Battles & Badges

Trainer's Handbook

Kanto Edition

CHAPTER ONE

How to Play

WELCOME TO THE world of Pokémon! The world of BATTLES & BADGES is a world where you will embark on a grand adventure of your very own. Adventure can be found in all corners of the world. New paths will open to you when you help people in need, overcome challenges, and solve mysteries.

At times, you will be challenged by others to a battle. At other times, wild creatures may stand in your way. You will join together with your friends to overcome such hurdles, and thusly gain great power.

However, your adventure is not solely about becoming powerful. On your travels, you will meet countless people and, through the, achieve personal growth. Your friends will stick with you through to the end. This is the most important objective of this adventure.

This world is widely inhabited by creatures known as Pokémon. We humans live alongside Pokémon as friends. At times, we play together. At other times, we work together. Some people use their Pokémon to battle and develop closer bonds with them. Some conduct research so that we may learn more about Pokémon. All people's lives are intertwined with Pokémon in some way or another.

Now, the time has come for you to embark on your journey! This chapter will help you start on your Pokémon adventure.

- **The History of Pokémon:** Pokémon has been around for a long time, and new things are still being discovered.
- **A Roleplaying Game:** How the B&B game is different from other Pokémon games and most other games you know.
- **How Do You Play:** A look at what happens during the game, including a brief example of activity at the game table.
- **The Core Mechanic:** The single fundamental rule you need to know for most challenges you face in the game.

CHAPTER TWO

Creating a Trainer

CHARACTER CREATION

Follow these steps to create a Pokémon trainer who you control in the game.

1. Choose Specialization. Every trainer trains their Pokémon in different ways, and certain methods can be grouped into categories known as specializations. Your specialization gives benefits to your Pokémon during a battle and to you and your friends when you're traveling around the world.

2. Determine Ability Scores. Your ability scores describe the fundamental strengths of your body and mind. Depending on your specialization, certain ability scores will be more useful to you than others. Your primary ability score should be your highest; you choose from one of two secondary ability scores to be your second highest; your tertiary ability score should be your third highest. This leaves three ability scores to be put in any order you desire.

3. Choose Skills. Trainers don't have powers like Pokémon, but they do have skills that they can use to accomplish goals. Skills measure your ability to perform tasks usually unrelated to battling, but that can come in very useful on your journeys.

4. Select Feats. Feats are natural advantages or special training you possess that provide benefits to almost anything you want.

5. Choose Equipment. You need to gather up some items for your Pokémon, such as potions and berries, and maybe even Pokéballs to catch wild Pokémon with. You start out with very basic gear, but as you explore many places and gain power and renown, you'll be able to find and make items of immense power.

6. Roleplaying Character Details. Your trainer is the character that interacts with the world physically and verbally, more so than your Pokémon. Flash out your character with details about his or her personality, appearance, and beliefs.

TRAINER SPECIALIZATIONS

Every trainer has a specialization, even if that specialization is to be as balanced with strategies as possible. The Trainer's Handbook presents the four most common and well-known specializations for you to choose for your trainer.

Since there are only four specializations, and groups of trainers usually consist of about five trainers, there will most likely be multiple trainers with the same specialization. This is okay; the options each trainer picks and the way the players roleplay their trainers will be different so that they

won't seem like duplicates. In fact, they may be so different that they could form a rivalry.

BATTLER

TRAITS

Primary Abilities: Intelligence
Secondary Abilities: Strength, Constitution
Tertiary Abilities: Wisdom

FEATURES

Basic Instincts: Each of your Pokémon gains a trainer bonus to basic attack rolls equal to your Wisdom modifier.
Battler Versatility: Choose a number of skills equal to your Intelligence modifier. You gain a +1 bonus to each of those skills.
Battler's Strategy: Choose one of the following options.

Defensive Strategy: Each of your Pokémon gains a trainer bonus to defenses equal to one-half your Constitution modifier when it is injured.

Offensive Strategy: Each of your Pokémon gains a trainer bonus to attack rolls equal to one-half your Strength modifier when it is injured.

Pokémon Knowledge: When you make a Pokémon check to learn the powers of a Pokémon you are battling, you can roll twice and use either result.
Strategic Release: The Pokémon you release at the start of an encounter gain a trainer bonus to initiative equal to your Intelligence modifier.
Battler's Tactics: Each of your Pokémon has the *battler's tactics* power.

Battler's Tactics Battler Trainer Power
Encounter
Free Action **Personal**
Trigger: You miss with an attack roll.
Effect: Add 1d6 to the triggering attack roll.

EVOLVER

TRAITS

Primary Abilities: Constitution
Secondary Abilities: Intelligence, Wisdom
Tertiary Abilities: Strength

FEATURES

Concentration: Once per encounter, when you fail a skill check, you can gain a bonus to that skill check equal to your Constitution modifier.
Offensive Defense: Each of your Pokémon has a trainer bonus to its Fortitude defense equal to your Strength modifier.
Evolver's Strategy: Choose one of the following options.

Instinctive Strategy: At the beginning of each of your Pokémon's turns, it can make a number of saving throws equal to your Wisdom modifier. If it succeeds on any of those saving throws, the effect it succeeded against does not affect it this turn. If it fails on any of those saving throws, it cannot make a saving throw against that effect at the end of its turn.

Statistical Strategy: Each of your Pokémon gains a trainer bonus to saving throws against charm, fear, and illusion effects equal to your Intelligence modifier.
Patient Resilience: The first time one of your Pokémon is injured during an encounter, it gains temporary hit points equal to 2 + your Constitution modifier. The temporary hit points increase to 7 + your Constitution modifier at 11th level and to 12 + your Constitution modifier at 21st level.
Swift Comeback: Each of your Pokémon can use its second wind as a minor action instead of a standard action.
Evolver's Preparation: Each of your Pokémon has the *evolver's preparation* power.

Evolver's Preparation Evolver Trainer Power
Encounter
Free Action **Personal**
Trigger: You are hit by an attack.
Effect: Add 1d6 to the defenses targeted by the triggering attack for the duration of that attack.

HEALER

TRAITS

Primary Abilities: Wisdom
Secondary Ability: Constitution, Dexterity
Tertiary Abilities: Charisma

FEATURES

Curative Methods: Each of your Pokémon gains a trainer bonus to saving throws against ongoing damage equal to your Wisdom modifier.
Group Nurturing: You grant non-Healer allies within a number of squares from you equal to 2 + your Wisdom modifier a +1 trainer bonus to Heal checks.
Healer's Strategy: Choose one of the following options.

Evasive Strategy: Each of your Pokémon has a trainer bonus to all defenses against opportunity attacks equal to your Dexterity modifier.

Resistive Strategy: Each of your Pokémon's healing surge value is equal to one-quarter of its maximum hit points + your Constitution modifier.

Inspiring Speech: Each of your Pokémon has a trainer bonus to its Will defense equal to your Charisma modifier.
Natural Healer: When you make a Heal check to administer first aid, you can roll twice and use either result.
Healer's Encouragement: Each of your Pokémon has the *healer's encouragement* power.

Healer's Encouragement Healer Trainer Power
Encounter * Healing
Free Action **Personal**
Trigger: You receive healing.
Effect: You regain 1d6 additional hit points.

RAISER

TRAITS

Primary Abilities: Strength
Secondary Ability: Dexterity, Charisma
Tertiary Abilities: Wisdom

FEATURES

Adaptable Raising: Each of your Pokémon knows one extra 1st-level at-will attack power from their 1st-level at-will attack power list.
Group Resolve: You grant non-Raiser allies within a number of squares of you equal to 2 + your Strength modifier a +1 trainer bonus to Athletics checks.
Mighty Charge: Each of your Pokémon gains a trainer bonus to speed when charging equal to your Strength modifier.
Return Damage: When one of your Pokémon is hit by an attack that is a critical hit, it gains a trainer bonus equal to your Wisdom modifier to damage rolls until the end of its next turn.
Raiser's Strategy: Choose one of the following options.

Exploiting Strategy: When one of your Pokémon scores a critical hit, it gains a bonus to the damage roll equal to your Dexterity modifier.

Supportive Strategy: When one of your Pokémon scores a critical hit, it gains temporary hit points equal to your Charisma modifier.

Raiser's Example: Each of your Pokémon has the *raiser's example* power.

Raiser's Example Raiser Trainer Power
Encounter
Free Action **Personal**
Trigger: You deal damage with an attack.
Effect: You deal 1d6 extra damage.

SKILL POWERS

ABILITY SCORES

The six ability scores provide a quick description of your character's physical and mental characteristics. A higher score means that your character is strong in that attribute, while a low score indicates that the character is weak when it comes to tasks that require that attribute.

Strength (Str) measures your character's physical power.

- Strength is the key ability for Athletics skill checks.
- Battlers, evolvers, and raisers have features based on Strength.

Constitution (Con) represents your character's health, stamina, and vital force.

- Constitution is the key ability for Endurance skill checks.
- Battlers, evolvers, and healers have features based on Constitution.

Dexterity (Dex) measures hand-eye coordination, agility, reflexes, and balance.

- Dexterity is the key ability for Acrobatics, Stealth, and Thievery skill checks.
- Healers and raisers have features based on Dexterity.

Intelligence (Int) describes how well your character learns and reasons.

- Intelligence is the key ability for History, Pokémon, and Technology skill checks.
- Battlers and evolvers have features based on Intelligence.

Wisdom (Wis) measures your common sense, perception, self-discipline, and empathy. It's helpful to notice details, sense danger, and get a read on other people.

- Wisdom is the key ability for Heal, Insight, Nature, Perception, and Spelunking skill checks.
- Battlers, evolvers, healers, and raisers all have features based on Wisdom.

Charisma (Cha) measures your force of personality, persuasiveness, and leadership.

- Charisma is the key ability for Bluff, Diplomacy, Intimidate, and Streetwise skill checks.
- Healers and raisers have features based on Charisma.

Each of your ability scores is a number that measures the power of that ability. A character with a 16 Strength is much stronger than a character with an 8 Strength. A score of 10 or 11 is the normal human average, but trainers are a cut above the average in most abilities, having usually around 13 in most ability scores.

Your ability score determines an ability modifier that you add to any check and use for any features based on that ability. For instance, trying to recall knowledge about Pokémon uses the Pokémon skill, which is based on Intelligence, so you add the ability modifier for your Intelligence modifier to your skill check. If your score is 17, you're pretty smart; you add +3 to your Pokémon check.

The following table illustrates how to determine your ability modifier based on the score.

Ability Score	Ability Modifier	Ability Score	Ability Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

Pokémon use the same ability scores as humans, and have the same modifiers. However, Pokémon's ability scores increase as they grow in levels.

GENERATING ABILITY SCORES

Start with all of your abilities at 8. You have 32 points to spend on improving them. The cost of raising a score from 8 to a higher number is shown on the table below. You cannot increase your score above 18.

Score	Cost	Score	Cost
9	1	14	7
10	2	15	9
11	3	16	11
12	4	17	14
13	5	18	18

A standard array of ability scores is 16, 14, 13, 12, 11, and 10. You can take these six numbers and assign them each to an ability score when generating your abilities rather than buying them all from 8.

Some players like the idea of generating ability scores randomly. The result of this method can be really good, or it can be really bad. This method should be used with caution, since a player may not find it fun if they end up with poor scores. Also, it is less advised to use the fewer players you have, since it will be less likely that really bad or really good rolls will be balanced out by each other.

To randomly generate ability scores, roll four 6-sided dice (4d6) and add up the highest three numbers. Do that six times, and then assign the numbers you generated to your six ability scores. On average, you'll come out a little worse than if you had used the standard array.

SKILLS, FEATS, AND EQUIPMENT

To round out the unique aspects of your character, choose skills, feats, and equipment.

When choosing skills, you are not picking which ones you want to use and which ones you don't. You can always use any skill you need. However, you pick skills to be trained in, which means you are much better at those skills than at any others. Some trainers pick skills that complement their ability scores so they can excel extremely in those categories; others pick skills based on abilities that they are poor at so they can be more balanced. Either way, you get to choose five skills to be trained in at 1st level. The list and explanations of skills is in Chapter 5.

You also choose one trainer feat at 1st level. Trainer feats are very different from Pokémon feats, so make sure you don't get the two confused! You must meet the prerequisites for the feat you choose. Feats give you benefits that will aid you in various ways on your Pokémon journey.

Finally, consult Chapter 7 to pick your equipment. You begin your career at 1st level with 100 Pokémon dollars, or pd. This should be enough for you to equip yourself with basic gear (and maybe have some money left over).

GAINING LEVELS

As you journey and gain experience, you advance in level. For trainers, gaining a level is not quite the experience or reward that it is for Pokémon; trainers' ability scores don't increase, they don't have hit points or attacks, and their class features don't change drastically. However, trainers do get their level modifier added to their ability and skill checks, they gain more trainer feats, and they gain powers that Pokémon are unable to use: skill powers.

STEP BY STEP

1. Level Modifier. If your new level is an even number, everything that's based on one-half your level becomes better, namely your ability checks and skill checks. Every time you reach an even-numbered level, increase each of these modifiers by 1.

2. Feats. If your new level is an odd number, you gain a new feat. As usual, you must meet the prerequisites of any feat you choose.

3. Skill Powers. At every even-numbered level, and at 11th and 21st levels, you gain a skill power. You must be trained in a certain skill to use a skill power related to that skill. Refer to earlier in this chapter for skill power options.

CHAPTER THREE

Starter Pokémon

POKÉMON CREATION

For your first Pokémon, you have complete mechanical and creative control over its design. Of course, consult with your PM before doing anything drastic. Creating a Pokémon is much like creating a trainer, only with much more options.

1. Choose Pokémon. Decide which Pokémon you will start with. Think hard about what role you'd like to have in battle, as each Pokémon is talented at certain strategies.

2. Determine Ability Scores. Pokémon have the same six ability scores as humans. Instead of starting with all scores at 8 and having 32 points to increase them, all scores for Pokémon start at 10 and you have 20 points to increase them.

3. Select Feats. Pokémon's feats have an impact on their strategies in battle, giving them advantages in certain situations.

4. Choose Powers. Each Pokémon has a different selection of powers to choose from.

5. Fill in the Numbers. Calculate your Pokémon's hit points, defenses, initiative, attack bonuses, and damage bonuses.

6. Roleplaying Details. Pokémon have personalities too. Decide how your trainer and Pokémon's relationship works, as well as anything unusual about your Pokémon's mannerisms or appearance.

ABILITY SCORES

Ability scores for Pokémon are much like ability scores for trainers. However, Pokémon start with all their scores at 10 instead of 8 and have 20 points to buy scores instead of 32. To balance this, they use a different point buy table.

Score	Cost	Score	Cost
11	1	15	7
12	2	16	9
13	3	17	12
14	5	18	16

Total XP	Level	Ability Scores	Powers and Features	Feats Known	Total Powers Known (At-Will/Encounter/Daily/Utility)
0	1st	Starting scores	Pokémon features; gain 1 feat; gain 2 at-will attack powers; gain 1 encounter attack power; gain 1 daily attack power	1	2/1/1/0
1,000	2nd	-	Gain 1 utility power; gain 1 feat	2	2/1/1/1
2,250	3rd	-	Gain 1 encounter attack power	2	2/2/1/1
3,750	4th	+1 to two	Gain 1 feat	3	2/2/1/1
5,500	5th	-	Gain 1 daily attack power	3	2/2/2/1
7,500	6th	-	Gain 1 utility power; gain 1 feat	4	2/2/2/2
10,000	7th	-	Gain 1 encounter attack power	4	2/3/2/2

BULBASAUR

TRAITS

Role: Controller and leader.
Type: Grass and poison.

Primary Abilities: Wisdom
Secondary Abilities: Dexterity, Intelligence
Tertiary Abilities: Strength

Size: Small
Speed: 5 squares
Vision: Normal

Armor Bonus: +3 to AC
Armor Type: Light
Bonus to Defense: +1 Fortitude, +1 Will

Physical Weapons: Body
Special Weapons: Leaves, Vines

Hit Points at 1st Level: 10 + Constitution score
Hit Points per Level Gained: 4
Healing Surges per Day: 6 + Constitution modifier

FEATURES

Bulbasaur's Strategy: Choose one of the following options.

Leaf Strategy: You gain the *leaf armor* power. Once per encounter, when you use an area or close attack power with the special keyword, you can push any targets you hit with the attack a number of squares equal to your Dexterity modifier from the origin square.

Vine Strategy: You gain the *disrupting vine* power. Once per encounter, when you use a melee or ranged attack power with the special keyword, you can add your Intelligence modifier to the first attack roll you make during that attack.
Leech Seed: You have the *leech seed* power.
Vine Grab: You can make a grab attack against a target up to 5 squares away from you. Use your Wisdom modifier for attack rolls to grab and move grabbed targets. You can move normally without having to move your grabbed target as long as you remain within 5 squares of it. You can also move a grabbed target without moving yourself as long as you remain within 5 squares of it, though you still must succeed on an attack roll. Additionally, you can pick up or manipulate objects within 5 squares of you. Grabbing and manipulating objects require the same actions they normally do. You cannot grab targets or manipulate objects to which you do not have line of effect, and you must retain line of effect if you move a grabbed target or object. You provoke opportunity attacks by grabbing or manipulating targets that are not adjacent to you.
Vine Slide: You have the *vine slide* power.

POWERS

FEATURE POWERS

Disrupting Vine Bulbasaur Feature
Encounter
Immediate Interrupt **Ranged** 5
Trigger: An enemy within 5 squares of you targets an ally with an attack.
Target: The triggering enemy within range
Effect: The target takes a penalty to its attack roll equal to your Intelligence modifier.

Leaf Armor Bulbasaur Feature
Encounter
Immediate Interrupt **Close** burst 5
Trigger: An enemy targets an ally within 5 squares of you with an attack.

Target: The ally targeted by the triggering attack within range
Effect: The target gains a bonus to all defenses equal to your Dexterity modifier for the duration of the triggering attack.

Leech Seed Bulbasaur Feature
Encounter * Grass, Healing
Minor Action **Ranged** 10
Target: One Pokémon
Attack: Wisdom + 2 vs. Fortitude
Hit: The target takes ongoing 5 grass damage (save ends). When the target takes damage from this power, choose an ally or yourself within 5 squares of the target to regain hit points equal to half the damage the target took.
Level 11: +4 bonus to attack, and ongoing 10 grass damage.
Level 21: +6 bonus to attack, and ongoing 15 grass damage.

Vine Slide Bulbasaur Feature
At-Will
Move Action **Ranged** 5
Target: One ally within range
Effect: You slide the target a number of squares equal to your Strength modifier. You must retain line of effect for the duration of the slide, and the target must remain within range.

LEVEL 1 AT-WILL ATTACK POWERS

Razor Leaf Bulbasaur Attack 1
At-Will * Grass, Special
Standard Action **Close** blast 3
Target: Each Pokémon in blast
Attack: Wisdom vs. Fortitude
Hit: 1d8 + Wisdom modifier grass damage.
Level 21: 2d8 + Wisdom modifier grass damage.

Toxic Leaf Bulbasaur Attack 1
At-Will * Poison, Special
Standard Action **Close** blast 3
Target: Each Pokémon in blast
Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier poison damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2d6 + Wisdom modifier poison damage.

Venomous Vine Bulbasaur Attack 1
At-Will * Poison, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier poison damage, and the target takes a -2 penalty to defenses until the end of your next turn.
Level 21: 2d8 + Wisdom modifier poison damage.

Vine Whip Bulbasaur Attack 1
At-Will * Grass, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Wisdom vs. Reflex
Hit: 2d4 + Wisdom modifier grass damage.
Level 21: 4d4 + Wisdom modifier grass damage.
Special: This power can be used as a basic attack.

LEVEL 1 ENCOUNTER ATTACK POWERS

Binding Vine Bulbasaur Attack 1
Encounter * Grass, Special
Standard Action **Ranged** 5
Target: One Pokémon
Attack: Wisdom vs. Fortitude
Hit: 1d10 + Wisdom modifier grass damage, and the target is immobilized (save ends).
Vine Strategy: The target takes a penalty to saving throws against the effects of this attack equal to your Intelligence modifier.

Blinding Leaf Bulbasaur Attack 1
Encounter * Grass, Special
Standard Action **Close** blast 3
Target: Each Pokémon in blast
Attack: Wisdom vs. Reflex
Hit: The target is blinded until the end of your next turn.
Leaf Strategy: The target takes grass damage equal to your Dexterity modifier.

LEVEL 1 DAILY ATTACK POWERS

Leaf Storm Bulbasaur Attack 1
Daily * Grass, Special
Standard Action **Close** burst 2
Target: Each Pokémon in burst
Attack: Wisdom vs. Fortitude
Hit: 1d10 + Wisdom modifier grass damage.
Miss: Half damage.

Weakening Vine Bulbasaur Attack 1
Daily * Poison, Special
Standard Action **Ranged** 5
Target: One Pokémon
Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier poison damage, and the target is weakened (save ends).

CHARMANDER

TRAITS

Role: Striker and controller.
Type: Fire

Primary Abilities: Constitution
Secondary Abilities: Strength, Dexterity
Tertiary Abilities: Charisma

Size: Small
Speed: 6 squares
Vision: Normal

Armor Bonus: +2 to AC
Armor Type: Light
Bonus to Defense: +2 Reflex

Physical Weapons: Claw
Special Weapons: Flames

Hit Points at 1st Level: 12 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 7 + Constitution modifier

FEATURES

Charmander's Strategy: Choose one of the following options.

Draconic Strategy: When a Pokémon that you have placed a Dragon's Flame on is reduced to 0 hit points or fewer, you gain temporary hit points equal to 2 + your Strength modifier.

The amount of temporary hit points gained equals 5 + your Strength modifier at 6th level, 7 + your Strength modifier at 11th level, 10 + your Strength modifier at 16th level, 12 + your Strength modifier at 21st level, and 15 + your Strength modifier at 26th level.

Flighty Strategy: When a Pokémon that you have placed a Dragon's Flame on is reduced to 0 hit points or fewer, you gain a bonus to each of your defenses equal to your Dexterity modifier until the end of your next turn. This bonus is cumulative.

Dragon's Flame: Once per turn, as a minor action, you can place a Dragon's Flame on a Pokémon within 10 squares of you that you can see and to which you have line of effect. When you hit a Pokémon that you have placed a Dragon's Flame on, you can deal an extra 1d6 damage with that attack. You can only deal this damage once per round, so if you have dealt it since the start of your last turn, you cannot deal it again until the start of your next turn. You can place multiple Dragon's Flames on multiple Pokémon at a time, but you can only deal the extra damage to one Pokémon per round. Each Dragon's Flame requires a minor action to place on a Pokémon. The extra damage increases to 2d6 at 11th level and to 3d6 at 21st level.

Ferocious Range: If you are closer to the target of your ranged attack than all of your allies, then you gain a bonus to the attack roll equal to your Charisma modifier.

Fire Tail: Your square and each square within 5 squares of you are brightly lit as long as you are conscious.

POWERS

LEVEL 1 AT-WILL ATTACK POWERS

Ember Spray Charmander Attack 1
At-Will * Fire, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Constitution vs. Reflex
Hit: 1d10 + Constitution modifier fire damage.
Level 21: 2d10 + Constitution modifier fire damage.

Fire Seed Charmander Attack 1
At-Will * Fire, Special
Standard Action **Area** burst 1
Target: Each Pokémon in burst. You can exclude a number of targets equal to one-half your Dexterity modifier.
Attack: Constitution vs. Reflex
Hit: 1d6 + Constitution modifier fire damage.
Level 21: 2d6 + Constitution modifier fire damage.

Lizard Breath Charmander Attack 1
At-Will * Dragon, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Constitution vs. Fortitude
Hit: 1d8 + Constitution modifier dragon damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2d8 + Constitution modifier dragon damage.

Lizard Pulse Charmander Attack 1
At-Will * Dragon, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Constitution vs. Will
Hit: 1d6 + Constitution modifier dragon damage. If the target moves closer to you on its next turn, it takes 1d8 + Strength modifier dragon damage.
Level 21: 2d6 + Constitution modifier dragon damage and 2d8 + Strength modifier dragon damage.

LEVEL 1 ENCOUNTER ATTACK POWERS

Flaming Spiral Charmander Attack 1
Encounter * Fire, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Constitution vs. Reflex
Hit: 1d8 + Constitution modifier fire damage, and you deal fire damage equal to your Constitution modifier to each Pokémon adjacent to the target.
Wary Strategy: You can exclude a number of Pokémon adjacent to the target equal to one-half your Dexterity modifier from taking the additional damage.

Lizard Beam Charmander Attack 1
Encounter * Dragon, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Constitution vs. Fortitude
Hit: 1d10 + Constitution modifier dragon damage, and the target is slowed (save ends).
Arrogant Strategy: The target takes additional dragon damage equal to your Strength modifier.

LEVEL 1 DAILY ATTACK POWERS

Cinder Sear Charmander Attack 1
Daily * Fire, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Constitution vs. Reflex
Hit: 2d8 + Constitution modifier fire damage, and ongoing 5 fire damage (save ends).
Miss: Half damage, and ongoing 2 fire damage (save ends).

Rage Blast Charmander Attack 1
Daily * Dragon, Special
Standard Action **Close** blast 3
Target: Each Pokémon in blast

Attack: Constitution vs. Fortitude
Hit: 1d8 + Constitution modifier dragon damage, and you push the target 2 squares.
Miss: 1d8 dragon damage, and you push the target 1 square.

SQUIRTLE

TRAITS

Role: Leader and defender.
Type: Water.

Primary Abilities: Intelligence
Secondary Abilities: Constitution, Wisdom
Tertiary Abilities: Charisma

Size: Small
Speed: 5 squares, 5 swim
Vision: Normal

Armor Bonus: +6 to AC
Armor Type: Heavy
Bonus to Defense: +1 Fortitude, +1 Reflex

Physical Weapons: Head
Special Weapons: Bubbles, Water

Hit Points at 1st Level: 12 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 7 + Constitution modifier

FEATURES

Bubble Shield: You gain the *bubble shield* power.
Healing Bubbles: You gain the *healing bubbles* power.
Squirtle's Guidance: You gain the *Squirtle's guidance* power.
Squirtle's Strategy: Choose one of the following options.

Bubble Strategy: Any ally adjacent to you gains additional hit points equal to your Wisdom modifier when he or she uses second wind or when you use a healing power on him or her.

Shell Strategy: Any ally adjacent to you gains a bonus to his or her AC equal to your Constitution modifier until the end of his or her next turn when he or she uses second wind or when you use a healing power on him or her.

POWERS

FEATURE POWERS

Bubble Shield Squirtle Feature
At-Will * Healing, Special
Opportunity Action **Melee** 1
Trigger: An enemy leaves a square adjacent to you without shifting
Target: The triggering enemy
Attack: Intelligence vs. Reflex
Hit: Intelligence modifier damage.
Effect: One ally within 5 squares of you regains hit points equal to your Intelligence modifier.
Level 11: 3 + your Intelligence modifier hit points.
Level 21: 6 + your Intelligence modifier hit points.

Healing Bubbles Squirtle Feature
Encounter (Special) * Healing
Minor Action **Close** burst 5 (10 at 11th level, 15 at 21st level)
Target: You or one ally in burst
Effect: The target can spend a healing surge, and you or an ally within range besides the target regains 1d6 hit points.
Level 6: 2d6 hit points.
Level 11: 3d6 hit points.
Level 16: 4d6 hit points.
Level 21: 5d6 hit points.
Level 26: 6d6 hit points.
Special: You can use this power twice per encounter. At 16th level, you can use this power three times per encounter. You can only use this power once per round.

Squirtle's Guidance Squirtle Feature
Encounter
Free Action **Close** burst 10
Target: Each ally in burst
Effect: Until the end of your next turn, each target gains a power bonus to each of their defenses equal to your Charisma modifier.

LEVEL 1 AT-WILL ATTACK POWERS

Bubble Barrage Squirtle Attack 1
At-Will * Special, Water
Standard Action **Close** blast 1
Target: Each Pokémon in blast
Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier water damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2d6 + Intelligence modifier water damage.

Head Soak Squirtle Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage, and the target takes a -2 penalty to the defense of your choice until the end of your next turn.
Level 21: 2[W] + Intelligence modifier water damage.

Skull Splash Squirtle Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage, and each ally adjacent to you gains temporary hit points equal to your Constitution modifier.
Level 21: 2[W] + Intelligence modifier water damage.

Water Gun Squirtle Attack 1
At-Will * Special, Water
Standard Action **Ranged** 5
Target: One Pokémon

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier water damage, and one ally within a number of squares equal to your Wisdom modifier of the target can make a saving throw.
Level 21: 2d6 + Intelligence modifier water damage.

LEVEL 1 ENCOUNTER ATTACK POWERS

Bubble Burst Squirtle Attack 1
Encounter * Special, Water
Standard Action **Close** burst 1
Target: Each enemy in burst
Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier water damage, and you push the target 1 square.
Effect: Each ally in the blast regains 2 hit points.
Bubble Strategy: The hit points your allies regain equal 2 + your Wisdom modifier.

Rushing Stream Squirtle Attack 1
Encounter * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage. Until the end of your next turn, you and your allies who are adjacent to you gain a +5 bonus to all defenses against opportunity attacks.
Special: When charging, you can use this power in place of a melee basic attack.
Shell Strategy: If you use this power at the end of a charge, you gain a bonus to all defenses against opportunity attacks equal to your Constitution modifier during the charge.

LEVEL 1 DAILY ATTACK POWERS

Healing Flood Squirtle Attack 1
Daily * Healing, Special, Water
Standard Action **Close** burst 5
Target: Each enemy in burst
Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier water damage.
Miss: Half damage.
Effect: Until the end of the encounter, you and each ally in the burst gain regeneration 2 while bloodied. As a minor action, a character can end this effect on himself or herself to regain 10 hit points.

Skull Crack Squirtle Attack 1
Daily * Physical
Standard Action **Melee** weapon
Target: One creature
Attack: Wisdom vs. AC
Hit: The target is dazed and slowed and takes ongoing 5 normal damage (save ends all).
Miss: The target is dazed until the end of your next turn, and is slowed (save ends).
Effect: Until the end of the encounter, each time the target is hit with an attack and takes damage from the attack, the target takes a -5 penalty to saving throws until the end of its next turn. This penalty effects saving throws made on the turn after which the penalty ends.

PICHU

TRAITS

Role: Striker and controller.
Type: Electric.

Primary Abilities: Dexterity
Secondary Abilities: Intelligence, Wisdom
Tertiary Abilities: Constitution

Size: Small
Speed: 7 squares
Vision: Low-light

Armor Bonus: +2 to AC
Armor Type: Light
Bonus to Defense: +2 Reflex

Physical Weapons: Paw
Special Weapons: Lighting, Thunder

Hit Points at 1st Level: 10 + Constitution score
Hit Points per Level Gained: 4
Healing Surges per Day: 6 + Constitution modifier

FEATURES

Grounding Tail: You have resist 5 electric damage. The resistance increases to 10 at 11th level and 15 at 21st level.
Lightning Shift: You gain the *lightning shift* power.
Pichu's Strategy: Choose one of the following options.
Bolt Strategy: When you use a melee or ranged Pichu attack with the special keyword, you gain a bonus to the damage rolls equal to your Intelligence modifier against targets who are not adjacent to any of your enemies.
Wave Strategy: When you use an area or close Pichu attack with the special keyword, you deal electric damage equal to your Wisdom modifier to each enemy who is not a target of the attack but is adjacent to a target you hit with the attack.
Static Charge: You have the *static charge* power.

POWERS

FEATURE POWERS

Lightning Shift Pichu Feature
At-Will
Move Action **Personal**
Effect: You shift 3 squares. During this movement, you gain resist 4 + Constitution modifier to all damage.
Level 11: Resist 8 + Constitution modifier.
Level 21: Resist 12 + Constitution modifier.

Static Charge Pichu Feature
At-Will
Free Action (Special) **Close** burst 10
Target: One enemy you can see in burst
Effect: You subject the target to your charge. If any of your charges are already on the target, you subject it to an additional charge, up to a maximum

of four. The charges last until you discharge them or until the end of the encounter.

Before you make an attack roll against the target, you choose to discharge either all your charges on it or none of them. If you discharge your charges, the attack deals 1d6 damage per charge, minus one charge if the attack misses, and all your charges then vanish from the target. This damage roll never benefits from bonuses to damage rolls, and is in addition to the attack's damage, if any.
Level 11: 1d6 + 3 per charge.
Level 21: 1d6 + 6 per charge.
Special: You can use this power only on your turn and only once per turn.

LEVEL 1 AT-WILL ATTACK POWERS

Lighting Burst Pichu Attack 1
At-Will * Electric, Special
Standard Action **Close** burst 1
Target: One enemy in burst
Attack: Dexterity vs. Reflex
Hit: 1d8 + Dexterity modifier electric damage, and you can shift one square for each target you hit.

Static Bolt Pichu Attack 1
At-Will * Electric, Special
Standard Action **Ranged** 5
Target: One Pokémon
Attack: Dexterity vs. Fortitude
Hit: 1d8 + Dexterity modifier electric damage, and the target takes a penalty to speed equal to your Intelligence modifier until the end of your next turn. The target's speed cannot drop below 2 due to this power.
Level 21: 2d8 + Dexterity modifier electric damage.

Thundershock Pichu Attack 1
At-Will * Electric, Special
Standard Action **Ranged** 5
Target: One Pokémon
Attack: Dexterity vs. Reflex
Hit: 1d12 + Dexterity modifier electric damage.
Level 21: 2d12 + Dexterity modifier electric damage.

Thunderwave Pichu Attack 1
At-Will * Electric, Special
Standard Action **Close** blast 3
Target: Each enemy in blast
Attack: Dexterity vs. Fortitude
Hit: 1d6 + Dexterity modifier electric damage, and you can push each target a number of squares equal to your Wisdom modifier.
Level 21: 2d6 + Dexterity modifier electric damage.

LEVEL 1 ENCOUNTER ATTACK POWERS

Clinging Wave Pichu Attack 1
Encounter * Electric, Special
Standard Action **Close** blast 3
Target: Each enemy in blast
Attack: Dexterity vs. Fortitude
Hit: 1d6 + Dexterity modifier electric damage, and the target takes a -1 penalty to attack rolls until the end of your next turn. In addition, until the end of your next turn, the target cannot enter a square nonadjacent to any creatures it was adjacent to when it was hit with this attack, except by forced movement. If the target is forced to move nonadjacent to those creatures, the effect no longer applies.
Wave Strategy: The target takes a penalty to attack rolls equal to your Wisdom modifier.

Paralyzing Bolt Pichu Attack 1
Encounter * Electric, Special
Standard Action **Ranged** 5
Target: One Pokémon
Attack: Dexterity vs. Reflex
Hit: 1d10 + Dexterity modifier electric damage, and the target is immobilized (save ends).
Bolt Strategy: The target takes a penalty to saving throws against this effect equal to your Intelligence modifier.

LEVEL 1 DAILY ATTACK POWERS

Lightning Bolt Pichu Attack 1
Daily * Electric, Special
Standard Action **Ranged** 5
Target: One Pokémon
Attack: Dexterity vs. Reflex
Hit: 2d8 + Dexterity modifier electric damage.
Miss: Half damage.
Effect: Make a secondary attack in a close burst 1 centered on the target.
Secondary Target: Each enemy in burst
Secondary Attack: Dexterity vs. Fortitude
Hit: 1d8 + Dexterity modifier electric damage.

Resonating Thunder Pichu Attack 1
Daily * Electric, Special
Standard Action **Close** blast 3
Target: Each enemy in blast
Attack: Dexterity vs. Fortitude
Hit: 1d10 + Dexterity modifier electric damage.
Effect: The attack's area becomes a zone of resonating thunder until the end of the encounter. You can move the zone 3 squares as a move action. As a minor action, you can make a secondary attack against each enemy in the zone.
Secondary Target: Each enemy in zone
Secondary Attack: Dexterity vs. Will
Hit: The target takes a -2 penalty to attack rolls until the end of your next turn.

CHAPTER FOUR
More Pokémon

CATERPIE

TRAITS

Role: Controller and defender.
Type: Bug.

Primary Abilities: Wisdom
Secondary Abilities: Constitution, Intelligence
Tertiary Abilities: Dexterity

Size: Tiny
Speed: 5 squares
Vision: Normal

Armor Bonus: +3 to AC
Armor Type: Light
Bonus to Defense: +1 Fortitude, +1 Will

Physical Weapons: Head
Special Weapons: Dust, String

Hit Points at 1st Level: 12 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 6 + Constitution modifier

FEATURES

Caterpie's Strategy: Choose one of the following options.

Hardened Strategy: Once per encounter, when an enemy hits you with an attack, as an immediate interrupt you gain a bonus to all defenses against the attack equal to your Constitution modifier.

Sticky Strategy: Once per encounter, you can designate one creature that is suffering from an effect that lasts until the subject succeeds on a saving throw that you caused with an attack. That creature takes a penalty to its saving throws against that effect equal to your Intelligence modifier.

Many Jointed: You gain a bonus to AC and Reflex equal to your Dexterity modifier.
Shield Dust: You gain the *shield dust* power.

POWERS

FEATURE POWERS

Shield Dust Caterpie Feature
Encounter
Minor Action **Close** blast 3
Target: Each ally in blast
Effect: Each target gains a +2 bonus to the defense of your choice until the end of your next turn.
Level 11: Two defenses of your choice.
Level 21: Three defenses of your choice.

LEVEL 1 AT-WILL ATTACK POWERS

Poison Powder Caterpie Attack 1
At-Will * Poison, Special
Standard Action **Close** blast 3
Target: One Pokémon
Attack: Wisdom vs. Fortitude
Hit: 1d8 + Wisdom modifier poison damage.
Level 21: 2d8 + Wisdom modifier poison damage.

String Shot Caterpie Attack 1
At-Will * Bug, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier bug damage, and the target is slowed until the end of your next turn.
Level 21: 2d8 + Wisdom modifier bug damage.

Stun Spore Caterpie Attack 1
At-Will * Grass, Special
Standard Action **Close** blast 3
Target: Each Pokémon in blast
Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier grass damage, and the target is immobilized until the end of your next turn.
Level 21: 2d6 + Wisdom modifier grass damage.

Thread Lasso Caterpie Attack 1
At-Will * Bug, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier bug damage, and you can pull the target 2 squares.
Level 21: 2d8 + Wisdom modifier bug damage.

LEVEL 1 ENCOUNTER ATTACK POWERS

Intertwine Caterpie Attack 1
Encounter * Bug, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier bug damage, and you can choose one Pokémon adjacent to the target. The target must remain adjacent to this Pokémon (save ends). If the chosen Pokémon moves, the target is pulled into the square that the Pokémon leaves.
Sticky Strategy: The target is also immobilized. The immobilization ends when the target succeeds on the saving throw against the initial effect.

LEVEL 1 DAILY ATTACK POWERS

Sleep Powder Caterpie Attack 1
Daily * Sleep, Special
Standard Action **Close** blast 3
Attack: Wisdom vs. Will
Hit: The target falls unconscious (save ends).
Miss: The target is slowed and takes a -2 penalty to attack rolls (save ends both).

WEEDLE

TRAITS

Role: Striker and defender.
Type: Bug and poison.

Primary Abilities: Intelligence
Secondary Abilities: Constitution, Wisdom
Tertiary Abilities: Dexterity

Size: Tiny
Speed: 5 squares
Vision: Normal

Armor Bonus: +3 to AC
Armor Type: Light
Bonus to Defense: +1 Fortitude, +1 Reflex

Physical Weapons: Needle
Special Weapons: None

Hit Points at 1st Level: 15 + Constitution score
Hit Points per Level Gained: 6
Healing Surges per Day: 8 + Constitution modifier

FEATURES

Many Jointed: You gain a bonus to AC and Reflex equal to your Dexterity modifier.
Weedle's Strategy: Choose one of the following options.

Needle Strategy: You gain the *cleaving needle* power. In addition, whenever your attack bloodies an enemy, you gain temporary hit points equal to your Constitution modifier. The number of temporary hit points equals 5 + your Constitution modifier at 11th level and 10 + your Constitution modifier at 21st level.

Toxin Strategy: You gain the *roving toxin* power. In addition, once per round when your attack bloodies an enemy, that enemy grants combat advantage to you and takes a penalty to attack rolls equal to your Wisdom modifier until the end of your next turn.

POWERS

FEATURE POWERS

Cleaving Needle Weedle Feature
Encounter
Free Action **Personal**
Trigger: Your attack reduces an enemy to 0 hit points
Effect: Make a melee basic attack with a +1 bonus to the attack roll and damage roll.

Splashing Poison Weedle Feature
Encounter * Poison
Free Action **Personal**
Trigger: Your attack reduces an enemy to 0 hit points
Effect: Deal 1d10 poison damage to an enemy adjacent to you that you can see.

LEVEL 1 AT-WILL ATTACK POWERS

Absorbing Needle Weedle Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage, and you gain temporary hit points equal to your Constitution modifier. If you have used a metamorphosis power during this encounter, the number of temporary hit points you gain equals 5 + your Constitution modifier.
Level 11: 1[W] + 1d6 + Intelligence modifier damage.
Level 21: 2[W] + 2d6 + Intelligence modifier damage.

Creeping Sting Weedle Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Effect: Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.
Target: One Pokémon
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage, and you push the target 1 square. If you have used a metamorphosis power during this encounter, the attack deals 1d6 extra damage.
Level 21: 2[W] + Intelligence modifier damage.

Demolishing Needle Weedle Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Intelligence vs. AC
Hit: 1[W] + 1d8 + Intelligence modifier damage.
Level 11: 1[W] + 2d8 + Intelligence modifier damage.
Level 21: 2[W] + 3d8 + Intelligence modifier damage.
Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you have used a metamorphosis power during this encounter, attackers do not gain this bonus.

Double Sting Weedle Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence + 1 vs. AC
Hit: 1[W] damage, and an enemy adjacent to you other than the target takes 1[W] damage. If you have used a metamorphosis power during this encounter, add your Wisdom modifier to both damage rolls.
Level 21: 2[W] damage, and 2[W] damage.

LEVEL 1 ENCOUNTER ATTACK POWERS

Needle Ram Weedle Attack 1
Encounter * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage.
Needle Strategy: The attack deals extra damage equal to your Constitution modifier.
Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

Spiral Sting Weedle Attack 1
Encounter * Physical
Standard Action **Close** burst 1
Target: Each Pokémon in burst
Attack: Intelligence vs. AC
Toxin Strategy: The attack can target Fortitude instead of AC
Hit: 2[W] damage.
Miss: You take 1d4 damage.

LEVEL 1 DAILY ATTACK POWERS

Metamorphosis of Snaking Weedle Attack 1
Daily * Metamorphosis
Minor Action **Personal**

Effect: You metamorphose into a snaking form until the end of the encounter. While you are in this form, you can move through one or two enemies' spaces during each of your turns. When you move through an enemy's space, your next attack against that enemy during the same turn deals 1[W] extra damage.

Once during this encounter, you can make the following physical attack while you are in this form.

Standard Action **Melee** weapon
Target: One Pokémon
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage.
Miss: Half damage.

Metamorphosis of Sweat Sense Weedle Attack 1
Daily * Metamorphosis
Minor Action **Personal**
Effect: You metamorphose into a sweat sensing form until the end of the encounter. While you are in this form, you gain a bonus to melee damage rolls equal to your Constitution modifier if either you or your target is injured.

Once during this encounter, you can make the following physical attack while you are in this form.

Standard Action **Melee** weapon
Target: One Pokémon.
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage.
Miss: Half damage.

PIDGEY

TRAITS

Role: Striker.
Type: Flying and normal.

Primary Abilities: Dexterity
Secondary Abilities: Strength, Wisdom
Tertiary Abilities: Intelligence

Size: Small
Speed: 2 squares, fly 7 squares (altitude limit 2, hover)
Vision: Low-light

Armor Bonus: +2 to AC
Armor Type: Light
Bonus to Defense: +2 Reflex

Physical Weapons: Wing
Special Weapons: Wind

Hit Points at 1st Level: 12 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 6 + Constitution modifier

FEATURES

Bird's Prey: Once per turn as a minor action, you can designate the nearest enemy to you that you can see as your prey.

Once per round, when you hit your prey with an attack, the attack deals 1d6 extra damage. If you can make multiple attacks in a round, you decide which to apply the extra damage to after all the attacks are rolled. If you have dealt Bird's Prey damage since the start of your turn, you cannot deal it again until the start of your next turn.

The Bird's Prey effect remains active until the end of the encounter, until the prey is defeated, or until you designate a different target as your prey.

The extra damage increases to 2d6 at 11th level and 3d6 at 21st level.

Keen Eye: When you use a weapon from the wing group, the damage die increases by a number of sizes equal to one-half your Intelligence modifier (minimum 1). When you use an attack with the special keyword, you gain a bonus to the attack roll equal to one-half your Intelligence modifier (minimum 1).

Pidgey's Strategy: Choose one of the following options.

Wind Strategy: When you use an attack power with the special keyword and you hit the Pokémon who's under the effect of your Bird's Prey, you gain a bonus to AC against opportunity attacks equal to your Wisdom modifier until the end of your next turn.

Wing Strategy: When you use an attack power with the physical keyword, you gain a bonus to the damage roll equal to your Strength modifier against the Pokémon who's under the effect of your Bird's Prey.

LEVEL 1 AT-WILL ATTACK POWERS

Feather Flurry Pidgey Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2[W] + Dexterity modifier damage.

Focused Gust Pidgey Attack 1
At-Will * Flying, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Dexterity vs. Reflex
Hit: 1d10 + Dexterity modifier flying damage.
Level 21: 2d10 + Dexterity modifier flying damage.

Rapid Flap Pidgey Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier damage.
Level 21: 2[W] + Dexterity modifier damage.

Rising Gust Pidgey Attack 1
At-Will * Flying, Special
Standard Action **Ranged** 10
Target: One Pokémon

Effect: You can shift 1 square before or after the attack.
Attack: Dexterity vs. Fortitude
Hit: 1d6 + Dexterity modifier flying damage.
Level 21: 2d6 + Dexterity modifier flying damage.

LEVEL 1 ENCOUNTER POWERS

Forceful Gust Pidgey Attack 1
Encounter * Flying, Special
Standard Action **Ranged** 10
Target: One Pokémon
Attack: Dexterity vs. Fortitude
Hit: 2d6 + Dexterity modifier flying damage, and you push the target 1 square.
Wind Strategy: You push the target a number of squares equal to your Wisdom modifier.

Wing Batter Pidgey Attack 1
Encounter * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Wing Strategy: You gain a bonus to the damage roll equal to your Strength modifier.

LEVEL 1 DAILY POWERS

Flyby Strike Pidgey Attack 1
Daily * Physical
Standard Action **Melee** weapon
Effect: Before and after the attack, you shift your speed.
Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Miss: Half damage.

Gale of Dust Pidgey Attack 1
Daily * Flying, Special
Standard Action **Close** blast 3
Target: Each Pokémon in blast
Attack: Dexterity vs. Fortitude
Hit: 2d4 + Dexterity modifier flying damage, and the target is blinded until the end of your next turn.
Miss: Half damage.

RATTATA

TRAITS

Role: Defender.
Type: Normal.

Primary Abilities: Dexterity
Secondary Abilities: Strength, Wisdom
Tertiary Abilities: Constitution

Size: Small
Speed: 6 squares
Vision: Low-light

Armor Bonus: +3 to AC
Armor Type: Light
Bonus to Defense: +1 Fortitude, +1 Reflex

Physical Weapons: Buck Teeth
Special Weapons: None

Hit Points at 1st Level: 15 + Constitution score
Hit Points per Level Gained: 6
Healing Surges per Day: 9 + Constitution modifier

FEATURES

Battle Challenge: Every time you attack a Pokémon, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn.
Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that doesn't include you as a target, you can make a melee basic attack against that enemy as an immediate interrupt.
Battlefield Control: An enemy struck by your opportunity attack stops moving if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.
Melee Training: You gain the Melee Training feat as a bonus feat at 1st level.
Rattata's Strategy: Choose one of the following options.
Brutal Strategy: You gain a bonus to the damage rolls of opportunity attacks equal to your Strength modifier.
Exploitative Strategy: You gain a bonus to the attack rolls of opportunity attacks equal to your Wisdom modifier.
Rattata's Vigor: You gain a bonus to attack rolls equal to half your Constitution modifier (minimum 1).

POWERS

LEVEL 1 AT-WILL ATTACK POWERS

Advancing Bite Rattata Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage, and you can make a secondary attack against the target.
Secondary Target: The hit Pokémon
Secondary Attack: Dexterity vs. Fortitude
Hit: You push the target 1 square and can shift 1 square into the square the target vacated.
Level 21: 2[W] + Dexterity modifier damage.

Quick Chomp Rattata Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity + 2 vs. AC
Hit: 1[W] damage.
Level 21: 2[W] damage.

Rending Crunch Rattata Attack 1
At-Will * Physical
Standard Action **Melee** weapon

Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Level 21: 2[W] + Dexterity modifier damage.
Miss: Dexterity modifier damage.

Wide Bite Rattata Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage, and an enemy adjacent to you other than the target takes damage equal to your Dexterity modifier.
Level 21: 2[W] + Dexterity modifier damage.

LEVEL 1 ENCOUNTER ATTACK POWERS

Clenching Jaws Rattata Attack 1
Encounter * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage, and you grab the target. The grab ends automatically at the start of your next turn.
Brutal Strategy: Until the grab ends, the target takes a penalty to attack rolls equal to your Strength modifier.

Strategic Bite Rattata Attack 1
Encounter * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage, and choose one of the following effects.
Effect: The target takes a -2 penalty to attack rolls until the end of your next turn.
Effect: The target takes a -2 penalty to damage rolls until the end of your next turn.
Effect: The target is knocked prone.
Effect: The target is slowed until the end of your next turn.
Exploitative Strategy: You can choose a number of effects equal to your Wisdom modifier.

LEVEL 1 DAILY ATTACK POWERS

Refreshing Crunch Rattata Attack 1
Daily * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Effect: You can spend a healing surge.

Vicious Chomp Rattata Attack 1
Daily * Physical, Reliable
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage.

NIDORAN (FEMALE)

TRAITS

Role: Leader and defender.
Type: Poison.

Primary Abilities: Strength
Secondary Abilities: Wisdom, Charisma
Tertiary Abilities: Intelligence

Size: Small
Speed: 5 squares
Vision: Normal

Armor Bonus: +7 to AC, +1 to Reflex
Armor Type: Heavy
Bonus to Defense: +1 Fortitude, +1 Will

Physical Weapons: Foot (agile)
Special Weapons: None

Hit Points at 1st Level: 12 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 7 + Constitution modifier

FEATURES

Nidoran (F)'s Strategy: Choose one of the following options.
Rousing Strategy: When an ally who can hear you spends an action point to take an extra action, that ally also regains hit points equal to one-half your level + your Charisma modifier.
Shrewd Strategy: When an ally who can hear you spends an action point to take an extra action, that ally gains a bonus to all defenses equal to half your Wisdom modifier until the end of your next turn.
Soothing Voice: You gain the *soothing voice* power.
Spurring Cry: You and each ally within 10 squares of you who can hear you gain a power bonus to initiative equal to your Intelligence modifier.

POWERS

FEATURE POWERS

Soothing Voice Nidoran (F) Feature
Encounter (Special) * Healing
Minor Action **Close** burst 5
Target: You or one ally in burst
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
Level 6: 2d6 additional hit points.
Level 11: Close burst 10 and 3d6 additional hit points.
Level 16: Close burst 10 and 4d6 additional hit points.
Level 21: Close burst 15 and 5d6 additional hit points.
Level 26: Close burst 15 and 6d6 additional hit points.
Special: You can use this power twice per encounter. At 16th level, you can use this power three times per encounter. You can only use this power once per round.

NIDORAN (MALE)

Role: Defender and leader.
Type: Poison

Primary Abilities: Strength
Secondary Abilities: Constitution, Wisdom
Tertiary Abilities: Intelligence

Size: Small
Speed: 5 squares
Vision: Normal

Armor Bonus: +10 to AC, +2 Reflex
Armor Type: Heavy
Bonus to Defense: +1 Fortitude, +1 Reflex, +1 Will

Physical Weapons: Barb (agile)
Special Weapons: None

Hit Points at 1st Level: 15 + Constitution score
Hit Points per Level Gained: 6
Healing Surges per Day: 10 + Constitution modifier

FEATURES

Healing Antidote: You gain the *healing antidote* power.
Nidoran (M)'s Strategy: Choose one of the following options.
Reinforcing Strategy: You gain the *reinforcing antidote* power.
Remedial Strategy: You gain the *remedial antidote* power.
Poisonous Statement: You gain the *poisonous statement* power.
Poison Point: The first time each round an enemy marked by you makes an attack that doesn't include you as a target, it takes poison damage equal to 3 + your Strength modifier. The damage increases to 6 + your Strength modifier at 11th level and 9 + your Strength modifier at 21st level.

POWERS

FEATURE POWERS

Healing Antidote Nidoran (M) Feature
Daily (Special) * Healing
Minor Action **Melee** touch
Requirement: You must have at least one healing surge remaining.
Target: One creature
Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge.
Special: You can use this power a number of times per day equal to your Intelligence modifier but only once per round.

Poisonous Statement Nidoran (M) Feature
At-Will (Special)
Minor Action **Close** burst 5
Target: One creature in burst
Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below).
On your turn, if you do not engage the target by the end of your turn, the target's marked condition ends and you can't use *poisonous statement* on your next turn. To engage the target, you must either attack it or end your turn adjacent to it.
Special: You can use this power only once per turn. You can't use this power on a creature that is already affected by your or another creature's *poisonous statement*.

Reinforcing Antidote Nidoran (M) Feature
Encounter
Minor Action **Close** burst 10
Target: You or one ally in burst
Effect: The target gains temporary hit points equal to your Constitution modifier.
Level 11: 5 + your Constitution modifier temporary hit points.
Level 21: 10 + your Constitution modifier temporary hit points.

Remedial Antidote Nidoran (M) Feature
Encounter
Minor Action **Close** burst 10
Target: You or one ally in burst
Effect: The target makes a saving throw with a power bonus equal to your Wisdom modifier.

LEVEL 1 AT-WILL ATTACK POWERS

Betraying Strike Nidoran (M) Attack 1
At-Will * Physical
Target: One Pokémon
Attack: Strength + 1 per enemy adjacent to you vs. AC
Hit: 1[W] + Strength modifier damage.
Level 21: 2[W] + Strength modifier damage.

Bolstering Jab Nidoran (M) Attack 1
At-Will * Physical
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you gain temporary hit points equal to your Constitution modifier.
Level 21: 2[W] + Strength modifier damage.

Poison Horn Nidoran (M) Attack 1
At-Will * Physical, Poison
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier poison damage, and you mark the target until the end of your next turn.
Level 21: 2[W] + Strength modifier damage.
Special: When charging, you can use this power in place of a melee basic attack.

Poison Stab Nidoran (M) Attack 1
At-Will * Physical, Poison

Standard Action **Melee** weapon
Target: One Pokémon
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier poison damage. If the target is marked by you, you gain a bonus to the damage roll equal to your Wisdom modifier.
Level 21: 2[W] + Strength modifier poison damage.

LEVEL 1 ENCOUNTER ATTACK POWERS

Blinding Sting Nidoran (M) Attack 1
Encounter * Physical, Poison
Standard Action **Ranged** weapon
Target: One Pokémon
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier poison damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Curative Stab Nidoran (M) Attack 1
Encounter * Physical, Poison
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and one ally within 5 squares of you gains a +2 power bonus to saving throws until the end of your next turn.
Remedial Strategy: The power bonus to saving throws equals 1 + your Wisdom modifier.

Dense Poison Nidoran (M) Attack 1
Encounter * Physical, Poison
Standard Action **Melee** weapon
Target: One Pokémon
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier poison damage. Until the end of your next turn, you gain a +2 bonus to Fortitude, Reflex, and Will.
Reinforcing Strategy: The bonus to defenses equals 1 + your Constitution modifier.

LEVEL 1 DAILY ATTACK POWERS

Agonizing Toxin Nidoran (M) Attack 1
Daily * Physical, Poison, Toxin
Standard Action **Ranged** weapon
Target: One Pokémon
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Once per round, the target takes 1[W] damage after making any attacks on its turn (save ends).
Miss: Half damage. Once per round, the target takes half 1[W] damage after making any attacks on its turn (save ends).

Disorienting Toxin Nidoran (M) Attack 1
Daily * Physical, Toxin
Standard Action **Ranged** weapon
Target: One Pokémon
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.

CHAPTER FIVE
Skills

ACROBATICS (DEX)

ATHLETICS (STR)

BLUFF (CHA)

DIPLOMACY (CHA)

ENDURANCE (CON)

HEAL (WIS)

HISTORY (INT)

INSIGHT (WIS)

INTIMIDATE (CHA)

NATURE (WIS)

PERCEPTION (WIS)

POKÉMON (INT)

SPELUNKING (WIS)

STEALTH (DEX)

STREETWISE (CHA)

TECHNOLOGY (INT)

THIEVERY (DEX)

CHAPTER SIX
Feats

POKÉMON FEATS

Beak and Wing
Prerequisite: Pidgey, Wing Strategy feature
Benefit: When you score a critical hit with a melee attack against the target of your Bird's Prey, you can shift as a free action, and the enemy takes a -2 penalty to attack rolls against you until the end of your next turn.

Bubble Barrier
Prerequisite: Squirtle, Bubble Strategy feature
Benefit: Your allies gain resistance 2 to all damage while adjacent to you.

Chain Lightning
Prerequisite: Pichu, Bolt Strategy feature
Benefit: Whenever you hit a Pokémon with a melee or ranged attack with the special keyword, you can deal 2 electric damage to a Pokémon within 5 squares of the target after the attack.

Claw Opportunist

Prerequisite: Strength 13, Dexterity 13
Benefit: You gain a +2 bonus to attack rolls of opportunity attacks with a claw.

Combat Reflexes
Prerequisite: Dexterity 13
Benefit: You gain a +1 bonus to opportunity attack rolls.

Defensive Mobility
Benefit: You gain a +2 bonus to AC against opportunity attacks.

Draconic Revitalization
Prerequisite: Charmander, Draconic Strategy feature
Benefit: Your Draconic Strategy class feature gives you 3 additional temporary hit points.

Draining Seed
Prerequisite: Bulbasaur, *leech seed* power
Benefit: When a Pokémon receives healing from your *leech seed* power, the hit points regained equal the full damage that the target took.

Dragging Vine
Prerequisite: Bulbasaur, *vine slide* power
Benefit: Add 1 to the distance you can slide a target with your *vine slide* power.

Durable
Benefit: Increase your number of healing surges by 2.

Extra Charge
Prerequisite: Pichu, *static charge* power
Benefit: Once per encounter, when you use *static charge,* you can subject the target to two charges instead of one.

Far Shot
Prerequisite: Dexterity 13
Benefit: When you use a ranged physical weapon, increase both the normal range and the long range by 5 squares.

Far Throw
Prerequisite: Strength 13
Benefit: When you use a physical weapon with the heavy hurled or light hurled property, increase both the normal range and the long range by 2 squares.

Fast Runner
Prerequisite: Constitution 13
Benefit: You gain a +2 bonus to speed when you charge or run.

Flaming Fury
Prerequisite: Charmander, Dragon's Flame feature
Benefit: The extra damage dice from your Dragon's Flame feature increase from d6s to d8s.

Improved Bull Rush
Prerequisite: Strength 13, Constitution 13
Benefit: When you use the bull rush action, you gain a +4 feat bonus to the attack roll. The bonus increases to +6 at 11th level and +8 at 21st level.

Improved Grab
Prerequisite: Strength 13
Benefit: When you use the grab action, you gain a +4 feat bonus to the attack roll. The bonus increases to +6 at 11th level and +8 at 21st level.

Improved Initiative
Benefit: You gain a +4 feat bonus to initiative checks.

Lingering Leaves
Prerequisite: Bulbasaur, Leaf Strategy feature
Benefit: When you use your *leaf armor* power, the target gains temporary hit points equal to 3 + your Dexterity modifier.

Magnified Recovery
Prerequisite: Nidoran (M), Remedial Strategy feature
Benefit: Whenever you spend a healing surge and gain hit points, you gain temporary hit points equal to twice your Wisdom modifier.

Melee Training
Benefit: Choose an ability score other than Strength. When you make a melee basic attack using a weapon you are proficient with, you can use that ability instead of Strength for the attack roll and the damage roll.

Nimble Claw
Prerequisite: Dexterity 15
Benefit: When you attack with an agile claw and you have combat advantage, you gain a +1 bonus to attack rolls.

Overbite
Prerequisite: Rattata, Battle Challenge feature
Benefit: When a Pokémon marked by you is adjacent to you and misses you with a melee attack, you can make a melee basic attack against the target as an immediate reaction.

Painful Pop
Prerequisite: Squirtle, *bubble shield* power
Benefit: When you hit with your *bubble shield* power, you deal 1d8 + your Intelligence modifier water damage instead of Intelligence modifier water damage.

Potent Poison
Prerequisite: Weedle, Toxin Strategy feature
Benefit: Add 2 to the penalty to attack rolls inflicted by your Toxin Strategy feature.

Power Attack
Prerequisite: Strength 15
Benefit: When making a melee attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to the damage roll (or a +3 bonus to the damage roll with a powerful weapon).

The extra damage increases to +4 at 11th level (or +6 with a powerful weapon) and +6 at 21st level (or +9 with a powerful weapon).

Powerful Charge
Prerequisite: Strength 13
Benefit: When you charge, you gain a +2 bonus to damage and a +2 bonus to bull rush attempts.

Resistant Recovery
Prerequisite: Nidoran (M), Reinforcing Strategy feature
Benefit: Whenever you spend a healing surge and gain hit points, you gain resistance to all damage equal to your Constitution modifier until the start of your next turn.

Restful Healing
Benefit: After you take a short rest or an extended rest, any healing power you use before the start of your next encounter restores the maximum number of hit points possible.

Ride the Wind
Prerequisite: Pidgey, Wind Strategy feature
Benefit: When a power lets you shift, you can instead choose to move that distance + 2 squares.

Saving Flightiness
Prerequisite: Charmander, Flighty Strategy feature
Benefit: Your Flighty Strategy class feature gives you an additional +1 bonus to defenses.

Sensitive Metamorphosis
Prerequisite: Weedle
Benefit: You gain a +1 bonus to damage rolls if you have used a Weedle daily attack power since the start of the encounter. The bonus increases to +2 at 11th level and +3 at 21st level.

Shell Protector
Prerequisite: Squirtle, Shell Strategy feature
Benefit: Your allies gain a +1 bonus to Fortitude, Reflex, and Will while adjacent to you.

Speedy Recharger
Benefit: As a free action, you can recharge a physical weapon that has the recharge minor property.

Speedy Response
Prerequisite: Pidgey
Benefit: If you are hit by an opportunity attack while moving, you gain a +1 bonus to speed for that move. This benefit is cumulative if you are hit multiple times.

Timely Respite
Benefit: When you use your second wind or use the total defense action, you can make a saving throw.

Thundering Escape
Prerequisite: Pichu, Wave Strategy feature
Benefit: Whenever you hit an adjacent Pokémon with a close or area attack that has the special keyword, you can shift 1 square after the attack.

Toughness
Benefit: Your maximum hit point value increases by 5. You gain 5 additional hit points at 11th level and again at 21st level.

Unbalancing Vine
Prerequisite: Bulbasaur, Vine Strategy feature
Benefit: When you use your *disrupting vine* power, the target also grants combat advantage until the start of its next turn.

Vigorous Needle
Prerequisite: Weedle, Needle Strategy feature
Benefit: You gain 5 additional temporary hit points from your Needle Strategy feature.

Weapon Focus
Benefit: Choose a specific weapon group. You gain a +1 feat bonus to damage rolls with your chosen weapon group. The bonus increases to +2 at 11th level and +3 at 21st level.
Special: You can take this feat more than once. Each time you select this feat, choose a different weapon group.

TRAINER FEATS

Combat Medic
Prerequisite: Trained in Heal
Benefit: You administer first aid to stabilize fainting Pokémon as a minor action, instead of a standard action.

You also gain a +2 feat bonus to Heal checks.

Expert Talent
Prerequisite: Talented Trainer feat
Benefit: You gain a +2 bonus to skill checks that you make while using a talent.

Improved Battler's Tactics
Prerequisite: Battler, *battler's tactics* trainer power
Benefit: Whenever one of your Pokémon uses your *battler's tactics* trainer power, you add 1d8 to the triggering roll instead of 1d6.

Improved Evolver's Patience
Prerequisite: Evolver, *evolver's patience* trainer power
Benefit: Whenever one of your Pokémon uses your *evolver's patience* trainer power, you add 1d8 to the defenses targeted by the triggering attack instead of 1d6.

Improved Healer's Encouragement
Prerequisite: Healer, *healer's encouragement* trainer power
Benefit: Whenever one of your Pokémon uses your *healer's encouragement* trainer power, you add 1d8 to the hit points regained instead of 1d6.

Improved Raiser's Example
Prerequisite: Raiser, *raiser's example* trainer power

Benefit: Whenever one of your Pokémon uses your *raiser's example* trainer power, you add 1d8 to the damage instead of 1d6.

Jack of All Trades
Prerequisite: Intelligence 13
Benefit: You gain a +2 feat bonus to all untrained skill checks.

Natural Remedy
Prerequisite: Healer
Benefit: When you use a consumable with the healing keyword, the Pokémon you use it on gains temporary hit points equal to your Wisdom modifier (if your Pokémon is holding a berry, it counts as you using it).

The temporary hit points increase to 3 + your Wisdom modifier at 11th level and 6 + your Wisdom modifier at 21st level.

Practiced Talent
Prerequisite: Talented Trainer feat
Benefit: You acquire two talents of your level or lower. Increase the number of talents acquired to three at 5th level, four at 11th level, five at 15th level, six at 21st level, and seven at 25th level.

Skill Focus
Prerequisite: Training in chosen skill
Benefit: Choose a skill in which you have training. You have a +3 feat bonus to checks with that skill.
Special: You can take this feat more than once. Each time you select this feat, choose a different skill.

Skill Training
Benefit: You gain training in one skill.
Special: You can take this feat more than once. Each time you select this feat, choose a skill in which you are not trained.

Talented Trainer
Benefit: You can master and perform talents. You acquire one talent of your level or lower.

Throwing Arm
Prerequisite: Strength 13
Benefit: Add your Strength modifier to the range of your Pokéballs.

CHATER SEVEN
Weapons and Items

PHYSICAL WEAPONS

WEAPON CATEGORIES

Weapons fall into two categories. **Melee weapons** are used to attack foes within your reach, usually enemies that are adjacent to you. **Ranged weapons** fire projectiles at more distant enemies. A melee weapon with the heavy hurled or light hurled property counts as a ranged weapon when hurled and can be used with ranged attack powers that have the physical keyword.

Weapons are also categorized as either agile or powerful. **Agile weapons** are small and quick enough that a Pokémon can have two usable agile weapons, as long as at least one of them is simple to use. **Powerful weapons** deal more damage than agile weapons, but if a Pokémon has a powerful weapon, that is the only weapon they can have. Agile weapons are used when a Pokémon requires more versatility while powerful weapons are used when a Pokémon's main concern is causing damage.

WEAPON GROUPS

Most similar weapons function the same, but sometimes weapons of the same size and type can have slightly different functions. For example, some Pokémon's teeth can be small and sharp while others can be large and powerful. Weapons groups are families of weapons that share certain properties. Some powers and feats work only with weapons from a specific group.

If a weapon falls into more than one group, you can use it with powers that require a weapon from any of its groups.

Body: Throwing one's entire body at an enemy can deal a lot of damage, but it is a very slow attack and can be dodged more easily than other weapons. A basic attack with a body is called Tackle.

Claw: A sharp weapon usually on the end of a finger. They are usually designed for agility and accuracy, though they can deal a lot of damage too. A basic attack with a claw is called Scratch.

Foot: The feet are surprisingly powerful, yet less accurate than other weapons. A basic attack with a foot is called Kick.

Hand: Hands cover a wide surface area, so they're likely to deal some damage, though not much. A basic attack with a hand is called Slap.

Head: Heads can deal a lot of damage, but being dull they can't pierce through thick armor and are also very slow. A basic attack with a head is called Headbutt.

Horn: Horns are larger but stronger than claws, and are usually found jutting out of a Pokémon's head, though they can also include barbs and needles. A basic attack with a horn is called Horn Attack.

Teeth: Found in the Pokémon's mouth, teeth can be small, agile, and accurate or large and cumbersome yet have a grip like a vice. A basic attack with teeth is called Bite.

Wing: Wings are low damage, because of their softness, but are agile enough to be able to slip past natural armor. A basic attack with a wing is called a Wing Attack.

WEAPON PROPERTIES

Physical weapons have properties that determine which weapons a Pokémon can use and what additional effects the weapon has on the battle.

Heavy Hurled: A heavy hurled weapon can be used as a melee weapon or a ranged weapon. The first number in parentheses is the normal range of the weapon in squares when used as a ranged

weapon. The second number is the long range. Attacks against creatures within the long range but not the normal range take a -2 penalty to the attack roll. When making ranged basic attacks with a heavy hurled weapon, you use your Strength modifier for the attack roll and the damage roll instead of your Dexterity modifier.

Hi Crit: A hi crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] damage, which is not maximized. The extra damage increases to 2[W] at 11th level and 3[W] at 21st level. This extra damage is in addition to any critical damage a held item supplies.

Simple: Simple weapons are always agile. If a weapon is simple, then a Pokémon can have both the simple weapon and another agile weapon as options to use.

Versatile: Versatile weapons are categorized as agile, but can sometimes be used as if they were powerful. If a versatile weapon is the only weapon a Pokémon uses, it gains a +1 bonus to damage rolls with that weapon. Also, Pokémon of one size category lower than what the weapon is meant for can use this weapon, but it must be the only weapon they use and they do not gain the bonus to damage rolls.

Some Pokémon use only one versatile weapon but still don't gain the bonus to damage because they are focusing on defense. In this case, the entry in the Pokémon's physical weapons will have (agile) written next to it to indicate that the Pokémon is using the weapon as if it were agile.

WEAPON STATISTICS

MELEE WEAPONS

AGILE WEAPONS

WPN	ATK	DMG	GRP	PRP
Barb	+2	1d8	Horn	Heavy hurled (3/6), versatile
Claw	+3	1d6	Claw	Simple
Foot	+2	1d10	Foot	Versatile
Head	+2	1d8	Head	Versatile
Horn	+2	1d8	Horn	Hi crit, versatile
Paw	+3	1d4	Hand	Simple
Teeth	+3	1d8	Teeth	Versatile
Wing	+3	1d6	Wing	Simple

POWERFUL WEAPONS

WPN	ATK	DMG	GRP	PRP
Body	+2	1d8	Body	-
Buck Teeth	+2	2d6	Teeth	-
Needle	+2	1d12	Horn	Hi crit

RANGED WEAPONS

AGILE WEAPONS

POWERFUL WEAPONS

WEAPONS AND SIZE

The physical weapons presented here are assumed to be those used by Pokémon of the Small category, as this is the most common size of Pokémon. If a Pokémon of a different size uses such a weapon, reduce or increase the damage by the number of size category differences according to the following scale. For example, a Large Pokémon using an agile weapon that does 1d6 damage for a Small Pokémon would deal 1d10 damage with the weapon, since Large is two size categories higher than Small.

AGILE WEAPONS

1d4 → 1d6 → 1d8 → 1d10 → 1d12 → 2d6 → 2d8

POWERFUL WEAPONS

1d8 → 2d4 → 1d10 → 1d12 → 2d6 → 2d8 → 2d10

ITEMS

MUNDANE

Mundane items are cheap and have very minor effects, though most of them are invaluable to new trainers.

Backpack: A normal backpack can hold a surprisingly large amount of items; it is likely that as long as you have a backpack, you won't run out of room for more items, since you'll probably end up selling items that you don't use anymore.

Batteries: Batteries are needed to power electrical equipment. Depending on the technology, it will require a certain amount of power, measured in batteries. If you don't know how many batteries are needed to power a mechanism, you can usually find out with a Technology check.

Belt Pouch: This is where you store your Pokéballs for easy access. Clips around the edge are for Pokéballs that hold your Pokémon, since they're easier to reach than in the pouch.

Flashlight: A flashlight can cast bright light on one square within 10 squares of you and dim light in every adjacent square to that. Alternatively, it can cast dim light on one square within 20 squares of you. You must have line of effect to all the squares you are trying to illuminate. A flashlight requires one battery per 8 hours of power.

Matches: Matches are for creating fire to cook food or create warmth. Even a trainer who has fire Pokémon needs matches, because the Pokémon might not comprehend the need to create an external source of heat, or it might not be able to control its power enough to create a utilizable fire.

Rations: Rations are food for humans. Pokémon don't need to eat as often as humans, and they get their nutrition at Pokémon Center visits.

Sets of Clothing: Sets of clothing are very important for trainers who veer away from the beaten path for days at a time. If a trainer spends too much time in dirty clothing, there could be negative consequences. To clean clothes, a trainer can either find a stream or a Pokémon Center.

Sleeping Bag: In order for a trainer to get a good night's rest in the wild, he or she needs a sleeping bag simply for comfort and warmth.

Item	Price
Standard trainer's kit	40 pd
Backpack	2 pd
Batteries (10)	1 pd
Belt pouch	1 pd
Flashlight	7 pd
Matches (50)	1 pd
Rations (10 days)	5 pd
Sets of clothing (7)	21 pd
Sleeping bag	2 pd

HOLD ITEMS

Weapon Level 1+ Item

Lvl 1 – +1 – 360 pd
Lvl 6 – +2 – 1800 pd
Lvl 11 – +3 – 9000 pd
Lvl 16 – +4 – 45000 pd
Lvl 21 – +5 – 225000 pd
Lvl 26 – +6 – 1125000 pd

Weapon: Any
Item Bonus: Attack rolls and damage rolls
Critical: +1d6 damage per plus

CONSUMABLES

POTIONS

Potion Level 5 Consumable

Potion – 50 pd
Power (Consumable * Healing): Minor Action. Use this consumable when you are adjacent to a Pokémon. The Pokémon can spend a healing surge. Instead of the hit points the Pokémon would normally regain, it regains 10 hit points.
Special: You need to spend a standard action to use this item if the Pokémon is unconscious.

POKÉBALLS

POKÉBALL	BONUSES
Dive Ball	+5 bonus if underwater; otherwise, +1 bonus
Dusk Ball	+5 bonus if in darkness; otherwise, +1 bonus
Fast Ball	+1 bonus against Fortitude and Will, +5 bonus against Reflex
Friend Ball	+1 bonus; the contained Pokémon becomes more friendly
Great Ball	+2 bonus
Heal Ball	+1 bonus; the contained Pokémon gains a +1 bonus to its healing surge value (+2 at 11th level, +3 at 21st level)
Heavy Ball	+1 bonus against Reflex and Will, +5 bonus against Fortitude
Level Ball	Bonus equals the target's level minus the level of your or your ally's Pokémon with the highest level
Love Ball	Bonus equals the number of your and your allies' Pokémon who can mate with the target
Lure Ball	+5 bonus against Pokémon caught with a fishing rod; otherwise, +1 bonus
Luxury Ball	+1 bonus against Fortitude and Reflex, +5 bonus against Will
Master Ball	You do not need to make capture rolls; you automatically capture the Pokémon
Moon Ball	+5 bonus against Pokémon that evolve using a moon stone; otherwise, +1 bonus
Net Ball	+5 bonus against Bug and/or Water Pokémon; otherwise, +1 bonus
Pokéball	+1 bonus
Quick Ball	+5 bonus; the bonus decreases by 1 at the end of every other round (minimum +1)
Repeat Ball	+5 bonus if you already own the Pokémon; otherwise, +1 bonus
Timer Ball	+1 bonus; the bonus increases by 1 at the end of every other round (maximum +5)
Ultra Ball	+3 bonus

Pokéball Level 5 Consumable

Pokéball – 50 pd
Power (Consumable): Make a capture attempt against one Pokémon within 5 squares of you. You gain a +1 item bonus to capture rolls made with this Pokéball.

CHAPTER EIGHT
Journeying

CHAPTER NINE
Battles

CAPTURING POKÉMON

You must have a Pokéball to capture a Pokémon, the target Pokémon must be within 5 squares of you, and you must have line of effect to the target.

Make three attack rolls against the target's Fortitude, Reflex, and Will defenses. Add one-half of your trainer level and any other bonuses you may get from the Pokéball being used, feats, combat advantage, etc. to the roll. The target Pokémon benefits from all forms of cover and concealment for these attack rolls.

You succeed in capturing the Pokémon if you hit all three defenses. If the Pokémon is injured, you only need to hit two defenses, though you still make three attack rolls. If the Pokémon has one-fourth hit points or lower, you only need to hit one defense, though you still make three attack rolls.

CHATER TEN
Talents