

Battles & Badges Trainer's Handbook Updates Version 0

Recent Update

- Changed the Battler's Strategic Release feature.
- Added ability score point buy table for Pokémon.
- Gave Pidgey an altitude limit of 2.
- Added Pidgey's level 1 at-will, encounter, and daily attack powers.
- Added feats for Pidgey.
- Added wing as a physical weapon.

Older Updates

- Added Weedle's level 1 at-will, encounter, and daily attack powers.
- Added feats for Weedle.

- Added level-up table for Pokémon.
- Changed Nidoran (M)'s physical weapon to "Barb (agile)."
- Added Nidoran (M)'s level 1 at-will, encounter, and daily attack powers.
- Fixed feats that were in the wrong category.

- Added "one-half" before "your Constitution modifier" and "your Strength modifier" in the Battler's features Defensive Strategy and Offensive Strategy.
- Removed "Sources of Experience" section of Chapter 2. Trainers and Pokémon gain the same amounts of XP.
- Edited the format of armor bonuses for Pokémon.
- Changed "ally" to "target" in the effect line of Bulbasaur's feature power *leaf armor*.
- Added "grass" before "damage" in Bulbasaur's level 1 encounter attack power *binding vine*.
- Changed Charmander's "Arrogant Strategy" to "Draconic Strategy" and "Wary Strategy" to "Flighty Strategy."
- Changed the amount of temporary hit points granted by Charmander's feature Draconic Strategy.
- Changed "AC" to "each of your defenses" in Charmander's feature Flighty Strategy.
- Changed Squirtle's weapon attacks so that they deal untyped damage instead of water damage.
- Added level increases to Squirtle's *bubble shield* power.
- Added "water" before "damage" in Squirtle's level 1 daily attack power *healing flood*.
- Changed Pichu's physical weapons to "Paw."
- Added Pichu's level 1 at-will, encounter, and daily attack powers.
- Added "Dust" to Caterpie's special weapons.
- Added Caterpie's features Shield Dust.
- Changed "String" to "None" in Weedle's special weapons.
- Added "Free Action – Personal" to Weedle's feature power *roving toxin*.
- Added Rattata's level 1 at-will, encounter, and daily attack powers.
- Changed "Claws, Feet, Horn, Tail, Feet" to "Horn (agile)" in Nidoran (M)'s physical weapons.
- Added more feats.
- Added mundane items.
- Added Weapon, the generic "magic" item to boost attacks.
- Added Potion and Pokéball as items.

- Added details to Chapter 2: Creating a Trainer.
- Added "one-half" before "your Dexterity modifier" in Charmander's level 1 at-will attack power *fire seed*.
- Added Charmander's level 1 encounter attack powers and level 1 daily attack powers.
- Changed "the encounter" to "your next turn" and "their next skill check" to "each of their defenses" in Squirtle's feature power *Squirtle's guidance*.
- Changed "a penalty to attack rolls equal to your Wisdom modifier" to "a -2 penalty to attack rolls" in Squirtle's level 1 at-will attack power *bubble barrage*.
- Edited the ranged of all physical melee attacks to be "Melee weapon" instead of including the weapon used.
- Added Squirtle's level 1 at-will attack power *head soak*.
- Changed "2 squares" to "a number of squares equal to your Wisdom modifier" in Squirtle's level 1 at-will attack power *water gun*.
- Added Squirtle's level 1 encounter attack powers and level 1 daily attack powers.
- Added Pichu's feature Grounding Tail.
- Changed "cannot take any damage from powers or environment" to "gain resist 4 + Constitution modifier to all damage. *Level 11*: Resist 8 + Constitution modifier. *Level 21*: Resist 12 + Constitution modifier." in Pichu's feature power *lightning shift*.
- Changed "*Level 11*: 1d6 + Constitution modifier + 1 per charge. *Level 21*: 1d6 + Constitution modifier + 3 per charge." to "*Level 11*: 1d6 + 3 per charge. *Level 21*: 1d6 + 6 per charge." in Pichu's feature power *static charge*.
- Removed "Beak, Body, Claws" from Pidgey's physical weapons.
- Added Pidgey's feature Keen Eye.
- Added Pidgey's features Wind Strategy and Wing Strategy.
- Changed "Body, Claws, Tail, Teeth" to "Buck Teeth" in Rattata's physical weapons.
- Added Rattata's feature Battlefield Control.
- Added Rattata's features Brutal Strategy and Exploitative Strategy.
- Added Rattata's feature Rattata's Vigor.
- Changed "Intelligence" to "Wisdom" in Nidoran (F)'s secondary abilities.
- Changed "Constitution" to "Intelligence" in Nidoran (F)'s tertiary abilities.
- Added the Group category for physical weapons.
- Changed "Claws, Feet, Horn, Tail, Teeth" to "Foot (agile)" in Nidoran (F)'s physical weapons.
- Changed the Special entry in Nidoran (F)'s feature power *soothing voice*.
- Added weapon groups to physical weapons.
- Changed the Dungeoneering skill to Spelunking.
- Added Trainer Feats, and separated feats into the categories of Pokémon feats and Trainer feats, rather than 1st tier etc.
- Added explanation of hi crit weapons.
- Added more to the explanation of versatile weapons.
- Fixed the error of the categories for the physical weapons.
- Added the physical weapons foot, horn, buck teeth.
- Added "and you must have line of effect to the target" to the first paragraph on how to catch Pokémon and "The target Pokémon benefits from all forms of cover and concealment for these attack rolls." to the second paragraph.
- Removed Head from Bulbasaur's physical weapons.
- Added "Bulbasaur" before "attack power" in Bulbasaur's features Leaf Strategy and Vine Strategy.
- Changed "you can push any targets *of the attack*" to "you can push any targets *you hit with the attack*" in Bulbasaur's feature Leaf Strategy.

- Added “and the target must remain within range” to the end of the effect line of Bulbasaur’s feature power *vine slide*.
- Changed “(save ends)” to “until the end of your next turn” in Bulbasaur’s level 1 encounter power *blinding leaf*.
- Removed “vines” from the range of Bulbasaur’s level 1 daily attack power *weakening vine*.
- Removed Body, Tail, and Teeth from Charmander’s physical weapons.
- Added “that you can see and” after “within 10 squares of you” in Charmander’s feature Dragon’s Flame.
- Removed Charmander’s level 1 at-will powers *burning bite* and *soaring scratch*.
- Changed Charmander’s level 1 at-will power *dragon breath* to *lizard breath*.
- Added Charmander’s level 1 at-will powers *fire seed* and *lizard pulse*.
- Removed Squirtle’s level 1 at-will power *tail soak*.
- Added “power” after “Pichu attack” in Pichu’s features Bolt Strategy and Wave Strategy.
- Added “However, you are still subject to any other effects that a power or the environment inflicts upon you” to Pichu’s feature power *lighting shift*.
- Added Caterpie’s features Hardened Strategy, Sticky Strategy, and Many Jointed.
- Changed one of Weedle’s secondary abilities from Charisma to Wisdom.
- Added Weedle’s features Many Jointed, Creeping Strategy, and Toxic Strategy.
- Added Weedle’s feature powers *cleaving needle* and *roving toxin*.
- Added Rattata’s features Battle Challenge and Melee Training.
- Moved Spearow to the Pokédex.
- Added Nidoran (F) and Nidoran (M).
- Added the Melee Training feat.
- Added Physical Weapons.