excel in their medical work. A field doctor adds their intelligence modifier as a bonus on all heal checks, in addition to their wisdom modifier. If a field doctor is being assisted by a Nurse Joy specifically, they may add her intelligence or wisdom modifier, whichever is higher, in addition to the normal bonus for assisting. Lastly, if a field doctor's work would cause them to level up and they are assisted by a Nurse Joy, the Nurse Joy levels up as well.

Doctor Ability: Each level, a field doctor may choose a Doctor Ability from the following list. The choice is permanent. A field doctor cannot have more Doctor Abilities than their field doctor class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Diagnose and treat:** A field doctor is able to recognize and quickly treat certain status conditions that could affect people or Pokémon. By spending a minute with the patient and succeeding on a heal check (DC = move that caused it or 25, whichever is higher) a field doctor may cure any of the following conditions, provided the patient gained the condition within the past 10 minutes per doctor level: Badly Poisoned, Blind, Burn,

Deafened, Disabled, Fatigued, Frozen, Nauseated, Paralysis, Poisoned, Sickened, Sleep, Staggered.

- **Emergency surgery:** In the most dire situations, a field doctor is ready to step up to help those who are in desperate need. An emergency surgery requires a sturdy, clean shelter protected from any sort of damage or contamination, a set of specialized medical tools (cost 1,500, weight 1 lb, can be purchased from most Pokémon centers) and two hours of work in which the field doctor must maintain a DC 15 concentration for the whole time (they may take a 10). After the end of the two hours, the doctor can cause a person in critical condition to become stable with 1 HP and regain consciousness in 1d8 hours or restore 2d6 points of ability damage to a person in any combination as a result of the surgery.
- **Field First-Aid:** Sometimes an emergency happens and a field doctor is the only one who is able to treat it. A number of times per short-rest up to their Intelligence modifier, a field doctor may help a human patient recover from damage taken. Using field first-aid takes a minute. The patient recovers 1d8 HP per level in the field doctor prestige class. Field doctors that have the minor heals ability from the breeder class add an extra 1d8 to this total.
- **Move Medicine:** Field doctors are known to work with specific Pokémon that are already great at healing. Once per long rest, a field doctor may command one of their Pokémon that knows one of the following moves to use that move on individuals. The moves include: Floral Healing, Heal Order, Heal Pulse, Milk Drink, Purify, Recover, Soft-Boiled and Wish. All individuals within 30 feet of the Pokémon using the move are restored to

full health. However, this Pokémon cannot use that move again until it completes a long rest as well.

- **Pharmaceutical studies:** Some properties of healing people and Pokémon turn out to be quite similar. By spending an hour with a patient, a field doctor can administer medicine designed for a Pokémon to a person. This requires a DC 30 heal check and consumes the medicine, regardless of success. If the medicine restores HP, the human regains half the HP that would be restored to a Pokémon. If the medicine cures a status condition, the human recovers from it. This only works with herbal and crafted medicine; it does not function with berries or other HP-restoring items. It does not allow a patient to recover from unconscious if a revival item is used on them.
- **Preventative measures:** Sometimes it is better to prevent a condition from being given rather than cure one that has already occurred. Once per long rest, a field doctor may give guidance, encourage health routines, and provide vitamins to help prevent humans from being afflicted with status conditions. For each rank in heal the doctor has they may choose one of the following conditions to apply preventative measures to on a patient: Badly Poisoned, Blind, Burn, Deafened, Disabled, Fatigued, Frozen, Nauseated, Paralysis, Poisoned, Sickened, Sleep, Staggered. These conditions may be applied to on multiple patients; for example a Doctor with 12 ranks in heal could choose four individuals (themselves included) to gain the bonuses of preventative measures on each of nauseated, paralyzed and poisoned. Any person who would be afflicted with one of these conditions gains a +10-morale bonus on their fortitude save to resist these conditions. Preventative measures requires 1 hour of work in the morning; regardless of how many conditions are prevented or individuals are protected.

Ninja

Ancient orders exist within the Pokémon world that carefully train in arts of stealth and surprise. It's important to be able to evade dangerous Pokémon and use skills to overcome obstacles placed by those in power, with ninjas rising up to face these challenges! Ninjas lurk in the shadows until needed, always present with a variety of abilities to evade being noticed and hold their ground against others. Ninjas are versatile and may work independently, in troops, or for powerful political figures, using mixes of strikes and skills of their own and with their Pokémon to ensure victory. Many choose to live their lives in secret, though a few have some notable reputation, allowing others to train and study under them. Regardless of whether they show themselves or not, they never let their deeds be known.

Requirements:

- Feat: Trapfinding
- Saves: Base reflex save 3+
- Skills: +5 ranks in at least 3 of the following: Acrobatics, Break, Disguise, Sleight of Hand, Stealth
- Special: Must locate another ninja to train them.

Table 5-7: Ninja

Level	Catch Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Code of the Ninja, Evasive skills, Ninja Ability
2	+1	+1	+3	+0	Ninja Ability

3	+2	+1	+3	+1	Ninja Ability
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Skills – Acrobatics, Athletics, Bluff, Break, Craft, Disguise, Intimidate, K. Region, Perception, Search, Sense Motive, Sleight of Hand, Stealth, Tinker, (6+int) skill points per level, d6 hit die.

To Level Up: A ninja may level up by meeting the requirements of a previous class and choose to gain a level in ninja instead of that class. A ninja may also level up by taking on special missions from higher ranking ninjas or nobility that they serve.

Proficiencies: Ninjas gain the palm proficiency feat if they do not have it already. A ninja may choose the incapacitating strike and gain various weapon proficiencies.

Code of the Ninja: Though their identity as a ninja need not be a secret, any deeds they do must be. As such, most ninjas choose to not reveal their skillset at all, instead passing it off as some other profession. If a ninja ever reveals or gets caught doing their work, they cannot use their ninja abilities until they are retrained in them. This requires going on a quest for a higher-level ninja or nobility and completing that quest without the use of their ninja abilities, plus a week of focus to coordinate their abilities once more (which can take place before or after the quest).

Evasive Skills: Some skills come naturally to a ninja in their secretive and elusive goals. Each day, a ninja may choose two of the following skills: Acrobatics, Break, Disguise, Sleight of Hand, Stealth. Changing these skills takes an hour each of practice though if the same skills are chosen from the previous day no practice needs to be done that morning. A ninja receives a +2 competence bonus on these skills and may take a 10 on them in any situation, even if they would be distracted or otherwise disrupted.

Ninja Ability: Each level, a ninja may choose a Ninja Ability from the following list. The choice is permanent. A ninja cannot have more Ninja Abilities than their ninja class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Acrobatic stunts:** Leaps through the air, climbing on walls, and never being knocked down are part of a ninja's repertoire. A ninja can make athletics checks to jump as a move action without having a running start at no increase to the DC. Additionally, they can make an acrobatics check (DC 25) once per turn to stand up from prone as a free action. Lastly, a ninja may jump off a wall into a long jump, a high jump, or to reduce damage from a fall, though this requires a full-turn action.
- **Clouded vision:** Upon taking this feature, a ninja gains darkvision out to 30 feet. If they already have it, they add 30 feet to their darkvision range. In addition, things that may block vision, such as clouds and dust, do not affect a ninja's vision as they train to sneak through smoke.
- **Guard of nothing:** A ninja who does not carry a shield, wear any armor, or have more than a light load is particularly defensive. They add their wisdom bonus to their AC and can add an additional point to their AC for every level in the ninja class that they have.
- **Incapacitating poison:** A ninja can craft poison from Pokémon they find in order to add to the damage of their strike. They must have the incapacitating strike ability to take this ability. When crafting a poison, the ninja must have a Pokémon capable of using a move that has a chance to poison. The DC to resist the poison is equal to the DC of the move that it was created from. It costs 500 Pokédollars to craft for every point in the DC after the first 12. This process also takes 10 minutes per point of DC. A ninja may choose to spend less money and have a lower DC poison if they need to. The ninja may choose for the poison to have effects besides damage, with those effects being listed below in table 5-8. This still requires a move that can poison to craft in addition to other moves. The poison may be applied to any weapon the ninja is proficient with and after dealing

damage with that weapon, the target makes a fortitude save or is poisoned, taking effects of the poison one minute afterwards and again one minute later if they again fail the save. If the poison would cause somebody to fall unconscious from damage, this violates the ninja code in the same way a lethal strike would and incurs the same penalties, so antitoxin is also good to craft.

Table 5-8: Incapacitating Poison

Poison Effect	Move requirement	Outcome	Stronger move	Stronger Outcome
Weakening	-1 stage attack	1d6 Strength damage	-2 stages attack	2d6 Strength damage
Paralyzing	-1 stage speed	1d6 Dexterity damage	-2 stages speed	1d10 Dexterity damage
Confounding	-1 stage special attack	1d6 Intelligence damage	-2 stages special attack	1d8 Intelligence damage
Foggy Mind	-1 stage special defense	1d6 Wisdom damage	-2 stages special defense	1d8 Wisdom damage
Speaking problems	Cause infatuation, taunt, encore, heal block, torment, disable	1d6 Charisma damage	N/A	N/A
Blinding	-1 stage accuracy	Blinds target after 1 minute, lasts one day	Two separate moves that give -1 stage of accuracy	Blinds and deafens target after 1 minute, lasts until cured
Nauseating	-1 stage evasion	Nauseates the target	-2 stages evasion	
Drowsing	Cause drowsy or sleep	Target is drowsy for first minute, then falls asleep for one hour	Causes sleep	Target is drowsy for first minute, then falls asleep for one day
Antitoxin	Cures status ailments	Cures any ninja poisons	N/A	N/A

- Incapacitating strike: A ninja gains melee 2 proficiency for the purpose of using an unarmed strike, a hunting knife and a whip and ranged 2 proficiencies for the purpose of using shuriken. However, a ninja is only capable of dealing non-lethal damage with these, never using them to kill. The rarity of fighting with weapons like these leaves a ninja at great risk to be exposed and violates the ninja code should they be used to harm somebody and found out.

- **Ninja Trick:** When a battle isn't a good matchup for a ninja's Pokémon, they are quick to escape. Once per battle, a ninja may switch their Pokémon out for another they have or for a carving that resembles their Pokémon as an immediate action. The quick, sudden change in the battle is exhaustive for the ninja's Pokémon as it takes 3 points of fatigue from accomplishing this. As it is essentially a free action, another Pokémon may be sent out to move or a full-turn action can occur if done on the ninja's turn.
- **Resourceful stealth:** Stealth spray and smoke bombs are such essential tools of the trade that a ninja is especially good at crafting them. They receive a +4-competence bonus on crafting these items with this ability and can craft either one twice as fast. Additionally, whenever in a cloud, dust, smoke or other similar particles, a ninja can make a stealth check as a free action to disappear.
- **Trapcraft:** While ninjas do not try to trap Pokémon to catch, they do make sure that they can trap any enemies that could cause them trouble. A ninja is capable of crafting traps much the same as a grunt is able to do so. See the grunt ability with the same name and table 17-7 from the Chambers & Charizard handbook for information on building traps.

Poacher

Poachers do not care about Pokémon; in their eyes a Pokémon is a lesser creature that is profitable at best. As such, poachers are quite dangerous and will often let Pokémon and sometimes even other people come to harm if it makes them money, doing anything they can to obtain Pokémon. A big theme for poachers is the thrill of the hunt; rarely do they throw their own Pokémon into battle or throw a Pokéball at something they are trying to catch, instead using much more sadistic tactics. Though some devious individuals will pay handsomely for the work of a poacher, most people would never associate with or support a poacher.

Requirements:

- Alignment: Any Evil
- Skills: Break 6+ ranks, Intimidate 6+ ranks
- Special: A poacher must successfully hunt a Pokémon, as if they were trying to meet the level-up conditions for poachers, as described below.

Table 5-9: Poacher

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Criminal, Dark Balls, Poacher ability
2	+2	+1	+3	+0	Poacher ability
3	+3	+1	+3	+1	Poacher ability

Skills – Acrobatics, Athletics, Bluff, Break, Diplomacy, Disguise, Intimidate, Perception, Profession, Ride, Sleight of Hand, Stealth, (2+int) skill points per level, d12 hit die.

To Level Up: A poacher levels up by either auctioning off a Pokémon they have trapped for a paying client or killing a Pokémon for a paying client. In both cases, the Pokémon should be higher level than the Poacher, should have multiple Independent Pokémon feats and it should likely have some other special quality, such as a unique move or hidden ability or alternate coloration. Additionally, the Pokémon cannot be caught in a Pokéball as it must remain wild (possibly for the client to try to catch on their own).

Proficiencies: Poachers gain proficiencies in capture stylers if they do not already have them. Additionally, poachers gain proficiency with firearms 1. Poachers also gain proficiencies with Dark Balls if they were already proficient with Poké Balls.

Criminal: Poachers are similar to grunts in how they are seen as terrible people who have little regard for others. A member of the International Police with the Public Enemy Hunt down ability does 1.33 times damage instead of the normal 1.25.

Dark Balls: Dark Balls function in most ways the exact same as a Poké Ball, except as noted here. They cost 5,000 Poké Dollars to purchase. Dark Balls can be used against another trainer's Pokémon as long as it was not caught with a Dark Ball, allowing them to be stolen. If the stolen Pokémon sees its original trainer, it becomes hostile to the one holding the Dark Ball.

Additionally, Dark Balls count as a cursed item once they have a Pokémon in them. They cannot be given away, traded or stored and must count as one of the 6 Pokémon in the party of the holder. A Pokémon may only be removed from the Dark Ball if the remove curse charm is used on it, at which point the ball breaks and the Pokémon is released (and may possibly be reclaimed by its original trainer).

Poacher Ability: Each level, a poacher may choose a Poacher Ability from the following list. The choice is permanent. A poacher cannot have more Poacher Abilities than their poacher class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Force Power:** Force Power is a maneuver very similar to the BREAKthrough maneuver that Pokémon can go through. A poacher who selects this ability can force a Pokémon under their control to grow even more powerful, gaining extra health, emanating a dark purple glow, and gaining an extra move. This extra move must be the same type and category as a different move it knows but can be from any list the Pokémon could normally learn. For example, a Pokémon with flamethrower could select overhear as a move if it is on any lists that it can learn, as they are both fire-type special moves. This replaces the normal 5th move learned from the BREAKthrough maneuver from a pre-

evolution. At the end of each turn, a Pokémon using the Force Power maneuver gains a point of fatigue, just as those using the BREAKthrough maneuver. This counts as a special ruling form. The Pokémon does not need its Poké Ball destroyed and the fatigue accumulated ends once it is recalled into the ball again. For all other purposes, this is ability identical to the BREAKthrough maneuver and is a special rulings.

- **Greater Command:** A poacher must have the Command feat in order to select this poacher ability. When a poacher uses greater command, they may make an intimidate check as part of a full-turn action against a Pokémon (who resists as normal, with a following intimidate or a hit die check). If the poacher succeeds, they can command that Pokémon to use any move it is capable of using as long as it has not acted on a different initiative in the past turn. This effect can work on other trainers' Pokémon if their Pokémon have not acted, though if they have a friendly or higher attitude they will never attack their own trainer (but may attack a different target they are commanded to). The Pokémon can only be commanded to use moves, not other abilities. The Pokémon, regardless of whether it succeeds or fails this attempt, will quickly become unfriendly or possibly even hostile to the poacher once it leaves the poacher's presence, though it will not be hostile until it has left their presence due to its own fear.
- **Overpowering Attack:** As dangerous as Pokémon are, a poacher will never lose to them. A poacher with this ability is especially ruthless. Whenever they would attack a Pokémon with a weapon themselves, the chance of scoring a critical hit is increased by 2 (so a normal weapon attack will automatically score a critical hit on an 18 or higher on the d20 roll). If the poacher would cause the Pokémon to take damage indirectly (not from a

move or attack), such as causing a Pokémon to fall or causing environmental damage to a Pokémon, multiply that damage by 1.5.

- Petrifying device: If a Pokémon is trapped due to means of the poacher, such as within a trap or a capture styler loop, the poacher may attempt to petrify them. This takes a standard action. The Pokémon may make a fortitude save to resist ($DC = 15 + \text{Poacher's levels in Poacher class} + \text{Poacher's intelligence modifier}$) or become petrified where they may take no actions until they are attacked, at which point they may act normally on their initiative. The poacher may choose to still let the Pokémon's head move, allowing them to look around and communicate and possibly perform skill checks, but not use any moves. The Poacher can remove the petrification at any time as a free action. Being in a more confined space may raise the DC, while a more open space may lower it. The petrification device costs 120,000 to construct and must be plugged in or use 6 batteries for a size medium Pokémon to be petrified (with one fewer battery needed for each size smaller and two more needed for each size larger). It weighs 20 lbs.
- Tools of the Trade: A poacher may select a weapon proficiency feat. They must meet the prerequisites for this feat in order to select it. This Poacher Ability may be taken multiple times, each time a different weapon proficiency is selected.
- Trapcraft: Poachers care very little about catching Pokémon in any sort of traditional way and care quite a bit about stopping people who would attempt to get in their way. As such, traps that can inhibit and confound any and all are an important tool of the trade. This ability functions the same as the grunt ability of the same name. Refer to table 17-7 of the Chambers & Charizard handbook for more information on creating traps.

- Type-proof trap: A poacher must have the trapcraft ability to take this poacher ability. Similarly in their goal to capture enemies, poachers refuse to let anyone break free of their traps, instead ensuring that the traps are protected against moves that may be used to escape. See the grunt ability of the same name in chapter 17 of the Chambers & Charizard rulebook for more information.

Prophet of the Helix

“The voices keep you *up*. *Up*. *Up*. *Up*. There is no sanity *left*. *Left*. This isn’t *right*. You should have *left*. *Left*. Please, just give it *a- A A A A* rest, just let yourself *be*. *B*. *B*. *B*. You want to make this *right*. *Right*. *Right*. *Right*. Everything leads to *anarchy*. And sometimes, you just wish you could re-*start*. *Start*. *Start*. *Start*. *Start*. *Start*. *Start*. *Start*. *Start*. *Start*.”

Prophets of the Helix have gotten lost in an endless spiral towards insanity, as if thousands of voices are each pulling them in different directions all for a greater scheme all at once. They can continue on their journey much the same and gain many powerful but everchanging abilities due to this connection with something beyond their comprehension, though they have little control over which abilities they have access to.

Requirements:

- Ability Score: Wisdom 4+
- Alignment: Must be lawful or chaotic
- Feats: Emotional, Forged ID, Not the one..., People Person
- Special: Must have encountered a helix fossil

Table 5-10: Prophet of the Helix

Level	Catch Bonus	Fort	Ref	Will	Special	Glitch	Lesser	Intermediate

						Points	Charms	Charms
1	+0	+0	+0	+0	Lord Helix, Prophet Ability (2)	7	2	
2	+1	+1	+1	+1	Prophet Ability (2)	10	3	
3	+1	+1	+1	+1	Start9, Prophet Ability (2)	13	3	1

Skills – Athletics, Bluff, Break, Craft, Diplomacy, Disguise, Intimidate, Knowledge (Legends), Knowledge Pokédex, Motivate, Perform, Search, Sleight of Hand, Spellcraft, Tinker, (2+int) skill points per level, d6 hit die.

To Level Up: A Prophet of the Helix may level up by meeting the requirements of a previous class and choose to gain a level in Prophet of the Helix instead of that class. A Prophet of the Helix must have at least a wisdom score of 4 before they can level up in the Prophet of the Helix class.

Proficiencies: Prophets of the Helix do not gain any new proficiencies.

Lord Helix: Staring into the unending spiral of a Helix fossil, visions get cloudy and voices from millions of years begin to echo through the shell and reverberate through one’s ears. At each level, a Prophet of the Helix loses 3 points to their wisdom score. This is permanent and cannot be recovered as long as the Prophet has levels in this class. If this would drop their wisdom score to a 0, they die. This endless spiral also causes a constant fluctuation in the prophet’s class features. Whenever a Prophet of the Helix awakens or enters a crowd of 10 or more people, they must make a will save (DC 25). If they fail, they must switch from anarchy mode to democracy mode or vice versa from whatever their present state is. If they succeed, they may choose if they’d like to switch. By default, a Prophet of the Helix is in anarchy mode.

Glitch Points: When in anarchy mode, a Prophet of the Helix has access to a limited number of corruptions and glitch points. If they already have glitch points, they may add these to their total. A Prophet of the Helix may spend these glitch points to use the following corruptions: Sprite Read Error, Volatile Size, Soft Lock, TMTRAINER. These function identically to the CoolTrainer♀ corruption features. Treat a Prophet of the Helix as if they were three times their level in this class for level-dependent features from a CoolTrainer♀'s corruptions. They also gain the Bloody Sunday Corruption, detailed below. These cannot be used when in democracy mode.

- *Bloody Sunday* – By spending a full-turn action concentrating (DC 19) and seven glitch points a Prophet of the Helix is able to damage all individuals within a 60-foot radius. All individuals must make a fortitude save (DC 15 + Prophet of the Helix's Charisma modifier) or take damage equal to their level. This continues for three rounds per Prophet of the Helix levels, up to a maximum of nine, or until the individual is removed from the radius or is healed by a successful heal check (DC 15). Any Pokémon knocked out by this corruption are considered released and as they fainted they cannot be recaptured unless one has the quick catch feat or encounters them in the wild again once they recover.

Charms: When in democracy mode, a Prophet of the Helix has access to a limited number of charms per day as shown on table 5-10. If they already have charms, they may add the new charms per day they gain from this class in democracy to their total number of charms. A Prophet of the Helix follows all normal rules for charms, including bonus charms per day for high Charisma. However, a Prophet of the Helix does not choose these charms. They can use Alph Lithograph, Channeling, and Token of Luck as Lesser Charms and Remove Curse and Restoration as Intermediate Charms. These function identically to the Legend Speaker charms feature. Treat a Prophet of the Helix as if they were three times their level in this class for level-

dependent features from a Legend Speaker's charms. These cannot be used when in anarchy mode.

Prophet Ability: Each level, a prophet of the Helix may choose two Prophet Abilities from the following list. These choices are permanent. These abilities cannot be chosen more than once unless otherwise specified.

- “False Prophet”: Progress does not always involve moving forward the way one thinks. Once per day, a Prophet of the Helix may make a spellcraft check (DC 18) and spend 1,000 Poké dollars. If they succeed, they create an everstone that is cursed and cannot be removed from a Pokémon that holds it. They may choose for this everstone to look like a different evolutionary stone, though an appraise check (DC equal to the spellcraft total) reveals that it is a different stone instead (and beating the DC by 10 reveals its true nature as a cursed everstone). A Prophet of the Helix may only use this ability when in democracy mode.
- “The Keeper”: A Prophet of the Helix has a guard to their psyche and dreams that prevents the maddening effects of the Helix to a limited degree. By selecting this ability, when in anarchy mode, a Prophet of the Helix gains a +6 sacred bonus on will saves to prevent switching to democracy mode. A Prophet of the Helix may only use this ability when in anarchy mode.
- AAAAAAAAAA: Voices of ancient ones roar in unity including a mix of terror, royalty, popularity and confidence. A Prophet of the Helix gains a +8 sacred bonus on intimidate checks made against wild non-independent Pokémon or trainers with NPC class levels. A Prophet of the Helix may only use this ability when in anarchy mode.

- aaabaaajss: Faith may guide one to knowledge. Once per day, as a standard action, a Prophet of the Helix with this ability may roll a Knowledge (Legends) check (DC = 10 times their Prophet of the Helix level). If they succeed, they temporarily gain a sacred bonus to their wisdom score equal to four times their Prophet of the Helix level that lasts until their next long rest. A Prophet of the Helix may only use this ability when in anarchy mode.
- AA-j: Recharging sometimes just requires a thought. A Prophet of the Helix may make a tinker check (DC 10) to recharge any rechargeable batteries they hold as a standard action without needing any source of electricity. Non-rechargeable batteries require a DC 20 tinker check but can be recharged through this method. Lastly, if a device would need to be plugged in, a Prophet of the Helix may attempt to charge it for one round per short rest (DC 20 tinker) allowing it to function as if it were plugged in. This may be used regardless of anarchy or democracy.
- AAJST(???? “Digrat”): Sometimes when lost, one is only lost in their mind and not in the world. When in a cave or other underground environment, a Prophet of the Helix with this ability may find covered tunnels and dig themselves free. This leads them back to where they entered the cave. A Prophet of the Helix may only use this ability when in democracy mode.
- AATTVVV: No terrain is impassable. A Prophet of the Helix may walk across any horizontal surface as if it were solid ground without actually walking on it for up to 500 feet per long rest. The 500 feet do not need to be consecutive; they make walk across 100 and then a few hours later use more of their terrain-traversing ability. This allows them to

walk over substances like water, shaky materials, slippery surfaces, thin supports, etc.

This may be used regardless of anarchy or democracy.

- ABBBBBBK(“Abby”): Some friends may be lost on a journey but that doesn’t mean they can’t make new friends. A Prophet of the Helix with this ability automatically has a friendly disposition with any Pokémon they encounter that have been released by their trainer. The Prophet may use this to reunite them or may choose not to if they feel it is best. However, the Prophet is unable to catch, battle with, or lead the Pokémon from where it is; they may interact with it and return to it but it does not accompany them. This may be used regardless of anarchy or democracy.
- AIIIIIRRR: The sea nor the monsters that emerge from within it scare a Prophet of the Helix. A Prophet of the Helix with this ability gains a swim speed of 30 and may automatically take a 10 on any swimming-related athletics checks. Additionally, they gain a +8 bonus on all swimming related athletics checks. A Prophet of the Helix may only use this ability when in democracy mode.

Start 9: When making any skill check, a Prophet of the Helix may choose to take a 9 (as if they were taking a 10, but one lower), even under strenuous circumstances that may otherwise prohibit this. A Prophet of the Helix may use this ability up to nine times per day.

Rank: Challenger

All Pokémon can be traced back to the DNA of a single Pokémon, Mew. Project Mew seeks to find Mew and learn more about this rare mythical Pokémon by studying other rarities in more common Pokémon while trying to help the Pokémon as well. Within Project Mew, there are many branches that each have a leader working under Professor Amaranth. These leaders work with Rank: Chasers, who help directly in research and navigation for rare Pokémon, helping them return to their homes and studying their behaviors. Rank: Chasers are above Rank:

Challengers, individuals who are still held to a high prestige due to the difficulty to even be accepted into Project Mew. Challengers must think creatively and use a variety of abilities to track down rare and misplaced Pokémon, protecting them, returning them to their home, finding what makes them different, unique or powerful and collecting mementos of the Pokémon they've helped such as feathers, scales, or energy from the battle itself. Challengers need to not only complete these tasks but also provide evidence of doing so, adding to the difficulty but prestige of their jobs!

Requirements:

- Alignment: Any Good
- Feats: Track, Trainer's License
- Skills: Knowledge (Legends) 5+ ranks, Knowledge (Pokémon) 9+ ranks
- Special: Joining project mew requires specific tests that exhibit intense knowledge and dedication to helping Pokémon. One must obtain a letter of recommendation from a recognized Pokémon professor that is submitted to the head of Project mew, who will then assess the candidate in person. The candidate is then given a task by a Rank: Chaser to handle and if the candidate is able to complete that they are offered a spot as a Challenger Rank in Project Mew.

Table 5-11: Rank: Challenger

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+0	+0	+2	Collect memento, Project Mew ability
2	+2	+0	+1	+3	Project Mew ability

3	+3	+1	+1	+3	Project Mew ability
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Skills – Acrobatics, Athletics, Diplomacy, Heal, Knowledge (all), Motivate, Perception, Ride, Search, Sleight of Hand, Survival, (4+int) skill points per level, d8 hit die.

To Level Up: A Challenger must gain at least three Project Mew Tokens in exchange for obtaining rare Pokémon or trophies from them in order to level up in the Rank: Challenger prestige class. These tokens must be confirmed by having a witness or recording of the event and often require turning in the trophy for confirmation and must be from assigned missions from a higher ranking Challenger or Chaser.

Proficiencies: Rank: Challengers do not gain any new proficiencies.

Collect Memento: After finding a Pokémon a Rank: Challenger may attempt to collect a memento from it. When adjacent to the Pokémon, the Rank: Challenger may make a sleight of hand check. Multiply one-quarter of this check times the natural rate of the Pokémon's species holding a held item (or 5% if it does not naturally hold any). If they defeat the Pokémon in a battle first, even if it faints (as long as it is immediately done the following round) or they catch the Pokémon, the sleight of hand check is only halved instead of quartered. This result is the chance that they are able to recover a memento from the battle. Additionally, if the Pokémon's species would have a held item, they may make a separate sleight of hand check to try to recover that as well using the same rules, though if it fainted they must choose one of these checks.

Collecting a memento does not harm the Pokémon as it is something like scales or feathers that can easily be removed; however, a Pokémon may still feel threatened and attack as the memento is attempted to be taken. A memento can be used once to provide a +10 on any one check related to that Pokémon's species, such as a knowledge check, a train Pokémon check, or any skills that may interact with Pokémon of that species.

Project Mew Ability: Each level, a Challenger may choose a Project Mew Ability from the following list. The choice is permanent. A Challenger cannot have more Project Mew Abilities than their Rank: Challenger class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Befriending:** Sometimes a Pokémon does not want to battle and needs to be shown some kindness to calm down. A challenger with this ability gains access to the Befriending class feature of Legend Speakers, described in the Chambers & Charizard handbook. The DC to resist their befriending is equal to $10 + \text{challenger's base catch bonus} + \text{the challenger's charisma modifier}$. A challenger may use this ability a number of times per day up to two times their level in Rank: Chaser. For all other purposes, this ability functions identical to legend speaker befriending.
- **Improved Trainer's License:** Even if they are low ranking in Project Mew, challengers still have a prestigious rank that is highly recognized! A challenger who selects this ability may have any Pokémon healed in a Pokémon center for free, even if it is not their own or one they have not even caught. Additionally, once per day per level of Rank: Challenger, a challenger may have a free minor human heal applied to themselves or another human ally within a Pokémon Center.
- **Field Sample Study:** By spending at least 24 consecutive hours and encountering at least 12 Pokémon in a particular area such as a route or an environment, a challenger accurately can calculate and learn the frequency rate that each Pokémon they know to appear in this area can occur at. If they encounter a new Pokémon in this area they may instantly learn its frequency as well. This knowledge is easily shared with all other

members of Project Mew; a challenger may not need to spend any time there if somebody else has already mapped out the route.

- **Out in the World:** A challenger'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 Break, Cooking, Craft, Diplomacy, Heal, Motivate, Perception, Profession, Search, Sleight of Hand, Survival and Tinker checks. Regardless of whether they have ranks in the skill or not, a Challenger's Pokémon may aid their trainer in any of these skills with their moves, granting a +2 bonus. The Pokémon may also invest ranks in these skills. A challenger may give a number of skill points to a Pokémon when they level up. When they do, 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.
- **Quick Travels:** As Challengers are sent on missions they may find themselves needing transportation for themselves or Pokémon. As long as they have their ID, a Rank: Challenger may charter a free helicopter ride for themselves and up to two other individuals to one set location (The helicopter chartered seats up to four individuals). They choose this location when they first take this ability; it may be their Project Mew headquarters, their hometown, or anywhere else. They may call for a helicopter ride from anywhere in the same region to take them back to this location as long as they have access to cellphone service, a form of wireless communication, or another way to give a pre-determined signal (such as a whistle and flare used in combination).

- Student of all: The extreme diversity of skills a Challenger needs gives them a variety of expertise in many unique fields! A Rank: Challenger adds twice their level as a specialization bonus to all knowledge skills and can make any knowledge checks even if they are untrained.
- Target tracking: Some Pokémon don't behave normally, especially in their location. A challenger must have Field Sample Study to take this Project Mew ability. This provides a +10 specialization bonus on tracking a single Pokémon that is in an abnormal habitat or otherwise is exceptionally remarkable for its species. Additionally, the challenger can track this Pokémon so well that if they enter from the right area and succeed on the tracking check DC to find it, they are guaranteed to encounter the Pokémon as their second encounter for the area.

Warden

Across hundred of generations, descendants of great and powerful Pokémon serve special roles in protecting the Hisui region and the name of Sinnoh. These Noble Pokémon offer transportation, skills, protection, entertainment and more. Each serve a purpose within the culture of the region and dynasties of their descendants still live on, with their descendants watched over and assisted by wardens. Wardens blend a mix of abilities that demonstrate their associated Noble Pokémon, clans, origin and strengths, serving a role as a diplomat between people and Pokémon. A Warden may not be the strongest trainer but they have a variety of highly developed skills they have gained from assisting their partners as well as magic abilities gifted to them by the Hisuian ancient heroes! Wardens are highly respected and often sought out for guidance among other members of their clan and even by other locals to the area in which the Noble Pokémon roams.

Requirements:

- Skills: Knowledge (Legends) 5+ ranks, Perform (Music) 5+ ranks, Ride 5+ ranks, Cooking 3+ ranks, Heal 1+ rank, Knowledge (region) 1+ rank, Survival 1+ rank
- Special: Close relationship with Pokémon (Helpful or Fanatic attitude) that is wild and has never been caught by any trainer. This must be a noble Pokémon that has the alpha roar feat and was descended from a legendary Pokémon or the Pokémon of a legendary trainer
- Special: Wardens must be selected by a clan leader, rather than applying. A candidate who wishes to become a Warden likely will spend a great deal of time working under and studying with present Wardens. The clan leader will then see the work done and may choose to promote the candidate.

Table 5-12: Warden

Level	Befriend Bonus	Fort	Ref	Will	Special	Lesser Charms	Intermediate Charms
1	+1	+0	+0	+2	Celestica Flute	3	
2	+2	+0	+1	+3	Warden Ability	3	1
3	+3	+1	+1	+3	Warden Ability	4	2

Skills – Acrobatics, Athletics, Bluff, Concentration, Cooking, Diplomacy, Heal, Knowledge

(Legends), Knowledge (Region), Motivate, Perception, Perform (Music), Ride, Search, Sense Motive, Spellcraft, Survival, Train Pokémon, (4+int) skill points per level, d8 hit die.

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

Proficiencies: Wardens gain the palm proficiency feat if they do not already have it. A warden is given a Celestica flute when they enter the Warden prestige class.

Befriending: A warden learns the same techniques to befriend, rather than catch and train Pokémon, that a Legend Speaker has mastered. A wild Pokémon makes a Will Save (DC 10 + Catch bonus + Warden's charisma modifier). If they fail the save, they become friendly toward the warden. As long as the warden does not battle with the wild Pokémon, then until the speaker leaves the area, the Pokémon will accompany the warden on their journey. A Warden's befriended Pokémon count towards her party total which cannot exceed 6.

Celestica Flute: A warden always carries a Celestica Flute in order to receive help from Noble Pokémon, even those that are not their own. At level one, a Warden chooses one of the following Pokémon. They may spend a minute performing once per long rest to receive the benefits of the chosen Pokémon. These Pokémon leave if they would be injured in a battle and will refuse to use any attacks. The specific species of the Pokémon is up to the GM.

- A single, size-large Pokémon to ride on that will carry the Warden at 32 miles per hour for up to 8 hours. Unless conditions are particularly dangerous, the warden does not need to make ride checks.
- A single, size-large Pokémon that provides a +4 sacred bonus on search and survival checks to find items that may be buried or follow along tracks.
- A single, size-large Pokémon to ride on that can allow navigation on water at 16 miles per hour for up to 4 hours. This Pokémon does not need to make athletics checks to swim and unless conditions are particularly dangerous, the warden does not need to make ride checks.

- A single, size-large Pokémon to ride on that will allow climbing at a speed of 2 miles per hour for up to 2 hours. This Pokémon does not need to make athletics checks to climb and unless conditions are particularly dangerous, the warden does not need to make ride checks.
- A single, size-large Pokémon that can fly at speeds of up to 48 miles per hour for up to one minute. The Pokémon will primarily glide down; it can only gain up to 100 feet in altitude. The warden does need to make ride checks while riding this Pokémon.

Charms: A Warden has access to a limited number of Charms per day, as shown on table 5-12. If they already have charms, they may add the new charms per day they gain from this class to their total number of charms. A warden follows all normal rules for charms, including bonus charms per day for high Charisma. However, a Warden does not choose these charms. They can use Token of Luck, Token of Survival, Token of Tempting and Token of Warding as Lesser Charms and Ally Focus, Return to Nature and Transcend Confines as Intermediate Charms. These function identically to the Legend Speaker charms feature. Treat a warden as if they were three times their level in this class for level-dependent features from a Legend Speaker's charms.

Warden Ability: Each level, a warden may choose a Warden Ability from the following list. The choice is permanent. A warden cannot have more Warden Abilities than their Warden class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Clairvoyance:** Some wardens form not only connections with Pokémon, but also with the site at which their Noble resides. A warden with this ability can see and hear as if they were in a specific location permanently, able to know what is happening from that spot. They may use this as long as they are in the primary Pokémon dimension, taking a standard action to shift their mind as if they were in this spot. They may return to their

normal vision again as a standard action. This grants no additional benefits to perception; if it is too dark to see and the warden cannot see through the darkness, they are unable to see (and any lights they have presently on them do not appear there).

- **Face the fears:** Even when the most terrifying Pokémon appear, a warden is not afraid. A number of times per day up to their warden level plus their charisma modifier, a warden gains an immunity to fear (shaken, frightened, panicked, cowering and any effects of intimidate) that lasts for 1 hour.
- **Incite Lord's Anger:** Once per week, a warden is able to channel immense power into the Noble they work with. This functions as if the Noble received the benefit of the BREAKthrough maneuver, though no Poké ball is needed and no break check is needed. The Noble also attacks humans in a frenzy, though all damage done to humans while the warden is present is treated as non-lethal. For all other purposes, this is identical to the BREAKthrough maneuver and counts as a special ruling.
- **Noble Gift:** A warden must have at least two levels in the warden class to choose this ability. After leveling up as a result of helping their Noble on a specific quest and proving their might by defeating their Noble in combat, they may ask for a gift from their Noble. This gift is usually a plate corresponding to a type that the Noble has. This ability may be selected up to twice.
- **Personal song:** Though most wardens do not travel far from where their noble is, some may need to go on long journeys and being able to have Pokémon accompany them and battle with them is important. A warden must have at least 8 ranks in Perform (music) to take this feature. A warden may learn a number of songs up to their ranks in Perform (music). Each song learned allows the warden to have one befriended Pokémon travel

beyond their normal area with the warden and/or battle against other Pokémon encountered.

- **Strong as a Mountain:** Rigorous training in the harshest of environments has toughened a warden to withstand great effects. A warden with this ability does not need to make fortitude saves for non-lethal damage as a result of a particularly cold environment. Additionally, they gain a +6 sacred bonus on strength checks and strength-based skill checks. This only applies to checks, it does not apply when throwing Pokéballs, making attack rolls, to damage, to carrying capacity or to raw strength scores.
- **Wild First-Aid:** Wild, uncharted terrain can be dangerous and a Warden knows how to treat basic injuries. A number of times per short-rest up to their Wisdom modifier, a warden may help a human patient recover from damage taken. Using wild first-aid takes a minute. The patient recovers 1d8 HP per level in the warden prestige class. Wardens that have the minor heals ability from the breeder class add an extra 1d8 to this total.

Warlord

Some regions have never truly seen peace and have only seen conquest as villains try to subjugate all, people and Pokémon alike, to their will. Still, many rise up, commanding their own teams and using their contacts and bonds with other nobles to overcome this tyranny and allow the righteous to prevail! This Pokémon conquest involves heated battles for territory that may contain prosperous towns and powerful legendary Pokémon. Warlords are tactical in their strikes and know how to attack from further in the distance, know how to hit harder, and know how to better maneuver through unusual terrains and environment to defeat their foes. Warlords gain a variety of abilities that empower their existing skills and battling capabilities allowing them to

overcome a great variety of limitations that would be present for standard Pokémon trainers. Their only limit is their own ambitions!

Requirements:

- Feats: Closed-Quarters Combat, Dodge Roll, Maneuverability
- Skills: Diplomacy 5+ ranks, Knowledge (Region) 5+ ranks
- Pokémon: A warlord must have at least one Pokémon with a fanatic attitude.

Table 5-13: Warlord

Level	Catch Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Warrior Link, Conquest ability
2	+2	+3	+0	+1	Conquest ability
3	+3	+3	+1	+1	Conquest ability

Skills – Athletics, Intimidate, Knowledge Region, Motivate, Ride, Train Pokémon, (2+int) skill points per level, d10 hit die.

To Level Up: A warlord must defeat a powerful group of enemies that have a known presence in an area of at least one town by primarily using a Pokémon that has a fanatic attitude towards them (it can be the same or different each level) to level up in the Warlord class.

Proficiencies: Warlords do not gain any new proficiencies.

Warrior Link: Warlords each come from a different background and may choose a stat to increase to represent this. The stat that they choose acts as an inherent bonus to the ability score mentioned, permanently increasing that score. Additionally, each link has a different set of skills associated with it. These skills are added to the Warlord’s class list. A Warlord may select one of the following links.

- Charming link: +2 Charisma. Diplomacy and Sense Motive become class skills.
- Power link: +4 Strength. Acrobatics, Break and Ride become class skills
- Wise link: +4 Wisdom. Perception and Survival become class skills.

Conquest Ability: Each level, a warlord may choose a Conquest Ability from the following list.

The choice is permanent. A warlord cannot have more Conquest Abilities than their Warlord class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Increase Capacity:** Warlords are used to maintaining larger numbers of professional relationships than most, especially in giving orders and instructions. They are able to translate these skills into combat as well as into Pokémon battling, allowing them to command more Pokémon. A warlord with this ability is able to command an additional Pokémon than they normally would (normally, this increases the standard maximum of 6 to 7). A warlord may select this ability twice.
- **Inspiration:** Letting out a motivational war-cry, a warlord can command their Pokémon to perform even stronger! When a warlord makes a motivate check, instead of giving the normal bonus, they may choose to increase their Pokémon's stats. If they get a 20 or higher they may choose to raise one stat by one stage. A warrior may select this ability twice. If they select it a second time and they get a 30 or higher on their motivate, they may raise two separate stats by one stage. (Motivating is still a skill that takes one minute to accomplish, though it can be rushed to two rounds at a -10 penalty. A trainer cannot normally perform skills while commanding their Pokémon unless they have the Trainer Bond feat or a similar ability.)
- **Linked Leader:** In the heat of a large battle a Warlord refuses to let their allies be defeated. Once per week, a warrior may select up to 6 Pokémon that belong to other trainers.

Whenever that trainer uses those Pokémon in a battle or setting where the warlord is also using a Pokémon of their own, if the selected Pokémon would need to spend fatigue, the warlord may choose to allow that fatigue to be spent from their own Pokémon, though it costs one additional point. For example, if that Pokémon would need to spend two fatigue, the warlord may choose for their active Pokémon to spend three fatigue instead and allow the other one to act as intended.

- Marksman: Knowing the enemy's weakness is important to win a battle. A warlord may have their Pokémon spend a point of fatigue to increase the chance of scoring a critical hit by 2. A warlord may select this ability twice. If they select it twice, the warlord's Pokémon must spend 3 points of fatigue to increase the chance of scoring a critical hit by 4 total (this does not stack with the earlier bonus of Marksman).
- Tactical movement: Being able to battle in any location is to much of an advantage to ignore. A warlord with this ability and all of their Pokémon no longer needs to make acrobatics or athletics checks when climbing a wall, jumping over a small ledge, walking a narrow or unsteady passage or traversing difficult terrain without injuring themselves. Any Pokémon doing this moves at its movement speed but must spend one point of fatigue for each round it continues to do this that it does not make a check. A warlord may use this ability a number of rounds per day equal to their strength modifier.
- Top Speed: Warlords will strike from a distance at whatever opportunity they can! When a warlord commands their Pokémon to attack, they may spend a point of fatigue to add one tile to the mystery dungeon range of any move, allowing moves to hit from a greater ranged distance. A warlord may select this ability twice. If they select it twice, the

warlord's Pokémon must instead spend three points of fatigue to double the number of tiles (minimum increase of two tiles) the move would reach in mystery dungeon games.

- **Type Specialty:** Warlords dedicate their studies to training one type of Pokémon to best master the art of battling with them. Their unique practice and style grants them certain bonuses when catching and training. Choose one Pokémon type. A warlord 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 warlord gains a +4 specialization bonus to teach moves. Finally, the warlord gains the granted ability of the Type as found on the Type Specialist chart (Table 4-11 in the Chambers & Charizard handbook), 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 warlord'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.)

Below are four prestige classes designed for Pokémon. All Pokémon must have the independent Pokémon feat to take these prestige classes; most Pokémon owned by trainers will be unable to take these classes. Taking a level in these classes is done instead of leveling up as normal meaning the Pokémon does not gain normal health, saving throw bonuses or stat bonuses. However, the prestige classes grant many similar features. For all other purposes, such as feats, moves, and damage, Pokémon add their levels in prestige classes to their base class, effectively increasing their level. Just like humans, Pokémon may only have levels in a single prestige class and must meet the requirements of the prestige class before they are able to enter it. As Pokémon

normally otherwise do not have class levels, there are not multiclassing restrictions related to Pokémon and prestige classes.

Rescue Squad Captain

Where people aren't present, Pokémon may still go on adventures of their own, traversing dungeons in order to find lost treasures, rescue captured or injured individuals, and stop opposing Pokémon who may be misguided or corrupted in other ways. Traveling in groups, rescue squads are known for their skills in exploring mystery dungeons! All squads need a strong leader and their squad captains help coordinate between members of the team to ensure that everybody is safe and capable of performing in the dungeon. These captains have especially impressive skills that they've developed from a variety of unique techniques that other Pokémon don't generally learn through IQ feats as well as a few skills and improvements to basic abilities to further develop their abilities. Rescue squad captains will make sure all members of their team not only make it out of the dungeon but grow stronger from the experience, working as a group to complete puzzles and defeat bosses!

Requirements:

- Feats: Independent Pokémon, Recruit, Any two IQ feats
- Level: 6+
- Special: Must have explored at least one dungeon.

Table 5-14: Rescue Squad Captain

Level	Fort	Ref	Will	Special
1	+0	+0	+2	Bonus IQ feat, Lead the team

2	+1	+0	+3	Captain Ability
3	+1	+1	+3	
4	+2	+1	+4	Bonus IQ feat
5	+2	+1	+4	Captain Ability

Hit Die: D10 (plus constitution modifier, as normal)

To Level Up: A rescue squad captain levels up as all Pokémon do; when it receives sufficient experience to reach a new level, it levels up. Add its rescue squad captain levels to its Pokémon levels to determine the experience needed to reach the next level. For example, a level 8 Pokémon with 2 levels in rescue squad captain counts as level 10 and needs 600 experience total (from 486) to reach level 11.

Bonus IQ feat: At levels 1 and 4, a rescue squad captain gains a Bonus IQ feat. They must meet all the requirements for the feat that they select.

Lead the team: A rescue squad captain knows best on how to lead their teammates and guide them to victory! A rescue squad captain gains a +2 competence bonus on Diplomacy, Knowledge Pokémon, Motivate and Sense Motive when working with members of their rescue squad team. If a Pokémon does not have ranks in these skills but may gain other bonuses as a result of moves known, types, or from other sources, those bonuses may be applied as well.

Captain Ability: At levels 2 and 5, a rescue squad captain gains a Captain Ability, as chosen from the list below. The choice is permanent. A rescue squad captain cannot have more Captain Abilities than their Rescue Squad Captain class level allows. These abilities cannot be chosen more than once unless otherwise specified.

- Cooperative coordination: The free-for-all battling nature of a mystery dungeon can be quite hectic and dangerous, often leading to confusion and Pokémon accidentally getting

hurt, sometimes by their friends! A rescue squad captain with this ability is able to coordinate attacks to prevent damage from being taken. Whenever the captain or an ally would be the target of an attack made by the captain or a different ally, the captain may increase their hunger by one as an immediate action to call out to all potential targets. The potential targets then may increase their hunger by four to ignore all effects of the attack. As this is an immediate action, it may only be done once per turn.

- **Greater link:** One of the greatest signs of leadership is being able to coordinate impressive maneuvers with all members of the rescue team! Once per day, a rescue squad captain may establish a link attack between themselves and two other members of their team, choosing the moves to link. Additionally, when performing the link attack, only one member must be adjacent to the target that is being attacked as long as the others are capable of reaching the target within their moves' range. All other properties of link attacks remain the same.
- **Dungeoncraft:** When exploring dungeons, a good captain never leaves a nook or cranny unturned as they fully explore every corner! When searching in a dungeon for devices, gifts, wands or orbs a rescue squad captain and any of their allies receive a +4 competence bonus on the search check to find these items if they are present. Additionally, they receive a +4 competence bonus on appraise checks to identify these items.
- **Skill Study:** Certain skills are needed when traversing mystery dungeons! A rescue squad captain can choose one of the following skills as a skill study: Appraise, Diplomacy, Knowledge Pokémon, Motivate, Stealth, Search, Thinker. This captain ability may be selected multiple times. Each time, a different skill must be selected.

- Supportive: A rescue squad captain may choose the “Supportive” feat despite it not being a Pokémon feat.

Rumbler

Pokémon battle, it is in their nature, but sometimes it is all they want to do. Though very few Pokémon have such an intense passion for battling, a rumbler will change who they are to focus on only battling. They no longer need to eat, sleep or breathe, they only care about battling. Rumlbers are special types of toy Pokémon that use wonder keys to gift them new powers and life-like abilities, allowing them to fulfill their dreams despite being very different from most others of their kind. This gives them a wide variety of technological and deceptive abilities as well; some rumlbers may have goals well beyond battling!

Requirements:

- Feats: Independent Pokémon, Skill Study (Tinker)
- Level: 6+

Table 5-15: Rumbler

Level	Fort	Ref	Will	Special
1	+0	+0	+0	Charm Immunity, Special Trait, Toy Tinker Tampering, Wonder Key
2	+1	+1	+0	Rumbler Ability
3	+1	+1	+0	Special Trait
4	+2	+2	+1	Rumbler Ability
5	+2	+2	+1	Rumbler Ability

Hit Die: D12 (plus constitution modifier, as normal)

To Level Up: A rumbler levels up as all Pokémon do; when it receives sufficient experience to reach a new level, it levels up. Add its rumbler levels to its Pokémon levels to determine the experience needed to reach the next level. For example, a level 8 Pokémon with 2 levels in rumbler counts as level 10 and needs 600 experience total (from 486) to reach level 11.

Charm Immunity: As a rumbler becomes a toy, they are no longer affected by many charms. Any charms that affect people, Pokémon or individuals no longer affect rumlbers due to their new form lacking many qualities of a living, sentient being.

Special Trait: At levels 1 and 3, a rumbler may choose a special trait from the following list. These choices are permanent (but see the Trait Changer rumbler ability, below). A rumbler may not select the same ability multiple times. Special traits that a rumbler has chosen affect them constantly, functioning similarly to abilities or natures for having a passive effect upon the Pokémon.

- Adept – a Pokémon with this trait is immune to self-inflicted and recoil damage
- Chop-Chop – a Pokémon with this trait can attack quickly. After spending a standard action on each of their attacks in consecutive turns against the same opponent, that opponent must make a reflex save (DC = move's DC). If they fail, the rumbler may attack with the first of their moves again as a swift action.
- Feisty – a Pokémon with this trait can choose to attempt to push an opponent back. After attacking, the opponent must make a fortitude save (DC = move's DC). If the opponent fails, they are pushed back by 5 feet.
- Feisty fiend – a Pokémon with this trait can push back opponents further. They must have the feisty trait. Increase the DC for the fortitude save by twice their rumbler level. For every five the opponent fails the DC by, they are pushed back an additional 5 feet.

- Grappler – a Pokémon with this feat can do extra damage. After using a move that makes contact, they may attempt to grapple the target if they are still adjacent. If they are successful the target can't escape and takes damage equal to $1/8^{\text{th}}$ of its health at the end of each of its turns until it breaks free of the grapple.
- Gutsy – a Pokémon with this trait can knock a foe unsteady. After lowering one of the opponent's stats, the opponent must make a will save (DC = stat lowering move's DC) or become nauseated for one turn.
- Hardy – a Pokémon with this trait multiplies its defense and special defense by 1.1.
- Healthy – a Pokémon with this trait regains HP equal to its level (Pokémon levels plus its levels in rumbler) each hour as long as they have at least 1 HP.
- Lingering – a Pokémon with this move can cause status effects to linger. The statuses of bound, confusion, embargo, encore, heal block sleep and taunt all last one turn longer when caused by this Pokémon.
- Lobber – a Pokémon with this trait does 1.1 times more damage when attacking a non-adjacent opponent with a move that has a range further than 5 feet.
- Mighty – a Pokémon with this trait is immune to feisty, feisty fiend as well as the following conditions: cowering, dazed, flinched, nauseated, prone, panicked, telekinesis.
- Precise – a Pokémon with this trait multiplies its special attack by 1.1.
- Punchy – a Pokémon with this trait multiplies its attack by 1.1.
- Resilient – a Pokémon with this trait has a 25% chance of having 1 HP after being struck by an attack that would leave them with 0 (or fewer) HP.
- Slugger – a Pokémon with this trait increases the mystery dungeon range of their moves by one tile if the move already has a range greater than immediately in front.

- Speedy – a Pokémon with this trait multiplies its speed by 1.1.
- Unruly – a Pokémon with this trait can charge into foes for more damage. If they move at least 40 feet in a straight line and succeed in hitting the target's AC, they do 1.5 times damage with their attack.

Toy Tinker Tampering: When a Pokémon becomes a rumbler, their consciousness is transferred into a wonder key, a rare, powerful item that allows Pokémon toys to behave as if they were actual Pokémon. The rumbler instead becomes a toy, no longer needing to eat, sleep, breathe or otherwise be considered a living being. The rumbler no longer has any limitations on fatigue or hunger due to this transformation. However, this transformation comes at a cost. The simpler capabilities of the toy form limit the rumbler's ability to learn and practice many things at once. A rumbler can only know two moves at a time which they choose from their four moves at the time of becoming a rumbler. Once per day, they may make a tinker check (DC 20 - rumbler level) to change these moves with the same four that they knew when they first became a toy. Toys cannot learn new moves through the Train Pokémon skill. If the Pokémon would have the opportunity to learn a new move in another method, such as through a TM, they may instantly replace one of the moves they presently know and add this move to the moves they can choose from each day, possibly expanding their selection beyond four.

Wonder Key: A rumbler's wonder key contains their consciousness and life but is incapable of moving on its own. If a rumbler faints, they remain fainted until a trainer with the craft magic item feat repairs the key (Tinker DC 35) and returns the key to the original Pokémon.

Rumbler Ability: At levels 2, 4 and 5 a rumbler gains a Rumbler Ability, as chosen from the list below. The choice is permanent. A rumbler cannot have more Rumbler Abilities than their

rumbler class level allows. These abilities cannot be chosen more than once unless otherwise specified.

- Multi Trait: Traits give a Pokémon a powerful edge against others! A rumbler immediately gains a new trait (chosen randomly by the Game Master) when this ability is chosen.
- Poké doll – disguise: A rumbler must have the Stand Still Trap ability to take this Rumbler Ability. A rumbler with this ability is more mobile and adept at their disguises. They retain their +6 bonus to stealth even if they move, as long as it's no more than half their movement speed. They also gain a +6 bonus to disguise checks to disguise as relevant other Pokémon or objects, such as scenery.
- Poké doll – escape: A rumbler must have the Stand Still Trap ability to take this Rumbler Ability. A rumbler takes on the appearance of such a generic Pokémon toy that they may allow others to escape. Once per day, all allies to the rumbler may immediately leave a battle as a free action. The rumbler must take one attack from an enemy but after the attack, the enemy determines them to be not a threat and leaves, allowing the rumbler to rejoin their allies.
- Poké doll – façade: A rumbler must have the Stand Still Trap ability to take this Rumbler ability. A rumbler with this ability takes on the appearance of an item that may be of interest to a trainer such as a Poké ball, allowing them to catch them off guard. If a trainer attempts to interact with the rumbler while they are standing still (whether hidden or not), the Rumbler may immediately attack the trainer or start a battle and immediately attack the trainer's Pokémon, before speed is determined.

- **Spare Wonder Key:** A wonder key is the most important item a rumbler can have. If a rumbler with this ability faints, they may use their spare wonder key, allowing them to return with half health and no status conditions two rounds later. The spare wonder key may only be used once.
- **Stand Still Trap:** The toy-like nature of a rumbler makes them difficult to notice. A rumbler who doesn't move with this ability gains a +6 bonus on stealth checks.
- **Trait Changer:** Versatility is important to a rumbler! A rumbler who selects this ability may change one of their traits with another trait. This rumbler ability may be selected multiple times.
- **Wandering Wonder:** Sometimes the spirit of a rumbler lives on and is transferred to another Pokémon. A rumbler must have the Spare Wonder Key ability to take this Rumbler Ability. If the rumbler faints, they may instead use their spare wonder key on a different Pokémon they have knocked out, taking control of it. It is revived in the same way they would be two rounds later. It gains any traits they have though retains its moves and other features (though only two moves can be used) until the end of the battle. Following this, it must be converted into a rumbler with the same number of levels that the original Pokémon had, preserving all other class features and possibly going down in levels for the purposes of stats, saves and HP.

Shadow Pokémon

After constant abuse and mistreatment, being stolen and shut off from people and Pokémon that could help them, Shadow Pokémon are dangers that have been harmed in foul ways. Shadow Pokémon's hearts have been shut off and they are emotionless and only know how to fight, not recognizing who or what they are any more, becoming much more of monsters than anything else. This lack of emotions prevents them from feelings of reward and

accomplishment as well as any sort of remorse for their actions, changing the ways they behave. They're nearly always hostile towards trainers and caught Pokémon and though they have many strong abilities of their own, their strengths are severely limited. Shadow Pokémon are powerful in what they can do, but are extremely limited outside of battle due to their state and aggressive demeanor.

Requirements:

- Feats: Dark Matter Menace, Independent Pokémon
- Level: 6+
- Special: Must have a hostile attitude towards three or more trainers from separate encounters or five trainers from one encounter.

Table 5-16: Shadow Pokémon

Level	Fort	Ref	Will	Special
1	+2	+0	+0	Shadow Consumption, Shadow typing, Shadow ability
2	+3	+1	+0	Shadow ability
3	+3	+1	+0	Shadow ability
4	+4	+2	+1	Shadow ability
5	+4	+2	+1	Shadow ability

Hit Die: 2d10 (plus constitution modifier, as normal)

To Level Up: A shadow Pokémon is incapable of leveling up in this class or as a Pokémon. They may still gain experience and level up once they are purified of the shadows.

Shadow Consumption: The hate grown from negative interactions in the past with humans quickly consumes a Shadow Pokémon. When a shadow Pokémon enters this class, they must trade 5 their levels as a standard Pokémon for levels as a shadow Pokémon. For example, a level 8 Pokémon must trade 5 levels, becoming a 3rd level Pokémon and a 5th level shadow Pokémon. This causes them to lower their stats to that of a 3rd level Pokémon but they gain shadow abilities as described below. Beyond this, the hatred prevents a shadow Pokémon from leveling up, evolving, learning new moves other than shadow moves and being nicknamed. Shadow Pokémon almost always try to attack any humans they see, as well.

Shadow typing: All shadow Pokémon gain the shadow type, in addition to their normal types. This does not grant them STAB on shadow moves. However, shadow type moves are super effective against all other types besides the shadow type. Shadow type Pokémon resist shadow type moves.

Shadow ability: At each level, a shadow Pokémon gains a Shadow Ability, as chosen from the list below. The choice is permanent. A shadow Pokémon cannot have more Shadow Abilities than their Shadow Pokémon class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Hyper Mode:** As a swift action, a shadow Pokémon with this ability can enter Hyper Mode. While in Hyper mode, all of their shadow moves are guaranteed to hit. Additionally, double the chance of scoring a critical hit when rolling while using a shadow move in hyper mode. After the first turn, as a swift action at the end of each of their turns, a shadow Pokémon in hyper mode deals itself damage as if it hit itself in confusion. A shadow Pokémon may end Hyper mode as a standard action. Hyper mode may be used once per battle.

- **Pained Power:** A Shadow Pokémon with this ability does more damage but also takes more damage. Once per battle, they may activate this ability as an immediate action after they have taken damage. As soon as this ability is activated, the shadow Pokémon's defense and special defense drop to 5/6 of what they normally are. However, their attack and special attack increase to 6/5 of what they normally are. This ability may be ended as a standard action.
- **Shadow Boost:** Due to the strange nature of experience and levels for shadow Pokémon, some may have unseen strengths. A shadow Pokémon with this ability increases their stats as if they had leveled up once as a standard Pokémon. Additionally, the Pokémon gains one rank in each of the following skills: bluff, intimidate, stealth, survival. This ability may be taken up to three times.
- **Shadow Moves:** A Shadow Pokémon with this ability learns a Shadow Move. The newly learned shadow move replaces a move the Pokémon currently knows. The GM should approve the move first, making sure it is appropriate for the Pokémon attempting to learn it. This Shadow Ability may be selected up to four times; each time a different move must be selected. If the shadow Pokémon is purified, these moves are replaced by a similar move that the Pokémon could learn, even if it could not yet learn it by level up (or is otherwise an exclusive move). The GM should approve the move first.
- **Shadow Synergy Stone:** A special cursed stone has possessed a Shadow Pokémon with this ability. The Pokémon holds a Shadow Synergy Stone; this Stone allows them to know a fifth move as long as it is a Shadow move. They may use this move only if they have used all of their other moves first. All moves that deal damage deal an additional 30% more damage. After dealing damage, the shadow Pokémon loses 10% of its HP. If the

Shadow Pokémon faints, all individuals within a radius of 5 feet per level of the Pokémon (not including levels from Shadow Pokémon) take damage equal to 1/3 of this Pokémon's max HP. As this is a cursed item, it cannot normally be removed. If the shadow Pokémon is purified, the curse is removed and the item functions as a life orb.

- Speed boost: A shadow Pokémon with this ability increases its speed by 50%.

Special Delivery Carrier

Whether they assist humans or have their own, direct service, Pokémon are important for various infrastructure functions such as delivering mail and important packages. Special Delivery Carriers often work with other Pokémon as well, employing their help for defense, or possibly even delivering them to the appropriate trainer! Carriers have a wide variety of abilities to reflect the importance of getting messages delivered ranging from getting to their location quicker to being able to battle in more diverse ways. On top of this, carriers are respected employees and are often paid by the mail service they work for (in addition to many times getting tips from trainers who receive something from them). Though any Pokémon can earn money for their trainer with the correct training, carriers are notable for often needing to act independent of them and still succeeding, contributing a great deal to assist individuals across the Pokémon world!

Requirements:

- Feats: Independent Pokémon, Poké See, Poké Do
- Level: 6+
- Movement Speed: 50 feet/move action or 20 feet/move action and capable of special movement (flight, swimming, etc., as discussed and approved by the GM.)
- Skills: 2+ ranks in appraise, 2+ ranks in profession

Table 5-17: Special Delivery Carrier

Level	Fort	Ref	Will	Special
1	+0	+2	+0	Carrier Payment, Reading, Carrier ability
2	+0	+3	+1	Carrier ability
3	+1	+3	+1	Carrier ability
4	+1	+4	+2	Carrier ability
5	+1	+4	+2	Carrier ability

Hit Die: 1d10 (plus constitution modifier, as normal)

To Level Up: A Special Delivery Carrier must deliver an item to a trainer that is needed for them to level up and assist in their level up process in order to level up in the Special Delivery Carrier class.

Carrier Payment: As it often takes quite a bit of time and effort to travel and deliver packages, Carriers are paid for their work. Any message delivered costs 100 Poké dollars per mile. Any package costs an additional 20 Poké dollars per pound when it is carried. For example, a 10 pound package carried three miles would pay the carrier (or more likely their trainer) 900 Poké dollars (100 base price, 200 for the weight, times three for the distance).

Reading: A carrier learns how to read one human language of their choice when they take their first level. This helps them in correctly delivering important information, letters and packages as well as reading maps and following directions.

Carrier Ability: At each level, a special delivery carrier gains a Carrier Ability, as chosen from the list below. The choice is permanent. A special delivery carrier cannot have more Carrier

Abilities than their Special Delivery Carrier class level. These abilities cannot be chosen more than once unless otherwise specified.

- **Bonus Language:** A carrier needs to be able to deliver packages to far away reaches where languages might be different. A carrier may select another human language to be able to read when they choose this Carrier Ability. This Carrier Ability may be selected more than once. Each time, a new language is selected.
- **Expanded Feat Selection:** Some carriers pick up on features that are rather unique to humans. A carrier with this ability can select Dash, Running Shoes, Stunt Rider and other feats dealing with movement speed that are normally exclusive to humans when they would select a feat as they level up. This Carrier Ability does not give the carrier a feat, rather, it allows them to take these feats as if they were Pokémon feats.
- **Key Item:** Losing important items can be detrimental to a carrier! As a carrier will likely hold multiple items at a time (such as a held item, items in a bag of mail, and maybe a package separate from that) they may choose to make one of these items their key item. This item is treated similarly to a key item as humans would hold; it may never be lost or destroyed unless the item is changed. Treat the carrier as having the sticky hold ability for the purposes of their key item.
- **Poké prize ball:** It is often easier to carry Pokémon if they are in their Poké balls, but that has the downside of those passenger Pokémon being unable to help! A carrier is able to overcome that, however. A carrier must have the Pokémon protection travel to take this carrier ability. For each Poké ball a carrier is traveling with, they may select one move that a Pokémon in that Poké Ball knows that has 30 or more PP. The carrier may make a tinker check (DC 22 if they only have one Poké ball they carry, 26 if they carry two, 32 if

they carry three, 40 if they carry four) as a move action to use the selected move as their standard action. Only four moves may be selected, regardless of how many Poké balls are carried and each must come from a different Pokémon. The moves must be selected in advance. The carried Pokémon is not released from its Poké ball, rather, the carrier uses the move as if it were half its level. Each use of this ability costs one point of fatigue or 7 points of hunger per number of moves selected for this ability.

- **Pokémon protection travel:** Sometimes it isn't just things that will be delivered, but actual Pokémon are being sent across distances as part of a trade or for other reasons! A carrier with this ability is able to hide a Pokémon that they are able to carry (its maximum weight must be less than the carrier's heavy load) and is at least one size category smaller than they are, even if it is not in its Poké ball! They are able to prevent it from taking any damage and it can take a 20 on a stealth check for free as long as it is within 5 feet of the carrier, allowing it to travel safely without being noticed or targeted. If the passenger Pokémon attacks, uses a skill, or otherwise acts in a combat situation it loses the protection gained from this carrier ability. A carrier may only protect one Pokémon at a time in this manner.
- **Rocket Prize Machine:** While most work for public mail services and don't have much involvement with what they deliver, some carriers work in a very private sector, often for criminal purposes. Carriers who are at least size medium and capable of carrying a 50 lb. machine can carry a Rocket Prize Machine. This is a device that contains Poké balls that a grunt can access to quickly gain a random Pokémon (of roughly the same level of their highest level Pokémon) if they enter a password or key as a standard action. The Pokémon should come from a table created by the GM with at least 10 unique options,

likely allowing options to change over time. When using a Pokémon from the prize machine, they know its name, but any additional information such as types and moves must be discerned with appropriate knowledge checks. A carrier must have the Poké prize ball Carrier Ability in order to select this ability.

- **Swift Stride:** Getting to a destination or back to home is important, especially doing so quickly! A carrier with this ability increases their movement speed by 10 feet. This allows them to increase their overland speed (Every 10 feet per move action equates to an additional mile per hour).

New Equipment and Items

Equipment

All trainers on their journey need equipment, whether it be Poké balls and Potions to train new species encountered or tools for skills and transportation. All trainers make sure to fill their pack with whatever they need for their journey and it isn't rare to find trainers trying to scrape together money to buy even more equipment! Though many times, mundane items are needed to complete a task or help with skills or other basic functions, some trainers will save up for magic items that can be purchased to give them extra bonuses, new abilities, or power up their Pokémon with new strategies. This chapter expands upon many types of common equipment and magic items from the Chambers & Charizard handbook. In addition, this book introduces new purchasable options, such as bulk items, transportation, pouch space, new starting packs and more. Trainers will want to double check any shops they encounter to ensure they are stocked up on everything that they need!

A trainer of course is not much without their starter pack! Presented below are four new starter packs that trainers can choose. These options are in addition to the ones described in the Chambers & Charizard handbook; all players gain a starter pack and 1,000 Poké dollars during character creation (possibly earning more money if they start at a higher level). Additionally, all trainers may choose to sell one type of item from their start pack in any amount for full price and buy other items with their starting funds. For example, a character with the healer's pack may choose to sell any number up to the 5 potions they start with, earning 300 Poké dollars back for each one sold. Items in the starter packs marked with an asterisk* are described in detail later in this chapter. The pack a trainer chooses can shape their journey and may be useful for goals within their class but may also just fuel their own other hobbies and interests.

Athlete's Pack: 14 lbs.

- Backpack
- 3 Poké balls
- 2 Training balls*
- Banner*
- Signal Whistle
- Laser Pointer*

Cook's Pack: 11.5 lbs.

- Sack
- Cooking Pot*
- 2 oz. common spices*
- Four days of trail mix
- Flint and Steel
- Water bottle
- 2 potions

Healer's Pack: 10.75 lbs.

- Sack
- First Aid kit
- 5 Potions
- Blanket
- Bedroll
- 3 filter masks*
- 2 Poké balls

Musician's Pack: 5 lbs.

- Sack
- Instrument
- Signal Whistle
- 2 sets of earplugs*
- Ream of paper
- 2 pencils

Table 6-1, below, introduces various basic items and equipment that can be commonly found. Many of these items provide basic features that could be useful on a Pokémon journey or provide a small bonus on commonly made checks and saving throws when used. Details about any bonuses provided as well as any requirements are provided below as well. Items are listed at a common sales price (in Poké Dollars), though prices may vary depending on location, professionals, and other economic factors. Items also have a weight listed (in pounds) for the purpose of tracking a player's carrying capacity. The uses and effects of each item are also listed below.

Table 6-1: Common adventuring items

Item	Cost	Weight (lbs)	Item	Cost	Weight (lbs)
Accessory	950	0.25	Flare signal	1,300	2
Banner	550	10	Flour	220	1
Bolt Cutters	2,400	2	Hammock, Rope	2,600	3
Cage, Tiny	1,200	25	Laser Pointer	550	0.25
Cage, Small	4,400	75	Life Jacket	4,200	1

Cage, Medium	16,500	100	Limited edition League Hat	7,700	.5
Cage, Four sided	16,500	100	Magnet, small	550	1
Camera, Disposable	1,650	1	Marbles (20)	300	2
Camera, Security, Fixed	2,850	1	Microphone	1,870	1
Camera, Security, Tracking	4,800	2	Oil	165	1
Carabiner (4)	1,450	1	Periscope Lens	3,000	2
Connecting Cables	1,430	1	Pokémon Tool	3,750	4
Game Die	80	-	Pokémon Toy	1,250	2
Digital Recorder	2,100	1	Pot, cooking	1,100	5
Duct Tape (150 ft)	550	1	Rechargeable battery	220	-
Earplugs	100	-	Saddle, riding	5,000	12
Extension Chord (10 ft)	1,800	1	Saddle, carrying	6,000	20
Filter Mask	150	-	Telescope	24,000	20
Filter Straws	1,150	1	Training Ball	200	.5
Fishing lure	1,100	-	Weather Sensor Kit	4,500	8

- Accessory – an accessory can be bought in one of five categories: beauty, clever, cool, cute, tough. A Pokémon can wear an accessory without using their held item slot. If the accessory matches the Pokémon's nature, they get a +1 enhancement bonus on charisma checks.
- Banner – a banner is a flag that can be carried or stand on its own. It waves down vertically and can be used as a visual signal or goal post in close distances. A standard banner comes with a flag.
- Bolt Cutters – Bolt cutters provide a +4 on break checks against long, thin objects (such as rope, chain, connecting chords, etc.) and allow the check to be made untrained.
- Cage, Tiny – A tiny cage can hold an item or Pokémon of size tiny or smaller. The break DC is 28.
- Cage, Small – A small cage can hold an item or Pokémon of size small or smaller. The break DC is 29. Setting up a small cage takes a full-turn.
- Cage, Medium – A medium cage can hold individuals or items of size medium or smaller. The break DC is 30. Setting up a medium cage takes a minute.
- Cage, Four sided – A four-sided cage can hold multiple individuals and occupies a space of up to 20x20 feet. However, it has no ceiling or floor so it can be escaped if one can climb up the 10 feet and nothing stops them. The break DC is 40. Setting up a four sided cage takes four minutes.
- Camera, Disposable – A disposable camera can take 20 pictures. After taking the pictures it must be turned in to an appropriate store (any that sells cameras of any kind) to have the film developed and receive the pictures. Disposable cameras can momentarily provide a flash of dim illumination in a 15 foot cone when a picture is taken. Changing settings (flash) can be done as a full-turn action. Focusing the camera and taking a picture can also be done as a full-turn action.
- Camera, Security, Fixed – A fixed security camera sits in one place and records any motion nearby (60-foot radius). It must be plugged in to be used and any footage must be downloaded from connecting cables to a device such as a phone or computer.
- Camera, Security, Tracking – A tracking security camera sits in one place and records motion nearby (120-foot cone). It must be plugged in to be used and any footage must be downloaded from

connecting cables to a device such as a phone or computer. A tracking security camera will focus on and follow motion of something within its range.

- Carabiner – Carabiner clips can be used to secure items and ropes. Reduce the DC of any athletics checks involving ropes by 2 if a carabiner is used.
- Connecting Cables – Connecting cables must be bought to adapt to specific ends. Each end has a specific device it can attach to (such as a computer and phone). The cables are default 2 feet long, though they may be bought longer for extra. Rarer adapters may cost extra. This allows the devices to communicate and transfer files.
- Game Die – A game die is a 6-sided die.
- Digital Recorder – A digital recorder can be used to record sound within 30 feet. 2 hours of sound may be recorded per battery in the device and it holds up to 6. A digital recorder may playback sound recorded at the same rate (2 hours per battery) or the sound files may be transferred with connecting cables.
- Duct Tape – Duct tape can be used as an adhesive to connect items together. Duct tape is waterproof.
- Earplugs – Earplugs can be worn by humans to provide +1 circumstance bonus on saving throws against any sound-based Pokémon moves and related effects. However, they also provide a -4 on sound-based perception effects.
- Extension Cord – An extension cord allows an electrical device to be plugged in to an outlet from a further distance.
- Filter Mask – A filter mask can be worn by humans to provide a +1 circumstance bonus on saving throws against any effect that would cause the nauseated, poisoned, badly poisoned or stunned conditions.
- Filter Straws – A filter straw provides a +8 circumstance bonus on a fortitude save to resist any potential poisons, diseases or other negative effects from drinking uncleaned water.
- Fishing lure – A fishing lure allows a trainer to make three attempts to pull a Pokémon to the surface with an athletics check when using an Old Rod, Good Rod or Super Rod.
- Flare signal – Launching a flare signal is a standard action. It sends a small fiery spark 120 feet into the air with a whistling sound, drawing attention.
- Flour – A pound of flour can be used for cooking. It can also potentially reveal tracks or hidden individuals by clinging to surfaces and powder being displaced by footprints. Dumping the flour out for this purpose requires a full-turn action. Flour used on a Pokémon with +1 or more evasion reduces its evasion by one stage.
- Hammock, Rope – A rope hammock can function similarly to a bedroll as long as it can be hung between two poles or trees roughly 6 feet apart.
- Laser Pointer – Laser pointers can be used to point out distant objects with a small red dot that can be clearly seen up to 300 feet away as long as the viewer succeeds on a DC 15 perception check.

- Life Jacket – When worn, a life jacket provides a +4 circumstance bonus on athletics checks related to resisting drowning.
- Limited edition League Hat – Though rare and expensive, Limited edition League Hats can be quite useful! A trainer wearing one of these can receive any of the benefits of having a trainer’s license at a Pokémon center.
- Magnet, small – Small magnets can attract nearby magnetic objects, which will stick to it, provided they weigh less than a quarter pound.
- Marbles – A bag of marbles can be used for many purposes. Beyond playing a game, they can be used to detect any downward slopes by dropping one on a flat surface or dumping the whole bag out over a five-foot square to require an acrobatics check (DC 15) or one who moves into the square must stop moving for the rest of their turn.
- Microphone – When performing or making a motivate check with a microphone in hand, multiply the maximum distance it can be heard by 1.5.
- Oil – This equates to a pint of oil. It can be used in cooking, making fires, easing tinkering or as an obstacle. Oil allows a fire to burn for twice as long and doesn’t require a survival check to maintain a fire. Oil can be used in some tinker checks related to assembling or disassembling moving parts for a +1-circumstance bonus on that check. Lastly, if oil is poured out over a 5-foot square, a character must make a DC 15 acrobatics check or fall prone.
- Periscope Lens – Using a periscope lens allows vision-based perception checks to be made around a corner.
- Pokémon Tool – Pokémon tools are a held item that can be given to a Pokémon. These function as a skill tool, providing a +2-circumstance bonus in a relevant skill. The price of this may vary depending on the Pokémon and the skill.
- Pokémon Toy – When playing with Pokémon while using Pokémon toys, the rate at which the Pokémon gains friendship is multiplied by 1.5.
- Pot, cooking – A small iron pot that can be used for cooking simple dishes but doesn’t confer any unique bonuses otherwise.
- Rechargeable battery – When plugged into an appropriate adapter, these batteries can charge up in one hour after they have been drained, allowing them to be used again for other purposes.
- Saddle, riding – This is an item that can be placed on a Pokémon separate from their held item. A trainer riding on a Pokémon with a riding saddle gains a +2-circumstance bonus on their ride checks. The Pokémon still must be able to support the trainer (appropriate size and strength).
- Saddle, carrying – This is an item that can be placed on a Pokémon separate from their held item. A Pokémon with this item can carry a backpack or sack with a weight up to half what a trainer with their strength score has, though they can’t use any of the items in it.
- Telescope – A telescope can be used to view distant objects. Double the distance for all vision-based perception checks made with a telescope.

- Training Ball – A trainer may spend an hour practicing with a training ball per day. This requires making a catch check (DC 15). The next time they throw a Pokéball, they increase their cpfactor by .1 (normally raising it to 1.1). Following this they must practice again to regain the benefits. On a natural 1 while training, the training ball breaks. Training balls can serve other purposes as well, such as balls for games and sports.
- Weather Sensor Kit – When using a weather sensor kit, all basic information about weather can be discerned without the need for a survival check. This provides temperature, relative humidity, barometric pressure, wind speed and direction, approximate precipitation and any special weather conditions for the next 24 hours. A weather sensor kit may be used twice per battery and stores two batteries.

Beyond equipment to carry, sometimes appropriate clothing is beneficial for trainers.

Seven sample outfits are listed in Table 6-2 that suggest various bonuses that could be provided in various different contexts. Though not mentioned in their starter kits, assume all trainers have three complete outfits that they can rotate between and wash at Pokémon Centers or with a survival check (DC 5) and access to water over the course of two hours. Most clothing confers no bonuses, but should clothing get particularly torn or dirty, allowing trainers to have spares of their basic outfit should be fine.

Table 6-2: Clothing

Outfit	Cost	Weight	Benefit
Basic clothing	1,500	3	N/A
Beekeeper outfit	5,500	8	+2 AC, an additional +8 AC against bug-types
Cold weather outfit	9,500	10	Bonus +4 on fortitude saves and constitution checks to resist suffering in cold weather (below 40 degrees F)
Fancy outfit	8,000	5	+4-circumstance bonus on diplomacy checks, related checks in formal settings
Padded clothing	2,400	6	+1 AC
Warm weather outfit	6,500	3	Bonus +4 on fortitude saves and constitution checks to resist suffering in warm weather (above 100 degrees F)
Work Apron	1,650	2	Three size tiny or smaller items may be placed in the apron and drawn from it as a swift action

Though players are unlikely to need to buy raw material in bulk, having references for it can help flesh out a world. Additionally, players may come across times where they gather large amounts of resources and they want to sell them. Raw materials are required to construct certain magic items as well, though these are often left as unspecific rather than requiring precise amounts of any of the materials listed in table 6-3, below. As these materials are generally more general purpose and not something likely to be carried around in specific amounts, the price and quantity of the items are combined. These prices are mostly suggestions; proximity to where the resource may be manufactured or crafted, abundances or shortages, as well as other factors. Other items may be added to this list as needed as well.

Table 6-3: Bulk goods and raw materials

Cosmetics, common	29 Poké dollars/day (a month's worth weighs a pound)
Cosmetics, fancy	110 Poké dollars/day (a month's worth weighs a pound)
Crafted arts, common	2,350 Poké dollars/cubic foot
Crafted arts, fancy	5,500 Poké dollars/cubic foot
Fabric, common	500 Poké dollars/square yard
Fabric, fancy	2,500 Poké dollars/square yard
Furniture common	1,375 Poké dollars/cubic foot
Furniture, fancy	3,300 Poké dollars/cubic foot
Lumber	55 Poké dollars/pound
Ores, common	110 Poké dollars/pound
Ores, rare	24,000 Poké dollars/pound
Paints and dyes, common	550 Poké dollars/pound
Paints and dyes, fancy	5,500 Poké dollars/pound
Spices, common	2,750 Poké dollars/pound
Spices, rare	13,500 Poké dollars/pound

Services

Sometimes players want to buy something that isn't a tangible object, but rather skills, information, transportation, benefits, or other services. A wide variety of services exist; an NPC could be asked to do a favor of some kind or a PC could sell their own skills as appropriate. A

variety of services are presented here with estimated prices for them in a standard setting. This assumes that most of those doing the tasks would be professionals, rather than trainers (especially not likely to be high-level trainers). However, some services, such as use of Legend Speaker charms, do likely require a trainer rather than an NPC and many of these services can be done by anyone.

Table 6-4 presents a list of skills and the rough expected price for them to be completed by a professional capable of that skill. These prices vary based on the DC, with individuals capable of making the higher DCs sometimes unlikely to be found! When hiring an NPC for a skill, most of the time, they are going to offer their knowledge rather than actually completing the skill for the trainer; it is unlikely that an NPC making an acrobatics check will assist the trainer in making the same acrobatics check to surmount an obstacle. Additionally, sometimes these checks feasibly cannot be done; asking an NPC to bluff may serve little purpose if they are unlikely to agree with the trainer's views and not in on what needs to be communicated immediately at the time of communication (or not even present)! As such, the services within skills should be considered as to whether they are knowledge on how to complete them, possibly giving a bonus on the player's check, or actual services to complete the check. Skills marked with an "S" can logically be performed in the service or have information about the service provided, while those marked with an "I" are likely to just be guidance on how to complete the skill. This is situational and up to the GM, in most circumstances.

Players are also likely to form relationships with NPCs that may be able to help them. Though not every NPC is willing to risk their lives, many may choose to assist players who have assisted them in the past and may offer discounts (or upcharge the players, if they are not fond of them for whatever reason) as appropriate. The value they offer for prices could be gauged with

an appraise check. Information on how variable services are is also provided; some skills like craft and profession will have much larger ranges in their price than skills like knowledges and spellcraft. Again, many of these features of services are context dependent and table 6-4 only acts as guidelines rather than strict rulings.

	DC 40	DC 35	DC 30	DC 25	DC 20	DC 15	S/I	Price Variability
Acrobatics	9,600	4,800	2,400	1,200	600	300	I	Low
Appraise	4,800	2,400	1,200	600	300	150	S	Low
Athletics	4,800	2,400	1,200	600	300	150	I	Low
Bluff	4,800	2,400	1,200	600	300	150	I	High
Break	9,600	4,800	2,400	1,200	600	300	S	Medium
Concentraion	2,400	1,200	600	300	150	150	I	Low
Cooking	4,800	2,400	1,200	600	300	150	S	Medium
Craft	3,600	1800	900	450	225	150	S	High
Diplomacy	2,400	1,200	600	300	150	150	I	High
Disguise	4,800	2,400	1,200	600	300	150	S	Medium
Heal	4,800	2,400	1,200	600	300	150	S	High
Intimidate	4,800	2,400	1,200	600	300	150	I	High
K. Legends	9,600	4,800	2,400	1,200	600	300	I	High
K. Pokédex	9,600	4,800	2,400	1,200	600	300	I	High
K. Pokémon	7,200	3,600	1800	900	450	225	I	Medium
K. Region	4,800	2,400	1,200	600	300	150	I	Low
K. Other	9,600	4,800	2,400	1,200	600	300	I	High
Motivate	4,800	2,400	1,200	600	300	150	I	Medium
Perception	4,800	2,400	1,200	600	300	150	S	Medium
Perform	12,000	6000	3000	1500	750	375	S	Medium
Profession	3,600	1800	900	450	225	150	S	High
Ride	4,800	2,400	1,200	600	300	150	I	Low
Search	2,400	1,200	600	300	150	150	S	Low
Sense Motive	4,800	2,400	1,200	600	300	150	I	Medium
Sleight of Hand	9,600	4,800	2,400	1,200	600	300	I	Medium

Spellcraft	9,600	4,800	2,400	1,200	600	300	I	High
Stealth	4,800	2,400	1,200	600	300	150	I	Low
Survival	4,800	2,400	1,200	600	300	150	S	Low
Tinker	9,600	4,800	2,400	1,200	600	300	S	Medium
Train	9,600	4,800	2,400	1,200	600	300	S	Low
Pokémon								

Beyond skills, many other services exist that players may want to pay for. Few characters in a Pokémon setting own vehicles of their own and even bicycles and roller blades are expensive and unlikely to be available to lower-level players. Walking is one of the main forms of transportation within the Pokémon world but it is difficult to walk long distances, across water or through especially rugged terrain. Other environmental hazards as well as Pokémon themselves might also contribute to a character wishing to have other options for transportation to get between locations. A variety of different vehicles can act as charter services to help individuals get from one location to another, with details about them presented here.

The following list details different transportation services that individuals may encounter with a Pokémon setting. All of the prices listed assume that an individual is temporarily renting or using the service of the vehicle as many of these vehicles are costs well beyond that which most trainers could afford. NPCs may own vehicles and choose to sell them for other prices at the GM's decision. The following list contains the vehicle, the size, its speed, cost for distance, resistance to damage, any special notes about transportation and any other features that need to be mentioned about it. In many circumstances, access to some of these forms of transportation will be restricted based off of infrastructure of the region and access individuals have to it. All passengers, pilots or other individuals listed are assumed size medium; a size large individual would take up twice the space of a medium, size huge takes up four times the space, and so on.

Likewise, size small individuals take half the space, etc. Unless otherwise specified, assume that operating any of the following devices requires a feat for proficiency in driving it and either ride or tinker checks to be made for complicated maneuvers. The feat should generally have a prerequisite of being at least 16 years old (or older in many cases) and at least 2 ranks being invested in any of perception, ride or tinker (so a character could have one rank in each of two skills or two ranks in one skill). Most of the time, trainers will not need to operate the device.

- *Automobile, Standard Car* – Most cars are at least 20 feet long by 10 feet wide and 5 feet tall (Size huge, AC 10), with some (including trucks and busses) being even larger. Cars can drive about 1,000 feet per round, or roughly 60 miles per hour with clear roads. Turning 90 degrees requires using 120 feet of movement forward to gradually make the turn. Up to 3 passengers beyond the driver can usually ride in a single car. A trip costs roughly 200 Poké dollars per mile, though longer trips may cost more. Cars have DR 10 against all Pokémon moves and DR 20 against bludgeoning, piercing and slashing damage. After taking 35 damage, cars are broken and cannot be driven (possibly resulting in an accident that damages those inside). A car ramming into a target does 6d8 bludgeoning damage to the target (and itself if the target is size huge or larger). Cars cannot move more than 45 miles per hour if they do not have paved roads.
- *Boat, Cruise or Ferry* – Cruise ships and other large passenger boats such as Ferries vary in size, but are likely 60 or more feet across, 200 or more feet long and 20 or more feet above water (likely with at least an additional 50% of their height underwater; size colossal, AC 2). Though they are very large, they are sturdy and can take up to 300 damage, though they have no particular resistances

beyond 1 stage of defense. After this, they may be vulnerable to sinking. Ships like these travel at roughly 40 miles per hour (turning 90 degrees requires at least a quarter mile of movement) over large bodies of water and often charge 2,000 Poké dollars per hour spent on the water. Cruises are thus quite expensive as they often take a day or longer, while a quick ferry ride may be done in half an hour. These boats can hold potentially hundreds of passengers, usually with one crew member for every 10 passengers on board.

- *Helicopter* – When precise three-dimensional movement is needed, helicopters are an excellent choice. They are roughly ten feet wide, ten feet tall and forty feet long (size huge, AC 9). Helicopters can fly at 60 miles per hour and can hover still, rise, fall or turn 90 degrees without any significant cost to their movement. Only three individuals may ride in a helicopter at a time and many times they are not available for chartering (though if they are, expect to pay 10,000 Poké dollars). Helicopters should be treated as flying type and having +2 evasion for their maneuverability, though they are vulnerable to damage and can only take up to 28.
- *Plane* – In the Pokémon world, it is rare to travel by plane but not unheard of. Most planes are small-scale jets being 100 feet long, 95 foot wingspan and 15 foot body, and about 40 feet tall on the tail end (size colossal, AC 4). These planes are capable of traveling up to 600 miles per hour in the air with a 90 degree turn requiring a quarter mile of forward movement included. Planes can hold up to 80 passengers plus a dozen crew members. Any flight within the region should cost 10,000 Poké dollars and those to other regions should cost 20,000 Poké dollars.

For the purposes of damage, treat planes as a flying type with DR 5 to all damage that has +1 defense and +6 evasion; moves are unlikely to hit it but those that do can cause serious damage. A plane can take up to 90 damage before it will crash; a crashing plane plummeting from the air deals double falling damage to all those inside, along with possible fire damage.

- *Rowboat* – One does not need any sort of proficiency with a rowboat in order to pilot it as this can be done with strength checks. Rowboats are large and sturdy, about 25 feet long, 8 feet wide and 5 feet tall, and can seat up to 8 individuals (size huge, AC 8). Rowboats can travel up to 12 miles per hour on water if at least $\frac{3}{4}$ of the occupants succeed on a DC 10 athletics check. This is increased to DC 20 if only half the individuals are rowing. If this is not met, the boat will travel slower or may not travel at all due to asynchronous rowing strokes. A rowboat can turn 90 degrees if at least half the rowers make a DC 20 athletics check for only 5 feet of movement. Renting a rowboat is 4,000 Poké dollars per hour. A rowboat can take 16 damage before it begins to sink.
- *Speedboat* – Smaller but about as fast as larger ships, a speedboat is roughly 15 feet long, 10 feet wide and 5 feet tall (size large, AC 10). Speedboats can travel up to 40 miles per hour on water and can turn quickly, 90 degrees in 120 feet! Renting a speedboat costs 60,000 Poké dollars per day (though it can be rented in hours if needed) and can hold 4 individuals beyond the captain. Speedboats have no particular defenses and can take up to 32 damage before they are at risk for sinking. A character who has spent 2 hours working with somebody who is proficient in piloting a speedboat is able to drive a speedboat with tinker checks

for the next week, though they lose the skill quickly without practice (DC 15 to accelerate, DC 20 to decelerate appropriately, DC 20 for turning).

- *Train* – The size of a train varies greatly but most train cars are at least 15 feet tall, 15 feet wide and 60 feet long though many are bigger (size gargantuan, AC 8). Trains can only travel on rails or through paths that already support them but on these paths they are capable of always traveling about 60 miles per hour. Dozens of individuals may be in a train due to their size with each ticket costing 500 Poké dollars for a local round trip (less than 10 miles in one direction and back) and an extra 600 Poké dollars for each 10 miles past that on a one-way trip. An individual traveling 30 miles on train would have to pay 1,700 each direction. Trains have DR 30 against all damage and can take up to 150 damage before they cease to function and are at risk for crashing. A train ramming into a target deals 10d8 bludgeoning damage to the target (and itself if the target is size gargantuan or larger).

The following vehicles do not have a price listed due to their exclusive ability. These are normally restricted to grunts and other niche circumstances for when the vehicle is loaned out to players specifically, rather than being a service that can be paid for. All of the following vehicles can be assigned to grunts if it is appropriate for their mission. In some cases, such as a Pokéring tournament, vehicles like a hot air balloon may be available for free to characters as a regulated service rather than something they can use for their own desires or transportation. Other than availability being limited on these vehicles, they otherwise function the same as those explained above. Any of these being distributed to grunts may be made type-proof if at least one

of the grunts operating it or a different grunt within the organization has the type-proof trap grunt ability.

- *Burrower* – Often modeled after diglett, this device is roughly 10 feet long and wide and 25 feet tall (size huge, AC 12). Burrowers move slowly (20 feet movement speed) but may dig through dirt, though not stone, at half that speed. They are able to turn rapidly with no movement penalty to turn 90 degrees. Up to three individuals may ride in the burrower besides the pilot, who operates the device with a DC 12 tinker check to change its direction as a standard action. A burrower is relatively hardy to face the rough terrain it travels through, able to take up to 50 damage. Burrowers are often equipped with a large shovel or bat they can use to hit a target (+5 to hit AC) that deals 4d8+4 bludgeoning damage.
- *Fortress device* – Fortress devices are complex machines that propel themselves to float through the air with a variety of clockwork components. With their size they should logically be incapable of flight as they are size colossal metal contraptions (AC 16), though they are able to do so through marvels of engineering. Fortress devices move very slowly, traveling at a speed of 30, the same as somebody walking. Operating them (for take off, landing, changing direction or speed) takes a full-turn action tinker check (DC 25) and making a 90 degree turn costs all 30 feet of movement, though a second move action can be used to continue moving. Fortress devices are extremely defensive, with +2 defense and reducing any damage past that by 30. A fortress device can take 60 points of damage before it begins to slowly fall as a failsafe, descending at 30 feet per round while still being pilotable. If a fortress device takes more than 200

points of damage, it will crash, dealing double fall damage to anybody in it or beneath it. Fortress devices can also trap Pokémon, though the number of Pokémon depends on the device. Most may restrain one Pokémon of size large or smaller and prevent it from moving or attacking via special cages.

- *Hot air balloon* – Possibly the most iconic vehicle for a grunt, these bestow the blasting off ability for any grunts within them. They are able to fly 30 feet vertically and 5 feet horizontally with each move action, which can be made with a survival check (DC 10) by anybody trained in their usage (either having a feat for proficiency or having received lessons from somebody with proficiency for four hours within the past week). They are roughly 20 feet in diameter with a basket hanging 20 feet below them (size huge, AC 5), and may hold up to 2 passengers beyond the pilot. A hot air balloon may take up to 20 damage before it falls, possibly sending the inhabitants blasting off.
- *Submarine* – Magikarp styled submarines can transport grunts underwater without any special piloting required. They are roughly 10 times larger in all dimensions than a regular Magikarp (size huge, AC 16 underwater, 8 on land) and have a 30-foot periscope to see the surface. They can hold themselves still but require a combined athletics check of DC 35 (which can be made by up to 6 individuals, adding their results together) to operate as a full-turn action to move the submarine 60 feet that turn with no penalty to change direction. There is enough space inside for up to eight individuals total. They are defensive due to resisting pressure, having +1 defense and being able to take up to 80 damage before water gets in, and they are treated as steel type. As a failsafe, they open to allow

passengers to escape when they hit their damage threshold. These submarines do not function at depths greater than 100 feet.

- *Vacuum walker* – These size gargantuan devices are just above 30 feet tall, having proportions about 6 times larger than a person (AC 8). Controlling the movement or vacuum of the device requires a tinker check (DC 15) as move or standard action, respectively. Up to three individuals may ride in the walker at once and control it. It moves on rollers at about 40 feet per move action and can turn instantly. A vacuum walker can position an arm to create a vacuum in a 30 foot cone in front of it. All size tiny or smaller individuals are sucked into the vacuum. Any larger individuals may make a fortitude save (DC 18) to resist being sucked in, adding their size bonus on grapple checks to the save. The vacuum pouch may hold up to 8 size tiny individuals. The vacuum walker and its pouch are somewhat resistant, reducing damage done to them by 20. If the vacuum pouch takes more than 50 damage from both the inside and outside, it breaks and all individuals inside are released from it. If the walker takes more than 80 damage, it breaks.
- *Tank* – Roughly 30 feet long and wide and 20 feet tall (size huge, AC 20), tanks are slow and durable. Their movement speed is 20 and turning 90 degrees requires 10 feet of movement. Tanks can hold up to five individuals inside of them. Piloting a tank requires a tinker check as a move action (DC 18). They are very defensive, having +2 defense and being treated as steel type. A tank can take up to 180 damage before it breaks. (It is rare for tanks to have weapons, they are mostly used for armor and keeping those inside safe, but rarely they may have missile launchers attached, see the weapons section in the Chambers & Charizard

handbook.) As tanks are very defensive, the rider often will send Pokémon out to attack from outside and command them or communicate from inside for safety.

Lastly, sometimes specific class features may be requested as services by other trainers. Breeders, Connoisseurs, Masters and Legend Speakers all have services that may be of interest to other trainers that extend well beyond their skill checks. It is advised that players do not charge other characters in the party for their services, but NPC trainers could charge for these services or indeed players could charge NPCs similarly. As most content in this chapter, the rules presented here are guidelines are subject to other economic variables. Table 6-5, below, lists some recommended pricings for various features offered.

Table 6-5: Services from player classes

Feature	Class	Price	Notes
Day Care	Breeder	600/level	Selected Pokémon gains experience through Breeder at double speed
Advanced Day Care	Breeder	50 * (Breeder level) ² per day	Selected Pokémon gains experience through Breeder up to quadruple speed
Nature & Nurture	Breeder	4,500	Retrain Pokémon's IVs and Nature over a week
Evaluation Time	Connoisseur	100 * Connoisseur's Level	Learn insight into relationship between trainer and Pokémon and may provide ideas for how to improve it
Premium Pairing	Connoisseur	1,500	Strengthens the bond between trainer and Pokémon in battle
Technique Mastery	Master	500 if below level 7, 1,500 if above level 7	Instantly teaches a move the Pokémon can learn
Bond Artifact	Legend Speaker	1,500	Makes item to contact lost Pokémon they have met
Pokédevice	Legend Speaker	500*(9 - Move's PP/5)	Makes a device to replicate Pokémon moves

Token of Luck	Legend Speaker	500	Makes a token for the character
Token of Tempting	Legend Speaker	750 for lesser*, 1,000 for intermediate, 3,000 for greater	Makes a protective token for the character
Token of Survival	Legend Speaker	750 for lesser*, 2,000 for intermediate, 10,00 for greater	Makes a protective token for the character
Token of Warding	Legend Speaker	500 for lesser, 600 for intermediate, 900 for greater	Makes a protective token for the character

Magic and Tech Items

Rare items that harness the power of magic, Pokémon or science are not something that newer trainers are likely to encounter, but are something important for any experienced character! These items help empower Pokémon and trainers, offering capabilities that often times could not be done without them. Many serve as potential held items for Pokémon, providing them special abilities and/or provide trainers with unique bonuses. Often times, they are based off of key items from the Pokémon video games, tools from the Pokémon trading card game or inventions from the Pokémon anime though a few expand upon existing Chambers & Charizard rules to serve niches related to specific classes, characters and builds. Depending on the setting, some of these items may not be appropriate for use within a game. The following section details function of these items, costs, how to make them (for characters with the craft magic item feat) and other considerations a GM may need to make.

A variety of inventions exist within the Pokémon world that although they may not be magical themselves, they utilize technology to replicate a Pokémon's powers in seemingly magical ways. Largely, these items are researched by large companies and distributed to trainers as key items they can use in their journeys or the product of individual inventors (with many failed inventions). Though these items are not magical in the same way that many held items and

trainer items are, they should be considered similarly, requiring the craft magic item feat and specific DCs to craft, time investment, and other requirements. These follow the same rules as detailed in the Chambers & Charizard handbook under craft magic item, spellcraft, and the chapter on items.

Table 6-6 presents a list of Clemontic Gear that can be used by trainers. These items are technology that offer different abilities or allow trainers to overcome various challenges. Table 6-7 presents versions of key items from the Pokémon franchise as a whole. As these items are technology based, it is recommended that the checks to make them use the tinker skill instead of spellcraft, though depending on the GM either may suffice. The following tables list the items, DC to craft them, cost to craft them, their weight, how to use them, other requirements and their effects. Due to the technological complexity in their design, all of these items are only usable by humans, not by Pokémon, though a Pokémon may be able to hold smaller ones without the ability to operate them.

Table 6-6: Clemontic Gear

Item	DC (Tinker)	Cost	Weight	Usage	Crafting Requirements	Effects
Aipom Arm	22	3,400	10 lbs.	Worn on body	Pokémon with Thief	Allows use of third hand
Fully Automatic Lifting Machine	35	19,000	4 lbs.	Worn on body	Pokémon with Magnet Rise	Allows item to levitate and increases carrying capacity
Jamming Unit	26	8,150	-	Placed on electronics	Pokémon with Eerie Impulse	Blocks certain technology when placed
Mr. Amnesia	32	11,000	20 lbs.	Worn on body, legs and head	Pokémon with Amnesia	Halves damage from special moves
Mr. Iron Defense	32	11,000	20 lbs.	Worn on body, legs and head	Pokémon with Iron Defense	Halves damage from physical moves
Music Box	16	2,200	1 lb.	Held	Pokémon with Sing	Plays a song
Mystery Watcher 1	20	7,800	12 lbs.	Held and used to scan	Pokémon with Foresight	Reveals invisible or obscured individuals
Portable Kitchen	18	4,900	20 lbs.	Set up for cooking	Pokémon with Stockpile	Provides bonus on cooking
Solar Light	20	4,000	10 lbs.	Worn on body	Pokémon with Solar Beam	Creates bright light

Super Stretch Ladder	24	5,500	20 lbs.	Set up for individuals to climb	Pokémon with Growth	Lifts user into the air
Running Generator	30	7,600	80 lbs.	Set up and ran on	Pokémon with Charge	Generates electricity by a trainer running on it

- The *Aipom Arm* is a large device that is worn on the body and attached to a backpack.

The *Aipom Arm* fails to function if another magic item is worn on the body. It provides many uses, allowing a third item to be held. The hand on the arm can be manipulated with an Acrobatics check (DC 15) or Tinker check (DC 10) as a standard action to allow it to perform a function. It can perform various manual tasks, including sleight of hand and tinker checks, at a distance of up to 10 feet away, though it suffers a -4 penalty on any check for ever 5 feet away. When grappling, the device can be used to provide a +4 circumstance bonus on athletics checks due to the extra arm pinning a target. The *Aipom Arm* holds up to four batteries and can be used for one hour per battery.

- *Fully Automated Lifting Machines* use magnetic fields to suspend an object mid-air. The Fully Automatic Lifting Machine fails to function if another magic item is worn on the body. This machine can lift an object weighing up to 30 pounds without it counting against a character's carrying capacity. As the item is suspended by magnets and kept gyroscopically stable, it does not make contact with any items other than the field of the lifting machine. If the wearer of a fully automatic lifting machine is in violent motion or must make a saving throw, they must make a concentration check (DC 16) to keep the lifting machine stable or else the machine will return itself and the item it holds to the wearer's bag. The Fully Automated Lifting Machine holds up to four batteries and can be used for two hours per battery.
- *Jamming Units* can be used to prevent potentially unwanted effects. If an electronic device would ever force a person or Pokémon to make a saving throw (whether

replicating a charm, a move or a different effect) and a Jamming unit is placed on the device, the device does not function. A Jamming Unit only functions once; it cannot be recovered from the device without breaking. Multiple Jamming Units can be crafted in one day.

- *Mr. Iron Defense* and *Mr. Amnesia* both function as a whole-body suit of rigid plating and an aura of force respectively. These are encumbering items that take up the body, legs and head slot – if another magic item is worn in these slots then *Mr. Iron Defense* or *Mr. Amnesia* fail to work. When wearing *Mr. Iron Defense*, a human takes half damage from any Pokémon attacking with physical moves. When wearing *Mr. Amnesia*, a human takes half damage from any Pokémon attacking with special moves. If either is exposed to the same type of move more than twice in a row (for example, being attacked by three water-type moves consecutively, regardless of whether they are physical, special, or status), the suit breaks. It can be repaired with a tinker or spellcraft check equal to the original DC of the item, takes 6 hours, and half the cost of the original item.
- A *music box* is a simple item that a trainer or Pokémon can hold. When opened, it plays a specific song that was programmed into it earlier. A music box is entirely mechanical; it does not need any batteries or electricity to function. Often times, music boxes also have small animated components as well. Programming a music box to play specific sounds requires a Perform (music) check and a Tinker check, each at DC 21. No special effects can be conveyed through the box; it only plays the recorded music.
- When holding a *Mystery Watcher 1*, a character is able to detect abnormal patterns. This harnesses the electrical variations found in the ghost world to detect any invisible target or otherwise obscured target. This reveals any invisible targets and removes the bonus to

AC and miss chance granted by the Sprite Read Error corruption. Additionally, this provides a +4 enhancement bonus on perception checks to locate a hidden individual.

Using the Mystery Watcher 1 requires a standard action with any perception checks and it detects individuals in a 60-foot cone in front of it. The Mystery Watcher 1 holds up to two batteries and functions for up to four hours per battery.

- For trainers that need to cook often on the run, a *Portable Kitchen* is sure to come in handy! This device contains all sorts of appliances, utensils and cookware and even automates much of the process for trainers. A Portable Kitchen provides a +6 enhancement bonus on any cooking checks. A Portable Kitchen holds up to 8 batteries and can function for 1 hour per two batteries, or be plugged in.
- Similar to an Aipom Arm and a Fully Automatic Lifting Machine, a *Solar Light* can be worn on the body. A Solar Light shines a 180-foot cone of illumination with the last 60 feet being dim illumination. This device is solar charged and functions on a two to one ratio for sunlight to usage time. It can also store up to two batteries that function as if it received an hour of sunlight each.
- When planted, a *Super Stretch Ladder* will begin to move upward. This Ladder can support up to 300 lbs. in weight. Each round, a tinker check may be used as a swift action (DC 10) to lift the user 10 feet higher in the air, up to a maximum of 60 feet. The same action can instead be made to lower the user by 10 feet. The Ladder holds up to 4 batteries. Each battery allows the ladder to raise or lower its height up to 10 times.
- Setting up or packing up a *running generator* takes an hour. A size medium individual may make athletics checks (DC 20) to run on a running generator for 10 minutes (check made once per 10 minutes). For every hour running, it can recharge one rechargeable

battery or count as one battery charge when hooked up to another device. After each hour of running, increase the DC of the athletics check by 4. Characters may swap out to avoid the increase in DC.

Table 6-7: Other technology items

Item	DC (Tinker)	Cost	Weight	Usage	Crafting Requirements	Effects
AM Suit	36	19,900	16 lbs.	Worn on head, body and legs	Pokémon with Thick Fat	Provides protection in extreme environments
Berry Pots	24	3,800	8 lbs.	Carried	Pokémon with Harvest	Allows plant growth
Go-Goggles	26	4,000	1 lb.	Worn on head	Pokémon with Cloud Nine	Allows sight in dangerous conditions
Poké Flute	21	2,800	1 lb.	Played	Pokémon with Uproar	Wakes Pokémon
Silph Scope	30	9,600	2 lbs.	Worn on head	Pokémon with Miracle Eye	Overwrites certain immunities
VS Seeker	19	9,375	1 lb.	Carried and activated	Pokémon with Lock-On	Seeks out opponents

- In dangerous environments, an *AM Suit* can be used to protect a wearer. The device only functions if they do not have any other magic items on their head, body or legs. An AM suit allows the wearer to ignore any effects of temperature and pressure as well as provides oxygen in environments where it may be unavailable, such as underwater. These effects last for four hours before the wearer runs out of oxygen. Additionally, the wearer does not take any damage from weather and ignores the effects of terrain.
- When nothing is planted in them, *Berry Pots* only weigh 4 lbs. instead of 8. Berry pots trap moisture and collect light to most effectively care for the plants in them. This is not limited to berries; mints, medicinal herbs and other small plants may also be grown in them. As berry pots are meant for mobile trainers, larger plants like apricorns cannot be grown in them. Two pots are purchased simultaneously. Each pot can produce one plant per battery used in the device.

- A trainer wearing *Go-Goggles* can protect themselves from harsh conditions that may hamper their vision. This allows them to see through sandstorms, blizzards, smoke, fog and other particles as if nothing were blocking their view. Additionally, Pokémon that the trainer targets or commands their Pokémon to target have -1 stage of evasion.
- By spending a full-turn action to play a Poké flute (Perform (music) check of DC 16) all Pokémon within a 60-foot radius that were asleep are awoken.
- The *Silph Scope* can be used to help overcome immunities against Pokémon. As it is a very technical device, it cannot be used by Pokémon and Pokémon commanded by a trainer using it receive no benefits. A trainer wearing the device on their head may make a concentration check (DC = target's level) as part of their action to hit a target with a damage type they would be immune to, such as hitting a ghost type with a normal, fighting, bludgeoning, piercing or slashing damage type. The trainer wearing the silph scope must be the source of the damage.
- Up to four times per battery, a *VS Seeker* may be used to seek out opponents. The device holds one battery at a time. It emits a radio signal that encourages other trainers to approach, especially ones that have been encountered before. This signal extends in a mile radius and displays trainer card information. These trainers will always come with the expectation of a battle, though if they lose and they have been beaten before by the one using the VS Seeker or one of their allies, they will always pay prize money, even if there is no referee present. If they have not been beaten before but are beaten after the VS Seeker call, they are likely willing to help with a small favor or task that poses little risk to them.

Possibly even more interesting than the powers of science are those of magic, drawing from supernatural forces to replicate the abilities of Pokémon and others. Table 6-8 lists various different magic items, some of which can be used by trainers, some by both trainers and their Pokémon. These items follow a similar format to the technology based items above, having a specific name, Spellcraft DC to make, cost, weight, usage requirements, crafting requirements and unique effects. In the full description of the item it also explains how the item may be usable by some Pokémon as well.

Table 6-8: Magic Items

Item	DC (Spellcraft)	Cost	Weight	Usage	Crafting Requirements	Effects
Automated Arm	26	24,000	5 lbs.	Worn on hands or held by Pokémon	Pokémon with wake-up slap	Allows chance of attacking even while asleep, paralyzed or dazed
Beast Ring	40	12,000		Worn ring or held by Pokémon	Pokémon with beast boost	Reroll checks when interacting with Ultra Beasts
Cape of Toughness	38	24,000	5 lbs.	Worn on neck	Pokémon with bulk up	+50 HP for unevolved individuals
Celestica Flute	36	7,500	1 lb.	Played	Pokémon with relic song	Attract a Pokémon to help with transportation
Darksight Lenses	23	5,400	1 lb.	Worn on head	Pokémon with flash	Gain Darkvision
Energy Gloves	26	2,400	2 lbs.	Worn on hands	Pokémon with energy ball	Load energy pearls as a free action
Locator Ring	22	4,500		Worn ring and held by Pokémon	Bond Artifact charm	Locate others wearing ring
Metal Goggles	20	3,650	3 lbs.	Held by Pokémon	Pokémon with smart strike	Avoid indirect damage sources
Misty's Special Lure	21	2,500		Used with fishing rod	Pokémon with illuminate	Higher chance of rare Pokémon when fishing
Padded Cloak	24	6,700	8 lbs.	Worn on body or held by Pokémon	Pokémon with thick fat	Immune to burn and freeze, protects in hot and cold temperatures
Shiny Charm	40	19,800		Worn on neck	Pokémon with camouflage	Increase chance of finding shiny Pokémon
Stability Necklace	18	4,400		Worn on neck	Pokémon with filter or solid rock	Treat environmental conditions as home
Strange Ring	35	3,300		Worn ring	Pokémon with hyperspace hole or hyperspace fury	Retrieve item not immediately at hand
Sturdy Boots	18	4,400	6 lbs.	Worn on feet	Pokémon with ingrain	Cannot be bull rushed, tripped or knocked prone

Victory Ring	26	4,150		Worn ring	Pokémon with celebrate	Reroll a check once per long rest
Wishmaker Amulet	35	11,000	1 lb.	Worn on neck	Pokémon with doom desire	Use lesser or potentially intermediate charm 1/week
Winged Boots	30	5,500	1 lb.	Worn on feet or held by Pokémon	Pokémon with acrobatics	Increase range

- This device binds to the wearer to detect their pulse on one of their wrists and can tell whether or not they can move. An *automated arm* can be held by a Pokémon or worn in the hand slot for magic items by a trainer, provided they have no other item in that slot. If the user would be unable to attack due to being asleep, dazed or frozen they have a 50% chance of being able to act normally.
- From the strange worlds of Ultra-Space, a *Beast Ring* allows better interactions with Ultra-Beasts. When worn by a trainer (using one of their ring slots), if they ever fail to make the DC on any check related to Ultra-Beasts or Ultra-Space, they may roll a d6. If they roll either a 3 or a 4, they succeed on the check instead. When held by an Ultra-Beast, if they fail a skill check or an ability check, they may gain a point of fatigue to roll a d6. If they roll a 3 or a 4, they may reattempt that check, taking the new result.
- Even the weakest appear tough when wearing a *cape of toughness!* When worn (using the neck slot) or held by an unevolved individual (including humans or unevolved Pokémon), they gain an additional 50 HP.
- The *Celestica Flute* is a rare item that may be used to summon the help of noble Pokémon to help transport them. This requires a minute of performing and a perform music check (DC 26). Each flute can summon a specific Pokémon, chosen when the flute is crafted. For more information on the Pokémon it may summon and how it works, see the Warden prestige class in chapter 5.

- *Darksight Lenses* allow the wearer to see in the dark, These provide darkvision out to 60 feet as long as the wearer has no other magic items in their head slot.
- For those using an energy launcher, having *energy gloves* helps them reload quickly! Up to 6 energy pearls may be stored in a pair of energy gloves. While worn on the hands slot, an energy glove can transfer up to two energy pearls to an energy launcher as a swift action.
- *Locator Rings* are always bought in pairs. The wearer of a locator ring (whether they are a Pokémon using it as a held item or a trainer wearing it in a ring slot) can always tell the direction and a scale of distance (under a mile, 1-10 miles, 11-100 miles, 101-1,000 miles, more than 1,000 miles) to the other ring. This information can be determined with a concentration check (DC 16) as a standard action. The wearer/holder does not gain updated information until they concentrate again.
- Steel types that have *metal goggles* reduce damage done to them by 30. Additionally, they are immune to indirect damage from other sources. If they would be damaged by weather, poisoned or burned from another Pokémon, cursed, affected by leech seed, or damaged by entry hazards they ignore that damage.
- With *Misty's Special Lure* attached to the end of a fishing rod, a player may attempt an athletics check up to four times before the Pokémon that bites the rod swims away. Additionally, all Pokémon that are on the fishing rod have either their hidden ability or a move they can learn from a method outside of leveling up (such as an egg move) as it attracts rare Pokémon.
- Wearing a *padded cloak* protects against temperature extremes. A wearer (using their body slot or a Pokémon using this as their held item) need not make fortitude saves in

temperatures ranging from -20 to 150 degrees Fahrenheit. Additionally, they are immune to the burn and frozen conditions.

- The *shiny charm* can be worn using the neck slot. Any trainer wearing this item increases their chance to find a shiny Pokémon. They may reroll one time to see if the Pokémon they find would be shiny (1 out of 4096 chance). This effectively multiplies the chance to find a shiny Pokémon by three (and as such a number between 4094 and 4096 is acceptable instead of rerolling).
- *Stability Necklaces* are often useful for groups like the Draconid People or People of the Sea. When worn using the neck magic item slot, these individuals need not make saves when they are unable to access natural environments or submerge themselves in water, respectively.
- By making a concentration check (DC 22) a character may look through a *strange ring* and see an item on the other side. As long as they wear the strange ring using one of their ring slots and are within 60 feet of that item, they may instantly grab that item as if it were already in the palm of their hand as a free action. Setting a new item takes a minute of concentration.
- In situations where an individual could get knocked over, *sturdy boots* are a must! When worn using the feet magic item slot, sturdy boots prevent the user from falling over against their will, such as being pushed, bull-rushed, tripped or otherwise being knocked prone. The individual also gets a +4 circumstance bonus on athletics checks to resist being grappled.

- Once per long rest, a character wearing a *victory ring* on one of their ring magic item slots may reroll a check after hearing the outcome of the original check. They must take the new result, regardless of success or failure.
- Blessed by the mythical powers of Jirachi, a character with a *Wishmaker Amulet* may alter reality. Each night, they flip down one of seven points to the star on the amulet. After one week, they may choose any one lesser charm from the general legend speaker charm list that they are aware of and use it as a 7th level legend speaker. They cannot flip the points of the star back up until the charm is used. When flipping down the points of the star, they may attempt a perception check (DC 35) to look for comets, meteors, or shooting stars in the sky. If they see one of these every time they flip down a point, they can instead choose any general lesser or intermediate charm they are familiar with after flipping all seven points. A wishmaker amulet only functions if it is worn on the neck slot for the entire week it is used. Removing it or placing a different magic item in the slot causes the points to all flip up again.
- Whenever things are just a little too far, *winged boots* can help access them. A Pokémon holding winged boots increases the range of their moves by one mystery dungeon tile. A trainer who wears winged boots increases the range of any projectile effect (such as a Poké ball or weapon) by 10 feet per range increment or cone they produce by 20 feet total.

Lastly, there are some magic items that people have learned to use from Pokémon, though they have altered their use significantly. In emulating the fighting style of Pokémon and adapting it to their own combat, certain weapons have been developed based on Pokémon and their moves. These should **only** be accessible in rare cases and only when campaigns are using

the variant rules for weapon use. These set a very different tone and precedent than expected for most Pokémon campaigns. All weapons listed function near identically to the weapons described in the Chambers & Charizard handbook, but deal different types of damage. Table 6-9 lists what these weapons are, the DCs to craft them, their price, crafting requirements, the weapon they are based off of and any other changes of note. As these items are near identical to entries in the Chambers & Charizard handbook, see the base weapons for details on their usage with only differences being presented here.

Table 6-9: Weapons from Pokémon

Item	DC (Spellcraft)	Cost	Crafting	Effects
Augurite Axe	35	29,700	Pokémon with Stone Axe	An Augurite Axe functions identically to a sledgehammer but can do Rock or Slashing damage, chosen at the time of attack, instead of bludgeoning.
Bending Spoon	19	13,200	Pokémon with Kinesis	A character holding bending spoons in their hands while using a charm increases the DC of the charm by 2.
Leek	26	37,200	Pokémon with Slash	A Leek functions identically to a longsword but can do grass or slashing damage, chosen at the time of attack.
Lucky Punch Glove	22	11,000	Pokémon with Pound	Worn on hands. When using unarmed strikes while wearing these, a roll of 19 counts as a critical hit, dealing double damage.
Scalchop	25	11,000	Pokémon with Razor Shell	A Scalchop functions identically to a hunting knife but does water type damage instead.
Seamitar	35	37,200	Pokémon with Ceaseless Edge	A Seamitar functions identically to a longsword but can do water or slashing damage, chosen at the time of attack.
Sir Aaron's Staff	26	13,200	Pokémon with Aura Sphere	Sir Aaron's staff functions as a baton but cannot do steel damage with it. If the character has the Wielder of Aura feat, they gain a +4-enhancement bonus on all concentration checks to use their Aura. If they succeed on their concentration check, they do 4x the normal damage.
Thick Club	26	26,000	Pokémon with Bone Club	A thick club functions identically to a baton but does ground or bludgeoning damage, chosen at the time of attack. Additionally, the wielder's attack stat is doubled while using it, which may increase their strength as well.
Water Shuriken	35	6,600 each	Pokémon with Water Shuriken	Water Shuriken function identically to shuriken but does water damage instead of slashing damage.

(Beyond the) World Building Content

What if the universe the players live in isn't the only one? First proposed by Zinnia, and later expanded on through the success of Team Rainbow Rocket, the Pokémon franchise has had multiple references to a theory of a multiverse. Beyond this, the separate stories of the video games (and their remakes), the anime, the manga, and more all taking place in the same region further suggest that there could be multiple realities with different timelines happening simultaneously, ahead of, or before others in the timeline. Perhaps even more mysterious is the thought that there are other universes where reality is not the same as that of the primary Pokémon dimension. The Distortion world is probably the most well-known example, having different laws of physics and an abundance of empty space, but other examples including those of Ultra Space, those tracked by the Time-Space Axis and many references from within the anime to places like the ghost world and mirror world all suggest that the Pokémon world extends well beyond the physical confines of physics upon it. Though information in the Chambers and Charizard Handbook is presented to assist in the world building of this primary Pokémon world dimension, this rulebook introduces new basics to settings outside of the primary dimension and rules for how to traverse them.

A one-way path is essentially taken by anybody with the Faller feat; a feat that represents a character quite literally falling from one timeline, dimension, or universe to another. This gives a variety of benefits and penalties to the character as they adjust to the new world and their role in it, though beyond this they may be ostracized if they are too out-of-place (such as wearing unusual clothes, carrying unusual devices, saying unusual things or acting in unusual ways for the current time and setting). Many times, Fallers will have a connection with what caused them to fall, such as some kind of connection to Ultra Beasts and Ultra Space or perhaps having

witnessed an impressive Pokémon that sent them between timelines and realms. Though it may be a goal for them to eventually return to their home, Fallers are usually forced to adapt to their new location as being able to travel to their origin is very difficult.

The CoolTrainer♀ class, at level 12, is able to transport themselves and a small group of others between the primary dimension and the distortion world. Navigating the distortion world is hard and often requires survival skills that are not normally present, with some example DCs listed in table 7-1 below. In fact, very little information is known about the distortion world or any alternate dimension; knowledge (Legends) checks can be made to inform players more about them to better aid in their navigation, shown in table 7-2. As these are knowledge checks, they follow all the same rules as per normal for taking time, retrying, etc. Many other skills may be modified to have higher DCs to reflect the different nature of alternate realities and dimensions as well, with some specific examples being provided in descriptions of relevant dimensions.

Table 7-1: Survival and basic skills in other dimensions

Action	DC	Time it takes	Notes
Create Shelter	20	1 hour	
Gather Food	20 (+2 for each additional medium sized individual)	2 hours	Can be done while traveling if moving at half speed
Recognizing Landmarks, avoid getting lost	30	Full-turn action	
Search for specific naturally occurring items (such as specific plants)	30 or more, varies	2 hours	Similar DCs as finding berries, doubled based on plant rarity

Table 7-2: Knowledge Legends checks for other dimensions

Check	Example	DC
Knowing a dimension exists in a reality, not just stories	Knowing of alternate timelines, Ultra-Space	20
Recognizing something as from another dimension or reality	Knowing Ultra Beasts are not from the primary Pokémon dimension	20
Identifying origin of object from alternate reality	Knowing Buzzwole come from the Ultra-Jungle	25
Knowing general information about an alternate reality	Knowing the Ultra-Jungle is over 1,000 light years away and contains large trees connected by vines	30
Knowing specific information about an alternate reality	Knowing specifics of how many warp rings (and thousands of light years away) to go through in the Ultra Wilds, knowing details of volcano eruption and knowing ways down from trees in Ultra Jungle	35

Other than Fallers and CoolTrainer♀, traveling between dimensions is generally something that only powerful, specialized legend speakers are capable of. In order to travel to an alternate reality or dimension, they must be familiar with it, as per the knowledge checks above, before they can use the Spacetime Distortion charm to visit it. As players are always familiar with the dimension they come from, there is no need to make any prior checks in order to return there when using this charm. Traveling to other dimensions using this charm is not different from casting other charms, provided the individuals are aware of the dimension, and this charm may be used to bring multiple others along, allowing the most opportunity for exploring extradimensional environments.

Alternate dimensions are not environments to be taken lightly; these are very different in function from the primary Pokémon dimension. Many will have few species of Pokémon (or none at all, often none that are the same as those found in the primary dimension) due to the alien setting. Fundamental laws of physics and nature may be changed and it is possible that some technology will not function correctly due to this. Additionally, because of the unique nature of these worlds, but their distance from the primary dimension and the physical constraints of getting there and existing there, only a small bit of them may be adequately explored. It is important to remember that these dimensions exist on similar scales to that of the primary

dimension, though players are unlikely to see or comprehend that. The guidelines in this book provide suggestions at how to explore parts of these dimensions without necessarily providing the entire dimension, leaving room for consideration from both players and the DM.

Each of the dimensions listed in this chapter have existed in some form of canonical Pokémon media. The following subsections list each of these dimensions and provides some basic properties of them. This includes general summary of the location and references to it, a paragraph of more detailed information that can be obtained with greater knowledge or experience of the location, properties that exist differently about reality within these locations and what kinds of Pokémon may be encountered. Though the rules of reality may be different within a new setting, the rules of the game for Chambers & Charizard remain the same unless otherwise stated, allowing much of this to be expanded on rather than needing to write additional special rules for each dimension. However, there is likely a limit to what the players can (and will want to) do in each alternate dimension, likely making it that expanding on all dimensions isn't necessary.

Incorporating all of these inter-dimensional locations in a setting may be difficult, especially for some of the more broad and ill-defined ones. A GM may always choose which dimensions they wish to include and exclude based on the needs of their setting and access to the features listed above. Additionally, if appropriate for the setting, the GM may wish to incorporate new dimensions beyond those presented here, following similar guidelines for general descriptions, specific descriptions, alternate rules of reality and inhabitants of the dimension.

Alternate Timelines

Alternate timelines may have originated from various different points but exist in a world that generally shares the same basic properties, structures and characters as the primary Pokémon

dimension. As mentioned before, different takes on the same story could all be considered different timelines as they all have different canonical events though they contain the same characters, plots, settings, etc. These are unlikely to manifest in Chambers & Charizard due to the nature of the campaign being very customized by the GM and players, however, they have a place. This could include players going through the plot of an existing piece of Pokémon media but with their own take or twists on existing media again with player input, such as introducing a special feature to a region it was not normally in (such as mega-evolutions in Unova or dynamax in Johto). The GM could also choose to have multiple different events that permit branching or multiple timelines as events within the campaign and make references to those throughout the story. Possibly the original source of alternate timelines could even be considered as the exclusive versions that often come in Pokémon game pairs, allowing for slightly different Pokémon to be encountered and slightly different story elements to manifest, something that can be incorporated into a full campaign by changing which Pokémon and story events are accessible to different players.

Because these are relatively consistent, there is little reason that one might need recognize or consider differences between them. Characters who are possibly particularly perceptive of these differences may be able to glean information such as what events caused the timeline to differ from the one that they are familiar with and how this has snowballed to create later, downstream effects. Recognizing these historical abnormalities may be accomplished by a Knowledge Region check for the appropriate setting given information present, such as viewing a statue that may be different or hearing about different major events from an informed individual. The DC for this check may vary depending on the information provided, but because they both exist in largely the same world, recognizing these differences is likely difficult (30).

It is unlikely that properties of an alternate timeline will be so drastically different from the properties of the timeline in the primary Pokémon dimension that notable changes need to be made. Perhaps the nature to which people and Pokémon interact is slightly different and some communities or environments may not exist in the same way that they are normally represented. Alternate timelines are usually much easier to explore in a large scale than other alternate realities due to their similarities and the ability to have content largely the same among both dimensions.

As mentioned above, a possible argument for a common example can be made that different Pokémon inhabit the same environment in the same way that version exclusive Pokémon exist. These are likely going to be counterparts that are quite similar to each other, sharing a type or having types that have a unique interaction with each other. Additionally, the Pokémon may have connected lore, similar stats, and similar evolution mechanisms. However, beyond alternate versions as an example, alternate timelines are not too likely to have major differences in inhabitants. Some Pokémon and people may be different because of events but it is unlikely that these will require significant attention or specialized writing.

Distortion World

Also known as the reverse world and by other names, the distortion world manifested in a few instances of the Pokémon anime and manga taking place in the Sinnoh region and was featured prominently in Pokémon platinum. Small areas in the primary Pokémon dimension may exist as connections to the distortion world, though these are quite rare. Additionally, powerful CoolTrainer♀s are able to navigate to and from this dimension due to their sources of power being similar in its corrupt state. The Distortion world is mostly empty space with floating blocks of various different matter functioning in all sorts of unnatural ways. Water may flow upwards, gravity may shift in different directions on each chunk of matter and space spirals in unusual

patterns for seemingly endless lengths in all directions. The distortion world is one of the most alien in terms of abnormalities compared to the primary Pokémon dimension, making traversing it difficult and dangerous.

The Distortion World is a manifestation of antimatter, where matter in it floats through a void of emptiness in space as antimatter would need to do in the primary Pokémon dimension. The only native of this world is Giratina, who was sentenced to reside here given the destructive nature of its form. Giratina itself manifests in its origin form when in this dimension due to the unique gravitational pulls in all directions, giving it additional strengths and weaknesses while present. Though difficult to navigate, swimming or surfing through the water, climbing along vines and cliffs and jumping from floating object to object is indeed possible. The Distortion world is part of the time-space axis, along with the spatial world, temporal dimension and the hall of origin.

Various athletics checks must be made to navigate it as the unusual gravity is uncomfortable and possibly impossible. Shifts in gravity require individuals to make a fortitude save (DC 20) or become sickened for one hour, with consecutive saves adding to the duration rather than resetting it. Failing three of these saves in a row result in nausea for the following hour (the time does not accumulate). When swimming, if the water is moving in predictable directions, treat it as if it is rough water to be traversed at half speed. If the water is moving against the expected gravity relative towards the player in their current position, or if the player's gravity changes, add 10 to the DC. In navigating from cliff to cliff by jumping, all DCs are the same, though add 10 if gravity would change at any point during the jump. Lastly, any climbing check has its DC increased by 5 due to the confusing gravity and lack of clear distance on cliff faces. Perception checks are easier here due to the mostly empty space; any sight-based

perception check extends twice as far as it otherwise would and the echoing nature of the environment gives a +2 on all sound-based perception checks to those who are unfamiliar with the dimension.

The clear lack of materials and difficulty in traversing the dimension make it generally very barren as compared to the primary Pokémon dimension. However, people and Pokémon can exist here if they become trapped, though they may be quickly corrupted by the unusual properties of the realm itself. The only native Pokémon otherwise is Giratina, who paroles through the empty space and occasionally “perches”, though even as it does it still floats. Giratina uniquely does not need many resources that would be scarce here, though for someone who is trapped, having little access to food could lead them to starve here. Though they may be able to find food, other than areas with a few isolated groups of these floating cliffs, vines and rivers, the distortion world is rather empty, thus if there are no other food sources or individuals on these ‘islands’ they might not be able to find anything else for miles or more.

Ghost World

Lost in most legends, though Ghost-type Pokémon exists, few have much connection, if any, to the actual undead. Only the most restless of spirits of people and Pokémon dwell in this alternate reality, along with a few Pokémon that act as guides to the new world. The Ghost World exists in many small pockets that are near identical to the primary Pokémon dimension, only around the sites that ghosts haunt. Thus, a living individual in the Ghost World may not be able to leave a cemetery unless they are following a ghost as they leave it. These ghosts can be deceased humans or Pokémon with unfinished business that still have a reason to continue to haunt, likely to try and contact somebody or take revenge upon them. One may see only their immediate surroundings, looking like a distorted version of the world around them if they had stayed in the primary Pokémon dimension, and nothing more, unless a ghost leads them

elsewhere and allows them to see the path surrounding the ghost. The ghost world has been referenced in multiple Pokédex entries as well as having individuals cross through to and from it in multiple episodes of the Pokémon anime.

Perhaps it is magic, perhaps it is from some unexplained physical properties, but various electromagnetic waves escape from the ghost world, warping light and causing various illusions. This is what makes it especially hard for ghosts to be witnessed from the ghost world, even as they interact with a near identical portion of the real world in their own realm. Other than specific haunted spots with many ghosts present, such as the Old Chateau, the only way to access the Ghost World is through Pokémon that bridge the connection between the worlds. This must be from a ghost type Pokémon that is specifically trying to send a human or Pokémon here, a similar process to killing them, or from a ghost type Pokémon that is specifically trying to prevent the living from becoming trapped here.

Confronting death and unrest is difficult for most and the presence of so many supernatural beings is a heavy toll for people and Pokémon. Generally, while in the ghost world, characters must make a will saving throw against fear effects (15 + the highest charisma modifier of the nearest ghost or that ghost's intimidate check as the DC, whichever is higher). Some skills, features, moves and abilities are functionally impossible. Though some healing can be done on those who are not dead, any sort of health recovery is impossible in this world. Perception checks are always made with a -6 penalty due to the distortion of light and the eerie sounds from the many dead individuals present, though anything from the primary dimension can be perceived. Up to 5 pounds of material from the primary dimension may be interacted with at a time by a character who is presently in the ghost world, though no interactions between material from each realm may occur. Tinker checks will automatically fail when dealing with any electronic devices,

which do not function at all (other than the Mystery Watcher 1), due to the strange signals emitted by this dimension itself. In fact, these may begin to malfunction in just approaching a connection between the two worlds due to intense waves being emitted.

The primary inhabitants of the ghost world are ghosts, not ghost-type Pokémon. These can only be seen in the primary Pokémon dimension when using items like the silph scope but may have haunting effects that are otherwise unexplained due to their ability to interact between the two worlds. Many ghost-type Pokémon will also be near entrances to the ghost world and may crossover, having the ability to explore much like ghosts of the dead do but without any penalties to their skills or sanity. Some, like Dusknair, Litwick, and Lampent, are even known to act as waypoints for other individuals who may be entering or exiting the ghost world, protecting or harming them as necessary. Ghosts in the ghost world may be particularly malicious and if they think a living character is responsible for their death, may lure them to a death of their own, ensuring they will not rise as a ghost afterwards. As such Pokémon play an important role in helping the ghosts avenge their lives but protecting the living. Beyond ghost-types, dark types and electric types are sometimes present due to the evil nature of the spirits here and the strange radio waves emitted.

Hall of Origin

A special, unique song must be played on a specific flute in order to access the Hall of Origin and even then it can only be accessed from specific locations. The Hall of Origin is where the creator of all of the worlds in Pokémon comes from, every dimension, every world, every timeline originates from here. Where exactly the Hall of Origin came from is harder to discern, but the one being who resides there came from an original egg before unleashing great powers to create all. The origin of the Hall of Origin in Pokémon canon isn't even clear, with the location theoretically being accessible in Diamond, Pearl and Platinum, references being made to it in

Heart Gold and Soul Silver (and their respective manga) and the location actually being accessible in Brilliant Diamond & Shining Pearl after it has been accessed in Pokémon: Legends Arceus. The location is certainly important; if one can find that ethereal staircase to ascend.

Certain devices such as those that monitor the time-space axis are able to track Arceus's world and are aware of the location of the Hall of Origin, but accessing it is well more difficult than simply knowing of it. Few locations are known to have access, such as Spear Pillar in Sinnoh and Sinjoh ruins (all locations are mountainous) and to actually travel there one must make a Perform (Music) check (DC 41) that may only be performed after a heroic deed is done. The performance takes a minute and must be done on an azure flute. If it is unsuccessful, a new heroic deed must be done (though the deed may be assigned directly by Arceus). If successful, a reflex save (DC 20) must be made to avoid being blinded for 2d6 days as bright, ethereal stairs lead on a path towards nothingness in the sky all without supports. The stairs are present for one hour and in order to sufficiently climb them one must make a Fortitude save (DC 20) or they will be returned to the base of where the stairs started and remain unconscious for 2d6 hours. Once at the top, a flash of images of beautiful creations and unearthly horrors from every conceivable world begins to flash through the minds of visitors. They must make a Will save (DC 20) or be caught cowering until they are guided out. If no actions occur following the will save (such as from all individuals cowering) then they will be returned to where they left after 2d6 minutes.

The stairs that lead to the hall of origin are made of nothing and what one encounters in the hall of origin is unique to their own mind. There truly is nothing, but they will make sense of that nothing in a different way; some see continuation of the cold, rugged mountainous they came from, some see intricate architecture and design within the hall, some see a void that has no sign of any world. How one navigates is also vague as one can walk though there is nothing to

walk on and despite the lack of walls there are boundaries to how far one can walk as well. Sensations of touch and taste cannot occur here, though sight, sound and smell can. Though sound can travel, the one inhabitant rarely utilizes that, instead instilling thoughts directly onto visitors.

Only one inhabitant is naturally in the Hall of Origin and generally, the only way one can reach it is after they have been invited, the staircase summoned for them. Arceus decides who is able to visit by judging their deeds and their song and otherwise stays in the Hall of Origin, observing everything from a distance. Arceus can from here use the space time distortion charm at will on any number of individuals, targeting itself if it wishes or not, calling upon the staircase to bring others here or sending them off. Once an individual is in the Hall of Origin, Arceus may give them other tests as well to ensure that they are worthy and capable of being in its presence.

Interdream

Interdream, also known as the Interdream Zone, is an alternate reality that is very similar to that of the primary Pokémon dimension. “The space between dreams and reality” as described by Professor Burnet, it is identical to reality other than clouds that float through it as the result of Pokémon dreaming. There are small, bright clouds that represent good dreams that grow and shrink as different numbers of Pokémon sleep as well as storming clouds that represent nightmares. These clouds can be harvested for rewards when interacted with, either through the dream radar or through visiting Interdream oneself. When in Interdream, the clouds can even be viewed to witness Pokémon dreams!

Using a Dream Radar, one can see the inhabitants and events of the Interdream zone from the primary Pokémon dimension without having to travel to it. One cannot see into the dreams of Pokémon unless they are in the Interdream Zone themselves, and they can never interact with the dreams, only view them. By viewing the dreams of Pokémon, rare items, new Pokémon and

changes to Pokémon currently dreaming can be made! Though details of these dreams can be collected to manifest into great new changes in the real world, this can only occur once all individual leave the Interdream space and all sleeping Pokémon affected wake up, leaving little reason to stay for extended periods of time.

Little is needed to be done to navigate Interdream as it is so familiar compared to the primary Pokémon dimension and remains a safe place to be most of the time. However, collecting energy from dream clouds is still a unique process that cannot often be done. This is done by making a sense motive check ($DC = d20 + \text{Pokémon's level} + \text{bonus from the size of dream cloud}$, shown in table 7-3). A character who has determined who the dream belongs to by viewing it (and making a separate sense motive check first, DC as above except subtracting the dream cloud size instead of adding it) gains a +5 bonus to collect energy from the cloud. Collecting energy from a storm cloud removes a point of fatigue on a Pokémon, even if it is already struggling and would need special care to recover from fatigue. Otherwise, collecting energy from dream clouds can cause a Pokémon's ability to change to any of its possible abilities, though likely its hidden ability (requiring energy equal to 5 times the Pokémon's level, minimum 25). Energy can be stored in the Interdream Zone but cannot be brought back to the primary Pokémon dimension. Each energy is considered to weigh one pound, making lots of energy particularly cumbersome to carry through the Interdream. If energy is brought back to the primary Pokémon dimension, it may manifest into the subject of dreams. 5 energy may manifest into revives or other healing items, 25 energy may manifest into evolutionary stones, max revives, or rare candy and 50 or more energy may manifest into proportionally more and more valuable treasures and magic items.

On rare occasions, following collecting energy from dream clouds, Pokémon may manifest inside of them as well if they were the subject of the dream. These cannot be battled, but can be caught by normal methods, though they will run away after a number of turns. Details about finding Pokémon are shown in table 7-3. These Pokémon can only be caught if the dream was successfully identified and become real when brought to the primary Pokémon dimension, always having a move related to sleep or their hidden ability. There are no other natural inhabitants to the Interdream Zone.

Table 7-3: Dream Clouds

Size of Cloud	Bonus to add or subtract	Energy Collected	Chance of finding Pokémon	Time until Pokémon run away
Small or smaller	2	2	5%	4 turns
Medium	3	3	5%	3 turns
Large	4	4	10%	2 turns
Storm Clouds	5	3		N/A
Huge or larger	6	5	15%	1 turn

Lost Zone

An empty void where there only exists one action: battling. The Lost Zone was first introduced in the Pokémon Platinum expansion for the trading card game as an inescapable void, tying into various sets since then. In the Lost Zone, the only thing there is to do is battle, and when battles end the only thing to do is hope to encounter a new battle. Beyond those who enter the lost zone, there is nothing else there, and those who have entered the Lost Zone are indeed lost from the primary Pokémon dimension, never to return. The Lost Zone is empty; nothing

blocks your vision for miles in each direction, but you will never see anything among the emptiness around the world.

The Lost Zone is completely empty and as such there is no gravity, no sense of direction, no atmosphere, no food, no life and no death. Whether entities exist, even after going there, could be debated, and there is certainly no independent consciousness. Though the Lost Zone is rather empty, the lack of any obstructions there makes it possible to navigate quite easily. With no other objects present, there is no reference to what is and isn't there. If one knows something is in the Lost Zone, they can effectively instantly reach it as there is no reference for time passed or distance traveled, no reference for direction, and nothing to stop them from being at the location they desire instantaneously. However, scholars of the Lost Zone do not know what is there without going there as nothing ever escapes the Lost Zone. All they know is the unending battles.

If for some reason characters enter the Lost Zone, they will almost certainly never leave. As a move action, they may make a search check to try and decipher any signs of another object being in the Lost Zone (DC 35) as long as they are aware of it being there and instantly move within its range. Each turn, a Pokémon in the Lost Zone must use a move as a standard action, whether instructed by a trainer or on its own. Each turn, a Trainer in the Lost Zone must use their standard action to command their Pokémon to use a move or use their own strength and power to attack a target (possibly themselves, if no targets are present). A non-trainer human may only use their standard action to attempt to attack a target when in the Lost Zone. Within these battles, all individuals have the “can't escape” condition, preventing any type of running away (though certain moves, items, and abilities may permit escape from the battle, they still cannot permit escape from the Lost Zone as a whole). This urge to fight is overwhelming and makes

concentration difficult, increasing the DC of all concentration checks by 20. To escape the Lost Zone, a Legend Speaker would need to still be able to use the Spacetime Distortion charm (getting a long rest is impossible due to the constant combat threats) while attacking, such as using the Trainer Bond feat and make a DC 45 concentration check. This happens after an arbitrary amount of time; one has no time reference in the Lost Zone. It may have been a few turns or it may have been hours, days, years, or longer. There is no need for breathing, food, or anything of the like in the Lost Zone, but individuals may slowly grow exhausted from the battling and may die as a result of it.

Any person, Pokémon or object in the Lost Zone can instantly be encountered by any other person or Pokémon that knows the former to be in the Lost Zone due to the potential to teleport there. Finding others is rare though, other than maybe the remains of battles or scholars who were unable to escape, though even they are hard to find given how few of them are and the impossible nature to document things from the Lost Zone. If something other than an object or remains of one is encountered, it is time for another battle.

Mirror World

Myths surrounding the Mirror World are conflicting – some say it can only truly be accessed from reflection cave, some say it can be witnessed through any mirror and some say that it doesn't exist at all. Powers of magic and science both have thoughts on how to access the mirror world, adding yet more confusion! The mirror world is truly a unique, confusing environment that is unknown to most and traversed by even fewer. Many who enter may not come back as if there is no light to reflect off where one entered naturally at any point, such as the sun setting, they are closed off from returning to their home. What is known is that the personality of people and Pokémon in it is drastically different, opposite to what one would expect.

In the mirror world, all individuals act with opposite personalities to their normal selves, though generally keep the same goals, motivations and ideals. A particularly outgoing performer may be shy, but still want to overcome their fears to be the best performer. A nervous master who is using the strength of his Pokémon to overcome his own weaknesses may become much more confident in himself and his capabilities. These personality traits extend to Pokémon as well, causing them to act largely the same but with some flipped traits and perhaps even a different nature. Multiple mirror worlds exist in parallel to each other, each linked by a reflection, though generally they all behave the opposite of the primary Pokémon dimension (and a reflection of the reflection would be have roughly the same as it).

Natural connections between the mirror world only exist in truly unique places and require intense desire while one ponders their own reflection from a naturally reflective surface reflecting sunlight onto the mirror they look into. One can enter it if they have recently received a morale bonus of +6 or higher from a motivation check and make a concentration check of DC 30 or higher while looking into their reflection. They do not need to know this is a mirror world entry point, but they are unlikely to be able to know this process to enter it without knowing specific information about this alternate world. While there, they can recognize mirrored behaviors of individuals through either a sense motive or perception check for a speaking or non-speaking behavior respectively. If the mirrored individual is trying to hide their intentions, they may counter these with a bluff or sleight of hand check, using the stats as normal for the character they represent.

All individuals from the primary Pokémon dimension have mirrored counterparts. This includes humans, Pokémon, and potentially others if relevant. Mirror counterparts are almost always going to exhibit the same stats and abilities as their primary version and will not consider

themselves a reflection of them. In rare cases, a mirrored version of a character may have different stats, such as potentially a mirrored nature for a Pokémon or a character who took an opposite path (literally or metaphorically) that led them to have different skill sets and development. Still, those who exist in the mirror world are largely going to be the same as those from the primary Pokémon dimension other than the personality differences and the occasional small changes; a good character will remain good and a bad character will remain bad.

Spatial World

Another part of the Time-Space Axis, the Spatial World represents a dimension in which only space exists. Similar to the primary Pokémon dimension and the Temporal dimension, the world exists like either of those but with only space and without any time. The whole world can be accessed without any concern for time allowing information to possibly be gained. However, this realm is an important part to the fabric of reality and as such it is controlled by Palkia, who will dismiss foreigners, or possibly destroy them if they are particularly persistent in observing this realm.

As soon as one enters the Spatial World, they enter a reality identical to the primary Pokémon dimension in that exact moment that they exist in presently. Because time does not pass within this dimension, individuals will not grow hungry, tired, thirsty or have any change in status (preventing long rests from occurring due to the lack of time passing). Characters that would normally need to breathe still do need to breathe in the Spatial World. What is most interesting is the ease in navigating the Spatial World, as one can navigate to any point in the primary Pokémon dimension. Because there is no time passing in the Spatial World, one can traverse to anywhere in the dimension without any concern for time passing, though skills may assist in navigating to specific locations. When one leaves the Spatial World, no time has passed,

and they always return to the same spot they were in when they entered the Spatial World rather than teleporting elsewhere.

Though seeing, hearing, and otherwise sensing a snapshot of the present moment of the primary Pokémon dimension, a character in the Spatial World is unable to interact with anything in the Spatial dimension. This prevents them from opening doors, utilizing technology, communicating with others outside the Spatial Dimension and more. These limitations do not prevent one from navigating throughout anywhere in space; a character may make an athletics check to jump through space and arrive at a specific location that is not within their immediate sensory range. The better the athletics check, the more accurate their location will be, based on how far it is from their current location. Example DCs based on distance are shown on Table 7-4, below. Stealth is also an important skill if one wishes to not be noticed while exploring the Spatial World.

Palkia patrols the Spatial World as its only inhabitant, flying above and knowing about all tears and damages in space. As the Spacetime Distortion quite literally distorts space upon entering the dimension, this could alert Palkia to the presence of characters. However, Palkia's realm often intersects with the Distortion World, Hall of Origin and Temporal Dimension in such a way that it will not care about a momentary breach, rather, the more one travels throughout the Spatial World, the more likely Palkia is to survey the area for them, being able to instantly appear. For those that have moved relatively little and have not been to instances of the Spatial World much before, Palkia is likely to merely dismiss them (save against it using Spatial Rend; this affects any target it hits that fails the save, regardless of type or warding against moves) to return them to the primary Pokémon dimension. Repeat offenders may find themselves battled or

attacked more directly, with their bodies being sent back to the primary Pokémon dimension through a Spatial Rend that deals damage as well.

Temporal Dimension

Another part of the Time-Space Axis, the Temporal Dimension represents a world in which only time exists. Similar to the primary Pokémon dimension and the Spatial world, the dimension exists like either of those but with only time and without space. Any moment in the past or future may be accessed as long as it is within observable distance allowing information to possibly be gained. However, this realm is an important part to the fabric of reality and as such it is controlled by Dialga, who will dismiss foreigners, or possibly destroy them if they are particularly persistent in observing this realm.

As soon as one enters the Temporal Dimension, they enter a reality identical to the primary Pokémon dimension in the position that they were in as they entered. Because space does not exist within this world, individuals cannot move from where they were when they entered and have difficulty in orienting their body for most motions and navigating the unusual space-less point that they exist in. Though they can flow through time in the Temporal Dimension, unless they are changing the rate at which time flows, equivalent time passes for them and their body at an equivalent rate to the primary Pokémon dimension. However, time can be manipulated to flow backwards or forwards at different rates compared to what a character is used to in the temporal dimension, allowing them to witness where their location was at any point in the past, and to a limited degree, a future. Skills may assist in navigating through time accurately and safely. When one leaves the Temporal Dimension, they always return to a time relative to when they entered, likely a few turns or minutes in the future compared to their initial entrance, though possibly longer. One cannot travel back in time using the Temporal Dimension.

One cannot move, and therefore, interact, with whatever they observe in the temporal dimension from where they stand. They may still observe with the same constraints as would normally be present to any senses the primary Pokémon dimension, such as limited sight, hearing, and more of their surrounding setting in the selected point of time. A character may make an acrobatics check to try to shift the rate at which time flows to reverse direction, flow faster or flow slower. This allows them to observe the location across time, but not across space. The better the acrobatics check, the more accurately they can move through time. Example DCs are shown on Table 7-4. Stealth is also an important skill if one wishes not to be noticed while exploring the Temporal Dimension.

Dialga parols the Temporal Dimension as its only inhabitant, marching throughout and knowing about all tears and damages in time. As the Spacetime Distortion quite literally distorts time upon entering the world, this could alert Dialga of the presence of characters. However, Dialga’s realm often intersects with the Distortion World, Hall of Origin and Spatial World in such a way that it will not care about a momentary breach, rather, the more one travels throughout the Temporal Dimension, the more likely Dialga is to survey the area for them, being able to instantly appear. For those that have traveled relatively little and have not returned to timelines of the Temporal Dimension before, Dialga is likely to merely dismiss them (save against it using Roar of Time; this affects any target it hits that fails the save, regardless of type or warding against moves) to return them to the primary Pokémon dimension. Repeat offenders may find themselves battled or attacked more directly, with their bodies being sent back to the primary Pokémon dimension by a Roar of Time that deals damage as well.

Table 7-4: Navigating the Spatial World and Temporal Dimension

Skill	Distance or Duration	DC	Degree of Failure	Result
Athletics	Within 1 mile	10	Athletics, miss	Random location within 10x1d100 feet

			by <5	
Athletics	Within 10 miles	15	Athletics, miss by 5<10	Random location within 1d100x1d100 feet
Athletics	Within 100 miles	25	Athletics, miss by 10<20	Random location within 1d100 miles
Athletics	Within 1,000 miles	40	Athletics, miss by 20<35	Random location within 2d6x100 miles
Athletics	Anywhere	60	Athletics, miss by >35	Random location
Acrobatics	Reverse Time (reverses direction, same ratio)	15	Acrobatics, miss by <5	Jump to a time off by 1d10 hours
Acrobatics	Slow Time (ratio 100 turns here: 1 turn primary Pokémon dimension)	20	Acrobatics, miss by 5<10	Jump to a time off by 1d10 days
Acrobatics	Speed Time (ratio 1 turn here: 100 turns primary Pokémon dimension)	25	Acrobatics, miss by 10<20	Jump to a time off by 1d100 days
Acrobatics	Slow or Speed time by another factor of 10 (1,000 total)	Slow: 30 Speed: 35	Acrobatics, miss by 20<35	Jump to a time off by 1d100 years
Acrobatics	Slow or Speed time by another factor of 10 (10,000 total)	Slow: 45 Speed: 50	Acrobatics, miss by >35	Jump to a time off by 1d6 x 2d100 years

Ultra-Space

Ultra-Space is a collection of different worlds that can only be accessed by bending reality in cosmic ways, such as the space time distortion charm or by riding members of the light trio through ultra-wormholes to distances thousands of light years away. There are multiple unique places within Ultra-Space including Megalopolis, a city that acts as a towering beacon, and many unique worlds where unusual creatures like Pokémon call their home. There are even some alternate worlds that exist that contain similar Pokémon to those that can be found in the primary Pokémon dimension, but often times the rare ones are exceedingly common when encountered this way! To traverse Ultra-Space, one must navigate through warp rings (also known as ultra-wormholes) of different colors; failure to traverse rings returns one to where they first tried to enter Ultra-Space from.

Different warp rings correspond to different environments, with each of red, blue, green and yellow warp rings corresponding to cliff-like, watery, rocky and cavernous worlds not unlike

the primary Pokémon dimension. Each of these feature rare Pokémon from the primary dimension. White Ultra Wormholes can instead lead to other locations including Megalopolis, the Ultra Deep Sea, Ultra Jungle, Ultra Desert, Ultra Plant, Ultra Forest, Ultra Crater and Ultra Ruin. All of these destinations are still quite distant and require many hours of traversing before any can be accessed, making it a difficult journey no matter what. Each world features a brief labyrinth-like environment with one direct path to follow before encountering a Pokémon. Of note, the following environments are:

- **Megalopolis:** Sometimes referred to with the Ultra prefix as well. This is a technologically advanced, densely packed city with pointed skyscrapers and a central shining tower. People here have discolored skin and tend to wear protective suits due to the darkness being dangerous in this world.
- **Ultra Deep Sea:** A near-lightless world composed of floating pockets of rock and high-pressure water. Fluorescent minerals and some bioluminescent plants provide the only light source in navigating this world, home to Nihilego.
- **Ultra Jungle:** Towering above the forest below are massive trunks of trees, standing thousands of feet tall and rivaling the height of volcanoes in this jungle. These tree are connected by vine bridges that lead to the home of Buzzwole.
- **Ultra Desert:** Windswept sand dunes littered with rocks to be maneuvered and traversed as well as long-abandoned ruins and the occasional patch of shrubs make up the Ultra Desert. Navigating through the puzzles leads to Pheromosa.
- **Ultra Plant:** This constantly stormy world has long fibrous metal filaments that act as cables and wires to redirect electricity. These illuminate various points and charge up local minerals. Xurkitree of various sizes are found here.

- Ultra Forest: Sand and stone litter the ground yet deciduous trees rise high still, constantly blooming with five-pointed flowers. Paths exist like lines drawn out on a paper map with creases and folds evident. Kartana resides in gardens here.
- Ultra Crater: Earthquakes, Eruptions and Impacts make traversing this world full of craters with various chemicals threatening to navigate. Overflow pipes connecting the filled craters help prevent them from spilling over. Celesteela exist in these craters and navigate through the skies here.
- Ultra Ruin: Taking the appearance of Hau'oli city, or any other large metropolis area from the primary Pokémon dimension, the Ultra Ruin shows a grim future where everything is destroyed and consumed. Few survivors remain after the wrath of the resident Guzlord.

Most parts of Ultra-Space require pretty difficult survival checks to navigate and many resources are completely unavailable to be found due to the alien environments. In order to get to a location beyond the vast empty space of this dimension, the rings must be entered. Traversing Ultra-Space requires up to 20 encounters, all of which are battling wild Pokémon pulled from all over the primary Pokémon dimension, though quick riding maneuvers (a DC 30 ride check and having a movement speed above 60 feet per turn for the Pokémon being rode) cuts the encounters in half. After the eighth encounter (fourth for quick riding), a separate DC 24 ride check can be made to jump through an ultra wormhole and choose to go to its dimension. After the fourteenth encounter (seventh for quick riding) another ring can be jumped through (ride DC 27) and a choice to visit can be made. This is repeated again at the twentieth (or tenth) encounter (ride DC 30). Consecutive rings jumped through before entering a world increase the chance of finding alternate colorations of Pokémon in future encounters and worlds. When a white ring is

jumped through, roll 1d8 to determine the outcome. If a second was jumped through, the player may roll 2d8 and choose which location to go to (rerolling on ties). If all three rings are jumped through, the player may choose their destination without rolling. As Ultra-Space is both extradimensional and light years away, these encounters and riding must be part of the navigation to reach destinations.

Traveling through the wilds of Ultra-Space has a chance at encountering any Pokémon from the primary dimension. The deeper one travels through these wilds, the more likely the Pokémon are to be shiny and stronger, having higher chance of better IVs. This also applies to any rare Pokémon found in the various worlds and spaces through the ultra wormholes; the further traveled the rarer these Pokémon are. Beyond these Pokémon and Ultra Beast encounters, the people of Megalopolis, including the Ultra Recon Squad, are native to Ultra Space. Different wavelengths of light have caused their skin to be often dull shades of indigo with natural hair colors ranging all shades. For the most part, they are otherwise the same as humans but they are instead found in Megalopolis only.

Unown Dimension

A breach in the fabric of reality forms around any unown, warping signals that they may send and causing things to materialize and rematerialize and morph according to the power of innate language. This language comes directly from the unown dimension and describes everything in the primary Pokémon dimension, as well as interactions between the primary dimension and those of the time-space axis. However, beyond the unown that inhabit this world and help compose those that surround it, the dimension is rather empty. Many ruins have references and potentially connections to it, causing other distortions of reality as odd sounds connect and anomalies in physical properties manifest.

Nothing exists in the unown dimension. The only things that manifest are actions and ideas, not actual objects. For anyone who enters the unown dimension, their body and all equipment dematerializes to only return should they manage to leave the dimension, as there is truly nothing there. Core ideas of who they are as a being may manifest, these ideas being transcribed into new unown born into existence in symbols of communication. These symbols spell out who or what they are, and any actions executed are similarly spelled out by the creation of new unown; should someone try to run, the unown will communicate this as they manifest as new beings in this realm. All unown originate from here before the trickle into the primary Pokémon dimension through breaches, such as individuals entering and exiting the unown world,, slowly losing their meaning and becoming more and more symbolic.

Perhaps one can do nothing, as one does not exist in the unown dimension, but perhaps one can do anything, due to their ideas and actions manifesting as new unown. These new unown are each different and will act as unown would, starting in their messages as a group but slowly floating apart to lose their meaning and instead describe the realities surrounding this one. Observation of them is possible, through sight, sound, or other modes of language communication, though no sensory information can be transmitted and no perceptions can exist while in the dimension due to the lack of existing. Upon exiting the unown dimension, one can attempt to remember what they encountered there with an intelligence check, with higher results have more accurate memories of the words that were spelled out. They can only attempt this check if they are able to speak the language of the unown; without proper training it is impossible to decipher these messages.

Unown are the only thing that exist in this realm, a true resident that functions as a group initially but slowly disperses and joins other unown as needed to explain other events. Unown

can manifest and represent spellings and phonemes from any language, not just English, though are primarily represented by English letters and combinations. This is not sufficient to be able to read or understand unown as a language as it has many abnormalities and they may manifest in other languages transliterated into approximates of English symbols (or other symbols). Particularly strong or weak ideas may also be accompanied by unown representing other punctuation symbols.

Character Retraining

Chambers & Charizard allows players a wide variety of options for customization as a result of the combination of source material from many different Pokémon games and mediums as well as the diversity of customization options from table top role-playing games. Players are allowed to develop their character in many unique ways and give them their own traits and behaviors to represent non-mechanical content as well, allowing them to react and respond to the world and explore stories that are further unique. A game master will customize a story in such a way to fit the various goals and capability of all the characters within the world, highlighting the players and the non-player characters and allowing for a unique adventure to be had each time. With all of this in mind, there are plenty of opportunities for unique combinations and concepts for characters that make the game constantly evolving and different from other related experiences.

When customizing a trainer's Pokémon, there are multiple possible options to consider, some of which are more malleable than others. All Pokémon have some features that are mostly permanent, such as the actual species of Pokémon they are and related properties. These properties include their base stats, typing, what moves can be learned and traits that are tied into personality value such as possible form variants, gender and alternate coloration. Some of these may change in rare circumstances but otherwise generally don't change unless the Pokémon evolves. Properties that can be changed in Pokémon that aren't as volatile include the Pokémon's abilities, their nature, EVs, IVs and their alignment for roleplaying purposes. Components that can frequently change include statistics and derivational qualities such as ability scores, natural armor and movement speed, moves presently known, skills learned, held items and attitudes towards trainers, as many of these change over the course of a level. Most volatile are the changes that only last for roughly one battle, such as fatigue points accumulated, current hit

points, status conditions and changes to stat stages. These are examples and none are exhaustive lists.

Most trainers are able to have six Pokémon on their possession at a time, though they are able to try to catch more than six and switch between the ones that they have when at Pokémon centers or other places that have access to the Pokémon Storage System. The Pokémon a trainer carries will likely be from a specific list of those available in the given region the game takes place in, but with likely at least hundreds to choose from there are countless combinations to how a trainer may choose their Pokémon on this level (only multiplying the countless customization options for each individual Pokémon as shown previously). Some trainers, such as Legend Speakers, Performers, Pokéathletes and Rangers, may have independent Pokémon that are further customizable with various feats and skills that can be learned. Other trainers, such as Connoisseurs and Type Specialists, may have more restrictions placed on their team building that adds to the customization experience in designing a part of Pokémon to use.

As players progress through the game, they have the option to take decide which class best fits their character and grow stronger as they develop new abilities granted by that class. With the addition of this rulebook, there are 12 base classes that can be taken beginning as early as level one that are meant for players to use that the game is based around. While each of these classes largely exist within one archetype, they all allow their own forms of customization. Most classes offer new features that change upon leveling up or that players are encouraged to change or make choices between, including a breeder's day care choices or a performer's routine. Some classes have variant rules suggested in chapter 17 of the Chambers & Charizard handbook that allow a player and game master to work together and discuss further customization options in a balanced and appropriate way. Additionally, many classes have alternate class features that are

presented in chapter three of this book, allowing trainers to potentially change some of their normal progression. Many classes, such as researchers and type specialists, also have ways to represent features from other classes and allow plenty of diversity as a secondary role while still being unique as compared to the classes they borrow these features from. The majority of a player's capabilities are dictated by their class levels, but this is only one small aspect to customization.

Sometimes players may wish to focus on multiple goals at once or create a character that has talents across a variety of fields in which case they want to multi-class. Though the rules for multi-classing make it less accessible than continuing in your own class, it is still doable either by the assistance of a feat or by taking time to invest skills and training in the goals of another class. Multi-classing initially requires some balancing of levels to represent this training and dedication if the feat isn't taken, but offers even more variability and customization. Prestige classes similarly allow for this, though they are easier to get into if a player can get into them. All prestige classes have a requirement to enter, such as having certain class features, sufficient ranks in a skill, certain feats, or other similar traits. Once a player meets these criteria, they can take up to three levels of a prestige class and largely continue progressing in a similar way to how they have been for previous levels at no penalty. Prestige classes have fewer rigid class features, instead often allowing choices between many unique abilities (though some require meeting additional prerequisites first) to represent a diverse range of roles they can be applied to. Prestige classes do not count against any multi-classing rules, but as mentioned earlier, a character may only have levels in one prestige class unless otherwise specified.

Every three levels, regardless of character class, all humans gain an additional point they can add to their ability scores to represent their own progression as a trainer, adding to initial

dice rolls. Twice at first level, and once at every odd level following this, characters gain the opportunity to choose a feat that they are qualified for to give them new bonuses or abilities largely accessible to anybody. Even feats restricted by certain class features are still very much presented as options for a class and nothing that is required to invest in to be successful, showcasing a diversity of builds. Lastly, characters have the option to distribute their skill points as they see fit at each level, choosing what skills their characters wish to train in and grow better at. With increases in their intelligence, trainers may gain additional skill points in future levels, but some trainers may also choose to invest their skill points in other things, such as training their Pokémon in skills.

Grandier than any single character are the dynamics between them, leading to party-level interactions that can shape any of the components mentioned above in developing a unique gameplay. The roleplaying opportunities and story told will vary on their interactions with each other, and these interactions will further shape future roleplaying decisions and mechanical choices as well. It is unlikely to have many mechanically similar characters in a party, such as all those with the same feat or many that share a class, though this can create interesting roleplay interactions when it does happen. Players are likely to specialize due to the group nature of the table-top roleplaying game setting, letting each individual choose a different role and customize their character within it.

Generally, there are six different opportunities for customizing a character listed above: Individual Pokémon, choice of Pokémon, character class choices, multi-classing choices, character details and party dynamics. Among all of these many choices, it may result in characters that do not play out the way they were intended. This could be a mismatch in their goals and ability to achieve them, a sub-optimal choice that leads to problems in enjoying the

character or development with other characters causing reflection upon choices made previously. Rather than scrap the character completely, a game master should be willing to work with players who wish to continue to develop their story in a different mechanical way, and options are presented in this chapter on how changes can be made after having already be established on each of the six levels listed above. The suggestions presented here function more as guidelines than rules, allowing a few different ways that these features can be balanced so that large character changes make sense developmentally and do not leave other characters feeling neglected due to the tradeoffs made.

Just as on the simplest level a Pokémon can learn a new move, though it takes a week to accomplish, the factor of time should be the biggest consideration when deciding how to let characters rebuild their designs. The personality traits of the character should always remain about the same, regardless of mechanical differences, but some new habits, quirks or tendencies may develop as characters adjust to their new skillsets and options. This generally should not be an immediate process and when it is constructed in a quick way like that, characters should appropriately react, likely experiencing stress from the sudden changes. Any type of character rebuilding requires investment and time is the easiest resource to use for that as supported by the Chambers & Charizard rules. The use of taking time to restructure oneself may also explain why many older characters in the Pokémon universe are less familiar with Pokémon adventures than children; it is not that they haven't ever had their own journeys, but rather the demands of life led them down a path where they now focus on other skill sets.

Retraining Pokémon

The easiest aspect of character customization to retrain is Pokémon, whether individual or as part of team composition to work together under a trainer. The Train Pokémon skill is the

biggest representation of this, with many characters finding great value in investing in such a way to train their own and each other's Pokémon to gain new advantages such as basic tricks, moves and skills. Other than some of the most static values of a Pokémon, most things can change between them with the proper trainer working with them. A researcher can assist in changing a Pokémon's EVs and a breeder can assist in changing their IVs and nature appropriately, along with a few other classes having some flexibility on these fronts. A common theme within the Pokémon series is that you bond with your Pokémon as close friends and grow together, allowing you to win and overcome others with your own unique strategy. As trainers in Chambers & Charizard often have less access to massive amounts of Pokémon, resources, and time, as well as more personal connection with the Pokémon they obtain, it makes sense to give them more opportunity to retrain their Pokémon, even in aspects that are normally more static. Many of these opportunities should exist later in the story so that the progress can develop naturally first and that all players don't have perfect Pokémon from the beginning of the game. For specific features related to EVs and IVs, trainers above level 12 should have access to retraining to improve their existing Pokémon and customize them as they see fit. Finding trainers capable of retraining may be a journey of its own due to so few trainers making it to that level, but the reward is certainly worth it. Training like that should take at least a week of in-game time, likely more based on the level of the Pokémon, and should cost at least the price of the service of training the Pokémon a 5PP move (see chapter 6 on new items and services for price examples). A Game master should recognize the potential of this as something powerful and not make it easily available or a quick process, but should find ways to make the option doable by players if they are interested. In this case, there are likely no rolls required, simply paying for it in terms of cost and money is sufficient.

In structuring a team, finding new Pokémon to put on the team is not difficult and training them up is no different than training up any other Pokémon that are presently on the trainer's team. Where more variety in restructuring in this method can come in is in what Pokémon a trainer has access to. The rules for grinding, presented in chapter 9 of the Chambers & Charizard handbook, offer an opportunity for characters to quickly train Pokémon in their party once they have had access to all Pokémon on a route or area in having seen them. Should players have access to all Pokémon in a region, it may be worth introducing opportunities to find Pokémon from other regions as well to encourage new creative team building and ideas. This necessitates progress through the story and thus is not something that will not happen early in the game. It's also worth considering asking players in advance of which Pokémon they may wish to encounter in the region, allowing them some assurance of having a team they will enjoy!

Retraining as a Trainer

A limited form of trainer retraining already exists within the rules of Chambers & Charizard in the structure of multi-classing, especially for those who have not invested a feat into it. This allows the character to exchange a level in one base class for a new one if they focus on the new skills and goals of the new base class sufficiently, before being able to freely choose either. However, as characters pick up new class features they may realize that the choices they made are not the direction they thought it would take their character in; perhaps their ability scores or current skills don't support this base class's features well, or the abilities of the class contribute little at this stage of gameplay. There are a variety of reasons players may wish to rebuild their character.

Before a character should have the opportunity to retrain into a base class, they should have at least one level in it, taking the normal restrictions related to multi-classing. If they find that class is a better fit for them, introducing a character that is higher level in that class (if one is

not already present) that can train them may be a good idea. By working with that trainer for a week (roughly 6 hours a day, of which many may be related to completing other skill checks or productive work), when a character would meet a level-up opportunity for the new class, they may exchange an existing level they have for the new class instead of gaining a level. This may allow characters to quickly gain new abilities and test out the story mechanics and progression of a class. Each level exchanged should take a week of training, but that training time should be useful to all involved. A character should not be able to exchange more levels than what the trainer teaching them has, though after learning the techniques the game master may allow them to train in these features on their own time (likely spending at least two weeks per level) to restructure their character.

In some cases, a character may already be in the correct base class, but instead want to use different class features of it, such as a type specialist using different types of Pokémon or a researcher wanting to study under a different professor. Though some base classes have built in opportunities to change features, such as a legend speaker switching some charms or a connoisseur changing their premium brand, other classes do not have this opportunity, and many classes do not have the chance to change core features. If a character wishes to change these, a game master should consider what has already been gained from these features; a master having already taught many moves for free with move replacement should have a greater penalty than a ranger wishing to change their environment awareness from a biome they've never been in to one they frequent. Time should again be the main factor determining the rebuild but as only some class features are retrained, there may be less reason to spend many weeks retraining. Finding another character who has the desired features may also be ideal. A rough rule recommendation is for every session that the feature has come up before, the trainer should

spend at least 4 hours of in-game time to retrain and gain their new features. Again, a game master should heavily consider this and the needs of other players; would they find it fair for one player to take advantage of multiple class features multiple times? As a result of this, it is strongly not recommended to allow trainers to rebuild their class levels (into the same class or others) more than once.

Similar to the base classes described above are opportunities for players to retrain other class levels. It is unlikely, though possible, that players will have levels in an NPC class. NPC classes are designed so that characters gain a moderately useful feature at first level only, but the class cannot be multi-classed out of unless all levels are taken or a specific ruling says otherwise. As such, it is generally recommended that for players taking levels in NPC classes they should use the rules presented under the “Relevant Role” feat to exchange those levels. NPC classes are not designed for player usage and taking them past first level is likely a result of optimization goals rather than character development goals. In rare cases where the story may promote a player-character taking a level in an NPC class, the game master may make exceptions to this ruling, though this should be carefully considered due to the unusual interactions that are not designed for player characters. Generally, picking up NPC class levels and trading them away otherwise works as retraining base classes as described above; one must meet the level-up conditions for the new class twice consecutively in order to gain a level in the new class and lose a level in the old one.

Prestige classes function differently from most other classes in how trainers take levels in them and are usually not accessed until mid to late game because of this. They are usually tied to specific organizations and have more powerful abilities than most classes. Additionally, though multiclassing into a prestige class has no penalties, players may only have a single prestige class

and may not take levels in others unless specified within one of their abilities. In order to enter a prestige class, a trainer must meet various prerequisites that could require more thought in how to manage retraining. Though minor exceptions may be made, if a character retrain in such a way that no longer meets some or all of these prerequisites, they may lose the features from their prestige class and simply lose the levels, needing to level up again in another class. Prestige classes are also distinct from other classes in that many of their class features can be chosen in any order, for the player to customize their experience as necessary. If a player wishes to retrain their features from within their prestige class to other features granted by it, and the tradeoff seems appropriate by the game master (such as not trading away a feature that they have already made use of just to take advantage of new abilities) then simply leveling up in the prestige class again for an effective “fourth” level could be a simple way to replace abilities. If players wish to enter a new prestige class, they must remove all levels of their current one and level up in that one individually. If a player’s other changes cause them to be ineligible for a prestige class, a GM should discuss with them what must be kept to retain these abilities.

Similarly to above, the value of feats should be considered before a Game Master decides exactly what must be done to retrain them; in some cases a feat that players have used sufficiently may not make sense to be retrained at all. If a feat has prerequisites that are no longer met, such as having lost a class feature or no longer having required ranks, the trainer cannot use the feat at all. Retraining to a new feat requires finding somebody else who has that feat and taking time to study with them, likely at least one six-hour day per character level of the trainer trying to gain a new feat. This represents the intense dedication needed to learning a new feat without having the passive time to pick it up passively, and after the training is complete, the Game Master and player may discuss swapping one old feat for a new one. A character can never

have more feats than what would normally be allowed at their level. Retraining skills is a similar process as well; if the players find a character in-world who has ranks in both the old skill the trainer wishes to remove ranks from and the new skill the trainer wishes to gain ranks in (at least one of these skills must initially have more ranks than the trainer), they may spend a similar amount of time (6 hours in one day per rank) to reallocate skill points. At higher levels these retraining methods become less feasible due to the time it takes and the difficulty in finding other powerful trainers, but it still should be an option if a player strongly wants to rebuild their character. Because of the direct tutoring involved, it may be worth requiring a favor or quest or some type of payment in addition to the time commitment for the tutor to work with the character seeking retraining.

Beyond what is mentioned here, some other facets of a trainer and their character cannot be retrained. Ability scores, for example, can be modified with magic items but once a player has set them, their character will keep them, unable to rearrange them. Alignment remains relatively static, though if a game master feels a player is acting out of alignment, they may discuss with the player a possible shift that occurs within-character. Other traits of the character tend to be more focused on roleplaying and thus should be up to the player to decide how to change them. Frequent, dramatic shifts, especially later in the game once the character is developed, may require addressing but otherwise changes in the character's behavior, appearance and related roleplay elements should not require any type of "retraining" – they are a personality that develops naturally and will have dynamic thoughts, behaviors and actions of their own! It is more for the player to decide how these changes should manifest than for the Game Master to impose rules on.

Party-level retraining

Most aspects of character retraining take at least a few days, time that is difficult for many trainers on their journey to spare. As trainers travel in groups, ensuring that all companions on the journey can take the time off for one to retrain is important. Most trainers have some activity they can do in downtime, notably training their Pokémon. Other than this, downtime while one person retrains could be used to allow for others to work a job and gain money via skills like craft and profession, search for rare Pokémon, complete smaller side-quests to possibly find items as rewards and more. It's probably best not to have too major of quest-lines occurring during downtime and to provide options for how to hold the plot temporarily when trainers do need downtime for major character revisions such as these. This allows the players to work as a group once they have all sufficiently redesigned their characters in such a way that will better support their skills. As a Game Master, it is also important to consider how the change in the abilities and skill sets of the character may affect ongoing plot points and questlines; it is likely worth introducing a few more minor events after a big retraining event before returning to major ones so that the major ones can be balanced appropriately.

Many of the above suggestions assumed that only a single character at a time would need to heavily rebuild their character with the guidelines presented in this chapter. This may require finding multiple others to help them retrain, possibly a single skilled individual or possibly many individuals within a local or reachable area! If the whole party intends to rebuild their characters in major ways, once all of them have begun their training it may be worth a simple time-skip. Taking off many days or even a week should still be noticeable, even if the players do not have much to interact with in that time; perhaps new quest opportunities have opened up or other events have changed in a dynamic setting. When characters are busy during times like these, they may miss what goes on around them, especially considering they may be unfamiliar with their

new skillsets and capabilities. This is more reason to provide smaller opportunities for them (and you) to test themselves, allowing further understanding of what has changed while also adding a sense of weight to the time passed while they were busy (even if major events did not occur within that time). These ideas can similarly be used when players need other aspects of downtime, such as a group pausing to train their Pokémon normally and earn money.

Guidelines for creating custom content: Pokémon

Almost all of the content provided in the Chambers & Charizard handbook as well as this rulebook is originally sourced to a canon source of Pokémon media. Pokémon has created a large variety of different forms of content including their main series video games, multiple spin-off video games series, the Trading card game, Pokémon anime, multiple volumes of different manga, references in other popular media franchises as well as many smaller products within the fandom. Though the largest groups within these, such as the trading card game, anime, and some spin-off video games, get to take some liberties in how they design mechanics and ideas, most of the content with the Pokémon franchise can be sourced back to the original main series video games, starting with Red, Green, Blue & Yellow. Chambers & Charizard similarly follows similar patterns with sourcing the main framework for combat, the main actions trainers can do and the main trainer types from video game content and what has been derived from that for other aspects of the franchise.

Without question, the most important aspect of the franchise as a whole is the Pokémon themselves; the collectable creatures that battle and help dictate the plot of the games whether they be an experimental clone designed to be unbeatable and assist villains or legends of history that with ancient artifacts are able to tackle eldritch entities. Not only are the legendary Pokémon important, but so are the first partners, who are likely to have the strongest connection developed with the player of the game and some of the most marketing to reflect newer games! Beyond that, each generation adds dozens of different new Pokémon, some related to previous ones and some that are completely original. All of these new Pokémon are bound to be the favorite of somebody and will have their own trading cards, spotlight episodes, merchandise and more references. The Pokémon are what drive the franchise with their unique and lovable designs.

A lot of work goes into designing Pokémon to be sure that they are well-received by fans and attract new individuals to the franchise. Careful consideration to their visual appearance, references to real-world mythology and inspirations and integration of that into the appropriate setting of the region they come from are important. Balancing the Pokémon such that they have stats, moves, abilities and other attributes that interact in a reasonable way is also important to consider. This needs to be considered within the game that they are in, making sure that they are not too powerful as a choice for the trainer against gyms, rivals and other challenges, as well as their usage by those obstacles against the trainer. The Pokémon also need to be considered in balance as compared to other Pokémon as the games have always been designed with the ability to battle other friends and competitors, ensuring that they serve a role in at least the single-player story or competitive battling of some sort. Pokémon should be compared to each other to some degree to make sure they do not overlap too much in similarities or roles; though in earlier games there may have been many evolutionary families that share similar stats and type combinations introduced in the same generation, this has been much less frequent in newer games. Lastly, they should be compared to other Pokémon in terms of similarities to see if they would possibly make sense as a new evolution, pre-evolution or alternate form of existing Pokémon to help make the universe feel more connected.

The new Pokémon's designs and abilities are easily one of the most exciting factors for the new games that draw trainers to be more engaged and curious before release and during the story. The thrill of seeing something new and trying to figure out how to battle it and train it on your own team adds a lot to any game. Of course, this is all integrated with a new region and new story accompanying it but those are the medium through which new Pokémon are introduced, rather than the main product. This can be seen in how marketing focuses efforts

when new Pokémon are released and how the anime and trading card game quickly follow along with these new elements, rather than necessarily taking plot or setting elements from the games immediately (though these usually show up over time in other instances). Pokémon is quite literally the name of the game and of course the Pokémon that populate the game are important!

With new Pokémon being an exciting, attractive force, it makes sense that players would want to create new Pokémon for a custom setting in a Chambers & Charizard campaign.

This helps emulate aspects of the original Pokémon game in a sense of exploration and adventure and can feel very rewarding to players, especially if the Pokémon that appear may be particularly of interest to their character build or personal taste!

Designing new Pokémon is not easy and one ought to consider the role that the new Pokémon would play within their story in order to best create them. Because of the variety of sources

Chambers & Charizard pull from, sometimes very niche interactions will need to be considered when introducing

custom Pokémon into the game when using less common mechanics. However, as most sources pull from the main-series video games, designing Pokémon primarily with that in mind should be

sufficient. Some major considerations a game master should consider when making new Pokémon include:

- What Pokémon do players want to encounter?
- What does introducing this new Pokémon add to the story?

Author's note: I do not know the process of designing new Pokémon and the work that goes into it done by GameFreak. These are considerations I have made for other's when asked how I would handle the topic. Personally, I have not introduced new Pokémon into new settings I have created in the past for Chambers and Charizard and other than some minor changes to moves and stats have kept mostly to canon sources. Still, as it is a frequently asked topic and is core to the franchise, I decided to add some guidelines for creating custom Pokémon in this chapter.

- What should players know about this new Pokémon?
- Is this Pokémon related to existing Pokémon?
- Does this Pokémon belong to a specific archetype of Pokémon?
- What are the features of this Pokémon, as codified by rules?
 - Base stats, typing, ability, etc.
 - Moves learned
 - Height, weight
 - Other considerations
- How does this Pokémon compare to others?
- What access will characters have to use this Pokémon?
- Designing and/or describing the new Pokémon

What Pokémon do players want to encounter?

This is one of the most important considerations that needs to be made when designing a new region, regardless of whether or not you are designing custom Pokémon. Though every Pokémon region will have a decent variety of Pokémon available, likely at least 150 different unique species from all 18 types, it is still important to consider what players may want. For example, Type Specialists may not have as much fun if there are fewer Pokémon available of their types, and it may be worth ensuring that there is at least one Pokémon of the shared combination that the type specialist would be interested in using. Similarly, making sure a Legend Speaker has relevant connections to their story in the form of their partner or the theme of the Legendary Pokémon they study is important as well. Beyond this, most people who play the system are going to be familiar enough with Pokémon that they may have a favorite species or two that they'd wish to see manifest in the game. Generally, Chambers & Charizard moves at a

slower pace and the plot does not allow much exploration beyond a single region, leading to it being more difficult to “transfer” Pokémon from other locations. Asking players for a few options of things they may want to see and writing in those species may help players engage with the story and gives them something to look forward to.

Players may have specific ideas for Pokémon that don’t necessarily fit with the story though and this is where it could be worth asking for their insight in creating custom Pokémon. Some people will love the mystery and creativity associated with finding Pokémon that are foreign or unfamiliar while others prefer the degree of familiarity. Making regional variants and new evolutions of old favorites is an easy, approachable way to meet some of these goals, though creating custom Pokémon based on players wants or needs is equally a viable option. It is important to limit how much influence players have over the regional Pokémon and what they may find in it, but this is an element that may help further immerse them in the story that should be considered.

What does introducing this new Pokémon add to the story?

The element of surprise when they first encounter a Pokémon that they have never seen already adds an extra element to the story. Players with prior conceptions or information about Pokémon as a whole are forced to act more in-character regardless as they will not know the typing, stats or moves and may need to make knowledge Pokémon or knowledge Pokédex skill checks to learn this information. In this manner, introducing new Pokémon serves as a great device for putting many individuals on equal footing! In most settings though, players will not have full access to knowledge about their Pokémon and this information isn’t always enough to differentiate story elements.

Often times, newly introduced Pokémon have something unique to them to encourage players to use them. Perhaps they are featured in use by a prominent NPC or rival, perhaps they have a uniquely powerful signature move or ability, perhaps they just have a noteworthy design (or even the ability to change designs with form changes!). Rare legendary and mythical Pokémon often serve roles in the main story of the game while other newly introduced Pokémon may be highlighted in smaller quests or battles but still get some spotlight attention over previously introduced species. If players asked for a specific custom Pokémon, it is easy to see how its role may manifest in the campaign, but encouraging a special connection with it to their backstory may further strengthen its importance and make obtaining the Pokémon even more rewarding. Showcasing what it can do as an independent Pokémon that can't be caught is another way to excite players, encouraging them to try and learn how to obtain it on their own via evolving a different Pokémon or finding it in another way. The versatility of a table-top setting allows for more potential ways to implement a Pokémon into the story!

One other important consideration is how the Pokémon fits into the world itself. Regions are usually based off small areas in the real world but span multiple different environments within the Pokémon world. Ensuring that this Pokémon has a logical environment it can be found in, or a reason why it shows up where it does, is important to think about, though letting the players discover why instead of making it obvious can be a fun quest for a researcher. Similarly, considering the ecology of how this Pokémon may interact with others in the area (are they going to struggle to battle against a common type or are they super effective against others) helps develop more lore surrounding the one Pokémon specifically. The Pokémon may have cultural significance to people in local towns or the region as a whole, even if it is not particularly powerful and this can help flesh out world building while also drawing attention to the new

design. Drawing from real-world cultural inspirations relevant to the themes of the region you design can also help make the Pokémon feel more interesting and is especially relevant for unique Pokémon and those that don't belong to existing archetypes of Pokémon.

What should players know about this new Pokémon?

When a new generation of Pokémon are announced, a few basic details about them are usually provided. It may be best to not release too much information, especially about many Pokémon early on before a campaign begins as more surprises can be beneficial and it is hard to create a variety of designs. Still, releasing information about potential new variants or original designs for first partners and/or legendary Pokémon is a great way to excite players before the game starts. This may inspire them to learn more about the region, to design their character to match their perception of the Pokémon, or to otherwise want to learn more. Showing a picture along with a name, types, and a sample move or ability is enough to quickly excite people without revealing too much, especially if the Pokémon belongs to a specific archetype as explained below, given much of that information will already be known.

Especially in cases where the archetype is already known, such as all regions introducing some type of early-route bird-based Pokémon that is flying type, it doesn't hurt to reveal a little more to keep players interested. Not all of this information must be present at the beginning of the campaign; some should be inferred simply due to the nature of the design. A Pokémon based off a bird in appearance can be reasonably assumed to be party flying type, for example. Hinting at the Pokémon's types through shape and colors, possible stats through its appearance or skill set, and other traits like this help a player judge immediate course of action and how they want to interact when they encounter the Pokémon. Players should still be strongly encouraged to roll

relevant knowledge checks to confirm their assumptions, but giving them the capability to make assumptions in the first place is a reward in itself.

Is this Pokémon related to an existing Pokémon?

Another way to introduce a Pokémon in advance to players while being subtle is to hint at possible relevance of a previously existing Pokémon. Evolutions, pre-evolutions and alternate forms of existing Pokémon all can be an excellent way to both confuse and inspire excitement as players try to learn how to obtain this new form and what makes them different. Designing Pokémon that are already based in lore and existing mechanics may also be easier as it is less work required to design fine details and balance the design. Something as simple as expanding on an existing Pokémon's Pokédex entry is a great way to start making a new species and from there deciding what elements are best kept versus what is best change. Having some familiar Pokémon, even if mostly new, allows players eager to use favorites as discussed above without needing to learn new details or explore unfamiliar mechanisms and by keeping them related but slightly novel it can again highlight a new use for them.

Regional variants were first introduced in the Alola games of generation VII and have continued to appear since and are a simple way to rework a single stage or whole family of Pokémon to better fit a region. They have the same base stats just arranged in a different order (such as switching attack with defense and special attack with special defense) and have one or two different types from the original forms. Many have unique signature moves they can learn or other traits to highlight their uniqueness and some even get new evolutions, whether a counterpart to an existing evolution from the original form or something completely new.

When designing evolutions, whether a regional variant or not, coming up with a method of evolution is important to explain how they may be unique to your custom region or setting.

This may be a mechanic that traditional Pokémon evolutions, such as learning a specific move, holding a specific item, leveling up in a specific location, etc. or it could be more unique to the nature of the campaign or Chambers & Charizard itself. Though one cannot do a spin or flip the game upside-down to evolve certain Pokémon in Chambers & Charizard, doing an acrobatics check with these Pokémon or having their Pokémon do an acrobatics check could function as an evolutionary mechanism. Similarly, teaching specific skills or tricks or encountering a specific event may merit an evolution. Pokémon should not be part of a family with more than three stages; this has no precedent in canon series and complicates some mechanics within Chambers & Charizard such as bonuses for Train Pokémon and identifying evolutionary relatives. The degree to which evolution (or pre-evolution, in the case of some Pokémon that may have new baby forms introduced) changes the power is going to vary based on location in the region but generally Pokémon should get stronger as they evolve.

Does this Pokémon belong to a specific archetype of Pokémon?

Each generation there are many patterns of expected new Pokémon to be introduced that may serve as guidelines for designing new Pokémon. Obvious examples include the first partners which are usually a set of three Pokémon of grass, fire and water types that evolve twice each, legendary Pokémon that only one of each can be found in a game and mythical Pokémon that require some type of event or exclusive method to obtain them and are also as unique and powerful as legendary Pokémon. These are some of the most well-known archetypes and deserve a lot of attention in design; first partners are likely going to be with players throughout the entire campaign and should continue to be desirable in design, power or both compared to others as the story progresses while legendary and mythical Pokémon may shape the story and guide events to happen. In some ways, these Pokémon may be introduced as more of characters of their own that

develop, especially as most will not have multiple of the species appear throughout the region. However, there could be reasons to make them less character-like, especially if you want to highlight the availability of the first partners to other trainers or the alien-like traits that legendary and mythical Pokémon have that can't be comprehended. Some rough guidelines for how to design specific Pokémon of an archetype are provided in table 9-2.

Other archetypes also exist within Pokémon that appear regularly throughout many, if not all generations. Details of how these archetypes might be given stats are also shown in table 9-2. Table 9-1 presents a few examples of archetypes including those mentioned above and lists some basic defining features of them. The notes in Table 9-1 are suggestions and are not always representative for every case in Pokémon. It is unlikely that in creating new Pokémon that you'd create new archetypes, as these tend to be patterns across generations and those would instead be unique Pokémon. However, it is likely that you'll have nearly all these archetypes within a custom designed region, whether composed of existing Pokémon or new Pokémon. Many of these archetypes are more subjective or loosely-defined in compared to the three mentioned above, but are still fairly prominent across the fandom and are worth considering when building a Pokédex.

Table 9-1: Archetype Examples

Archetype	Approximate Game Level to be first found in ChaCha	Evolutionary Stages	Types (Most common to least common)	Other Notes
Early-game bird	1-3	2-3	Flying, Normal	Often normal but can be other types
Early-game bug	1-4	2-3	Bug	Often has branched evolution or counterpart that is also bug-type
Early-game small mammal	1-3	2	Normal, Dark	
Electric mammal	3-6	1	Electric	
First Partners	1	3	Grass and Fire and Water	Likely one per player and otherwise rare
Fossil	1-10	1-2	Rock, Water	Must be restored by a legend speaker or researcher

Gimmick	4-10	1	Any	Single staged Pokémon that often have niche signature move/ability
Legendary	8-14	1	Psychic, Dragon, Any	Only one of each species
Mythical	10	1	Psychic, Any	Only one of each species
Pseudo-legendary	7-11	3	Dragon, Dark, Flying, Steel	

What are the features of this Pokémon, as codified by rules?

Chambers & Charizard uses a mixture of features from both Pokémon mechanics and D&D rules that are interchangeable and dynamic. As a result, certain qualities for custom-designed Pokémon need to be considered to ensure that they can be translated to any use within Chambers & Charizard games. Core features to Pokémon include the type(s) of the Pokémon, the abilities, the moves it can learn, egg groups it belongs to, its base stats and sometimes other unique interactions such as specific held items or form changes. Though they don't have as much relevance within most Pokémon settings other than a few niche situations, the height and weight and other physical details of the Pokémon are useful to consider for Chambers & Charizard. Sometimes the Pokédex may describe a special feature or ability that does not manifest within the games, but its relevance to other media such as the anime or manga may merit notable inclusions for minor extra rulings in ChaCha. Lastly, some other unique considerations may manifest that are more specific to the mechanics of Chambers & Charizard, such as dragon type Pokémon using Energy Fission as a trainer feat. Many other mechanics can be derived from those listed above due to formulas that can convert between them being provided in the Chambers & Charizard rulebook.

Base Stats are the most important consideration that should be made when designing new Pokémon as this determines how the Pokémon ought to behave in battles, what its combat potential is and how useful the Pokémon will be at certain skills. All Pokémon have six core stats: HP, Attack, Defense, Special Attack, Special Defense, and Speed that can have values

ranging from 1 to 255. These base stats never change but different Pokémon with different dispositions, training, and levels of power will have different results within the stats as described in the Chambers & Charizard handbook and the ChaChaData.xlsx spreadsheet. The sum of these six base stats can provide a reference for how powerful a Pokémon is, while specific values in one stat may also shift the power of a Pokémon in more or less powerful directions. Examples of these are shown in tables 9-2 and 9-3.

Table 9-3 provides examples for how to compare Pokémon’s power based off individual stats, though Pokémon battles are complex and much more than stats should be considered. Interactions between stats are also important; a high HP is not as useful without also having a high defense or special defense. Attack or Special Attack can be focused on much more than other stats; all Pokémon benefit from higher defense and Special Defense but depending on moves and abilities only one of Attack or Special attack may be needed. As such, if both of attack and special attack are high, consider that Pokémon even stronger than others due to the potential versatility it may have. Attack and special attack stats above 140 are especially high, but in general attack and special attack are stronger at lower values than defense and special defense due to greater numbers of opportunities to increase damage output rather than decrease it. Lastly, a speed of 70 is significant due to versatility as well; a Pokémon that has good offensive capability and support capability could function in a trick-room setting well if it has this speed.

Table 9-2: Base Stat Totals and examples

Base Stat Total	Power	Evolution	Example Archetypes
200 or below	Very weak, often needs strong ability or moves to compensate	Unevolved	Gimmicks

201-300	Early game	Unevolved	Early-game bug
301-400	Early game with some use	Unevolved	First Partner, Early-game bird
401-450	Mid-game or middle evolutions of early game	Unevolved or first evolution	Evolved form of early-game mammal, electric mammal
451-500	Final evolutions	First or second evolution	Fossils
501-550	Fully evolved first partner, evolved mid-game Pokémon, late game gimmicks	Any	Fully evolved first partners, gimmicks
550+	Powerful evolved Pokémon	Second evolution	
570, 600	Specific benchmarks for archetypes	Unevolved or second evolution	Legendary (570), Legendary, Mythical and fully evolved pseudo-legendary (600)

Table 9-3: Power of each of the base stats

Stat (Ability Score)	Low Stats	Workable Stats	Powerful Stats	Very Powerful Stats
HP: (Constitution)	Below 70	70-100	Varies on def	Varies on def and

			and sp. def	sp. def
Att: (Strength)	Below 80	80-95	96+	125+
Def: (Natural Armor)	Below 90	91-110	111+	151+
Sp. Att: (Intelligence)	Below 80	80-95	96+	125+
Sp. Def (Wisdom)	Below 90	91-110	111+	151+
Speed: (Dexterity)	Below 70	71-90	91-100	101+

Two other main facets of a Pokémon can largely shape its usage. A Pokémon's type or types determines innately some offensive and defensive capabilities as some type combinations have more resistances or immunities than others. Similarly, the types a Pokémon has often dictate what moves they may have access to. Many types also have unique interactions with specific moves or conditions and within Chambers & Charizard, many feats and class features are unique to specific types of Pokémon that further emphasize elements of their typical playstyle. Additionally, all Pokémon have one or more abilities they can have. Abilities have a variety of effects that manifest both in and out of battle and can help further provide offensive and defensive capabilities. All Pokémon species have specific abilities they have access to, usually one or two that are randomly determined in common settings with large, equal weights and then one that is a hidden ability that is usually better and is harder to obtain. Some Pokémon may only have one ability option or one ability and a hidden ability. A Pokémon only has one of these potential abilities.

All Pokémon have the potential to learn some moves more easily than others, as represented by moves they can learn through leveling up (though some Pokémon with special evolutionary mechanisms such as using stones learn fewer moves by leveling up). In Chambers

& Charizard, though moves aren't automatically learned, they can be trained over time from the list of moves learned by level if the Pokémon is of a sufficient level. As such a list of moves that the Pokémon can learn as they get stronger and level up is necessary. At lower levels, usually these moves will be very weak, having 30 or more PP and having base powers if they deal damage below 60. By level four to five in ChaCha (20-25 in the video games), the Pokémon may start to learn more useful moves and by level seven the Pokémon should have access to a few powerful moves, such as those with 5 or 10 PP. Usually somewhere around level 11-14 in ChaCha (55-70), but occasionally later, the Pokémon will be able to learn its most powerful moves including unique signature moves. Most lists of moves by level up will have 9-15 moves, usually offering 1-2 each level until level 10 (50 in the video games) or so. Most of these moves should reflect the types and stats of the Pokémon. A few moves should be considered that could be learned from other methods or via breeding though the Game Master does not need to write an exhaustive list here; they ultimately can decide which moves should be allowed and players may have unique suggestions that make sense to be added!

Some other aspects of Pokémon ought to be considered for creating custom Pokémon that may matter more in Chambers & Charizard than would matter in most Pokémon media. The physical size of the Pokémon is probably the most important of these features, with all Pokédexes providing a height and weight at least to help compare the size of the Pokémon. Some features of weight are also relevant for other mechanics of more niche moves, abilities and item interactions. For Breeders, the gender distribution (whether a Pokémon has a gender, has equal or unequal males and females or if it is a single-gender species) is important. Additionally, knowing which egg groups the Pokémon belongs to to know how they may be able to breed is important as well. A Pokémon species also needs a catch rate to determine how easy to obtain

they are and some relevant mechanics surrounding this. All of these features should be considered even if they are less relevant in some situations.

There are occasional niche details that also need to be considered for very specific Pokémon or very specific interactions with trainers. These may matter more if the trainer makes the aspects relevant, rather than in all situations. An example of this is the Energy Fission feat; any custom dragon-type Pokémon may need to be considered as if it were a Pokémon in the trading card game so that two types can be assigned to it for this trainer feat. Some Pokémon such as Cubone and Marowak have unique items like the thick club that interact with them specifically that should be considered. Many Pokémon have a small (5%) chance of holding an item, and this may be something to consider adding to the random generation for a custom species. Additionally, relevant Pokédex entries may manifest in interactions that wouldn't be present in a more confined interaction such as those in the video games. These may provide a specific Pokémon species small bonuses on some skill checks or other interactions that may not otherwise be present. For many features like these, they do not necessarily need to be planned in advance, though they should at least be considered when designing the Pokémon.

How does this Pokémon compare to others?

As described above, there are multiple considerations of how powerful a Pokémon is as compared to existing archetypes and by basic metrics of its stats (and to a lesser degree its types, abilities and moves). Pokémon are still incredibly complex and there are countless representations and combinations of how they can be battled before even considering strategy and interactions between players. As such it is difficult to predict just how strong a Pokémon can be, despite these guidelines. While a key idea in Pokémon is that they are your friends and aren't necessarily stronger or weaker than others, there are some cases where a Pokémon may be

clearly more powerful than others and limiting how often that happens is important, especially when in settings where other existing Pokémon are available. Pokémon do not all need to be equal to each other but should be balanced in some situations and have certain circumstances where they can be beat.

Though players often battle each other and game masters are likely to design difficult encounters for players that emulate more competitive battling techniques, Chambers & Charizard is not feasibly a battle simulator or focused on the competitive, sport-like side of Pokémon as a franchise. As such, some of the concerns of Pokémon's strength are less necessary; in order to have a fully fleshed out competitive Pokémon, multiple character classes would be needed. Even still, some of the features unique to ChaCha may counterbalance a competitively-designed Pokémon team, as unique class features, Trainer Feats and more add new elements of strategy and quite literally limitless possibility to an already complex game. Considering the strength of any newly introduced Pokémon is important though as long as there are no glaring issues that completely outdo existing features there is usually not too much to worry about.

In order to assess whether or not an existing Pokémon is strictly or near-strictly worse than a newly introduced one, it can be assessed in comparison to previous examples. If in almost any situation the newly introduced Pokémon or mechanic would be chosen, then it is probably too powerful. Individual features that should be compared are if the stats are a better distribution for the general role, if the ability is always better (beast boost is likely always better than moxie, for example), if there are more powerful or diverse moves given, etc. should be considered. Interactions between these, while can't be compared as exhaustively, are also important to consider. If in all these situations the Pokémon doesn't seem always preferable as compared to previously existing ones, then it is likely fairly balanced enough. Though their may be niche

cases in which it could be better or it could be trained in such a way to make it largely better, power-creep exists within Pokémon and is not likely to manifest in a competitive sense in Chambers & Charizard and as such does not need to be as big of a concern. Sometimes differences will reveal themselves after a Pokémon has been implemented in a way that may not have been accounted for; this is something that may be best discussed with players in advance so that they will be aware changes may be made throughout the game.

What access will players have to use this Pokémon?

As most of the time players will not have access to late-game features and all of the required components needed to design a competitive battling team, some of the access concerns for balance are not necessary. Still, anything that is introduced into the campaign should be considered to be accessible to players. A Pokémon that only exists as one of its species that is owned by an NPC may fall out of their possession and into the hands of the players. Even a legendary Pokémon that is designed to be uncatchable may be befriended and eventually join the player's cause in the same way. Most importantly, it is more fun when players have access to these newly designed Pokémon and mechanics than if they do not have equal access to them. This doesn't mean that the new designs must be easy to access; it may not be available until later in the game and after completing specific quests or goals, as long as there are still options to be able to utilize the new features. This is also important to consider as a feature completely unavailable to players may not be balanced in such a way to be fair to them.

Because Chambers & Charizard is a team game and plays much slower than Pokémon games and other battle simulators, some additional points of access should be considered. A single player getting a new Pokémon or mechanic is much less fun than multiple players having the chance to try out new opportunities. This also reduces some of the burden of needing all of

the newly introduced Pokémon to be balanced with respect to each other and existing Pokémon; something that should be considered with access to them. If trainers have access to do whatever they like that could help them optimize a Pokémon, whether for battling or out-of-battle purposes, the Pokémon should have additional attention and consideration in designing it as compared to ones that they don't have as much accessibility to train as they like. If the whole party works together to raise a Pokémon in this manner, it may be a worthy reward to give them the optimized result due to their collaboration. When access is given to them, it also makes sense that this could be accessed to some degree by others in-world as a potential way to counterbalance the situation.

Designing and/or describing the new Pokémon

It is important to give any new Pokémon or any new form of existing Pokémon some unique character that helps make it feel equivalent to other Pokémon. Many artists have designed different Pokémon and while certain art styles (Sugimori's watercolor style being very iconic for the original generations) and emulating aspects of this style may add some believability to the design. However, it is also fun to experiment and add individual inspiration, techniques and styles into the design in a way that is unique to the artist. There is no right or wrong way to design a Pokémon visually. One may even seek out help from other artists to further develop and flesh out a design should they need to.

As described under the question of how the new Pokémon adds to the story, nearly all Pokémon come from some background of real-world inspiration and many times that inspiration is relevant to the region's inspiration or other relevant aspects of location, plot or related Pokémon. All canon Pokémon are based off of existing things including animals, myths, objects, personalities, phenomenon, plants and more. As such, many of these factors that helped inspire a

Pokémon should have some potential to influence the design and appearance of the Pokémon, even if it is subtle. Another way to further develop this information within Pokémon is to write more about them and their role in the world such as areas and environments they can be found in, preferences for food, and typical behaviors traits observed within the species. It's also fun and rewarding for players if they can hear Pokédex entries about the new Pokémon they catch and encounter!

Players likely won't know everything about new Pokémon in advance so having ways to hint towards it, describe it, and showcase it before they obtain it add to the potential for creativity. The way that it interacts with players or their other Pokémon may further sway the personality of it. Players should understand if the GM needs to edit a newly created species; this may be for the benefit of the players, balancing things for the GM's sake or may even reflect their interactions in a way that memorializes them in case the Pokémon returns again later! All Pokémon are the favorite of somebody and as such, designing or describing whatever Pokémon you make in great detail and a way that captures players attention is important so that they further wish to engage with what it adds to the game!

[Creating custom abilities, moves, etc.](#)

Creating new Pokémon is exciting and adds lots of new opportunities for both players and the GM to experience. However, this requires much more work than smaller changes that can be made to existing Pokémon, such as introducing new moves that they can learn or abilities that could be added. It is likely the case that one who creates more than a few of their own designs will also consider adding in some of these mechanics as custom creations. Because the interactions are often times much smaller with only a single move or ability, these tend to be easier to balance even when there are more niche cases that are better able to abuse some situations. Though not as extensive as the previous guidelines for how to create Pokémon, many

of the questions presented early in this chapter hold some relevance for when designing features like this as well.

Though players have less knowledge and choice in determining what kind of moves and abilities they may want accessible to them, it is something to consider for custom designs. It is something they may have knowledge on in advance such as seeing the move or ability manifest previously, giving them an idea of how it works and which Pokémon they may encounter or already have that can utilize it. Some moves and abilities are exclusive to one Pokémon and are thus considered signature, or perhaps are accessible to groups of similar Pokémon such as the archetypes of first partner Pokémon learning unique moves. The features should also be compared to others for the sake of balance to ensure they are not strictly better, though if a move or ability has a general purpose in which it is better but it is exclusive to only one Pokémon these balance issues are a smaller concern. Figuring out distribution of these features is important too; can players learn about it through Knowledge Pokédex checks so that they can appropriately build their team, is it something they may need to acquire as an egg move or is it something that they may have to seek out from an NPC who can assist them in move tutoring? Lastly, how does the move or ability function in world; make sure there is a description for how the Pokémon uses it and possibly a loose explanation of its effects outside of mechanical terms!

When designing a move, there are a variety of mechanical features one must consider. A move needs to have a **type** that will determine which Pokémon take more or less damage from it, which Pokémon do more damage with it, a rough distribution of which types of Pokémon can learn it and sometimes other interactions. A move should be **categorized** as physical, special or status to determine which stats and abilities correspond to its usage. Additionally, the **contest condition** is needed for the moves charisma, being one of beauty, clever, cool, cute, or tough.

The rough strength of the move can be gauged, regardless of its effect, by its power points or **PP** with more powerful moves having fewer PP. Though PP does not exist in Chambers & Charizard, a number of effects are determined by the moves' PP. All moves need an **accuracy**, describing whether they will always hit or if there is only a chance that they will hit, as determined by a roll of a percentage die or a d20. Most moves hit only a single **target** in front of the user though some may hit multiple targets and if the move can be used from a **distance**, properties about this from the mystery dungeon games should be considered. Moves that deal damage need a **base power** or other information to describe the damage done. Most moves (including all status moves) have **other effects** as well, having a chance of some type of stat change, status being imparted or changing the dynamics of the battle in other ways. Other considerations include whether or not the move makes **contact** and how it interacts with some specific moves as they might come up in battles such as conditions in which it may be stronger or weaker, how it might act as a Z-move, etc.

Abilities are much more simple than moves; abilities need three considerations. They need which Pokémon they are **distributed** to and if they are a hidden ability or not – this is especially important as some abilities do not function when copied and this should be considered for all Pokémon. Abilities also need an **activation condition**. Some abilities function out of battle but most do not, activating at the start of battle, when a specific move is used, when an item is used, or as a result of another effect. Even out-of-battle abilities often require time to pass or a Pokémon to be in a specific position. Though abilities are passive and never have to be used by the trainer to activate, they still are not going to always be in effect. Lastly, abilities need an **effect**. Abilities can have a wide variety of effects including changing the ways that type matchups occur, changing interactions with held items, increasing or decreasing stats and/or damage,

doing damage if conditions are met, allowing a Pokémon to change forms, replicating other effects of moves and more. Abilities are almost as diverse as moves in what they are capable of and often times even a weak move effect could be strong on an ability.

Comparing moves and abilities to existing ones is the best way to ensure that the idea works well. Simple changes such as changing a move's type or the stat changes of an ability are easy ways to make this new feature feel creative and contribute to new designs. More complex changes should be handled very carefully as to prevent them from quickly becoming too powerful. Most moves introduced should likely have a very low PP if they have more than one relevant effect with 10 being a good benchmark. Compare the move to others of the same type and category with the same PP and see if it makes sense to choose the new one over old ones, as mentioned above. This could inform whether or not it should be increased or decreased in power, again by changing its PP. For abilities, there is much more flexibility. If an ability has a similar effect to a newly designed one, consider the distribution of the old one and see if those Pokémon are generally weaker or stronger without it for guidance on how to distribute a newly designed ability.

The Next Generation

This book represents the first expansion to Chambers & Charizard, with more to potentially follow. All of the content in here is optional and may be more setting-specific to certain campaigns, but should allow for more variety and flexibility among players and GMs exploring the system. In the generation two Pokémon games, a lot of the content built upon existing mechanics and much of it was backwards compatible with no major changes or revisions needed! Similarly, Chambers & Charizard Gold, Silver & Crystal represents a lot of content that can easily be added without any changes to the existing system, as well as some content that is new and requires some unique considerations. Either way, this opens many new opportunities to players of the game and ushers in a new era of potential for Chambers & Charizard as a system!

However, although the main Chambers & Charizard handbook continues to be updated, this rulebook will not receive as many updates. This rulebook primarily serves to introduce new content and support for players and GMs of the system to use. It does not function as a stand-alone game, but all of the content needed to play can be found within the Chambers & Charizard handbook. As the game is still being developed, the primary handbook will take priority over any other features for the game due to the importance it serves in aiding all other content. The content here is supplementary.

New content will be added less frequently to the main handbook moving forward as it already is quite large and contains a lot of information, though as new ideas come that's more reason to focus on writing more content-focused books, including future generations of Chambers & Charizard rulebooks. More content will be released, though not in the primary handbook as often and not in this rulebook. The game is at a stable point where many unique combinations and ideas can be made into complex characters and stories, but those characters and stories need support that will be found in the primary handbook. With more players, more

playtesting, and more perspectives coming to the game, the shift will focus on making sure it runs smoothly rather than focusing on what it contains. As of writing this I already have ideas for various ideas that will make it into future rulebooks, and as new Pokémon material continues to be released that list of ideas will continue to expand!

This rulebook will receive updates, though infrequently. Mostly, these will focus on fixing spelling and grammar errors, any issues in wording and making sure things are clearly understood. Much of the content in this book was also tested independently from content in the main book, and it grows exponentially more difficult to make sure everything is properly balanced with each other with each new additional piece of content added. There is no guarantee that the content presented here will be perfectly balanced as in most role-playing games many actions of roleplay can already supersede the rules themselves and shift the power within the game. That being said, if any content in this book seems completely overlooked due to lack of uses in a game or easily exploitable as potentially overpowering or game-breaking, I will likely revisit it and try to change the rules to balance it more.

Special Thanks to:

All players who have played Chambers & Charizard so far and those present for the “Marathon Session” released five years before this book.