POKEMON X:
Core Rulebook

CH.1 - Generating a Character

Ability Scores

The six ability scores can be generated using any of the traditional methods, such as rolling d6s or using an array or point buy system. Ability modifiers work just as presented in the d20 srd. A 7_{th} Ability Score, called Appearance, can be generated as well. Appearance determines how physically impressive, beautiful, or cute a person or Pokemon is. Appearance modifies Perform checks and moves such as Attract.

Human

Unlike in most traditional RPGs, most of the Player Characters in a Pokemon Campaign are expected to be Human. In unusual circumstances, one or more party members might be a Pokemon, but this is the exception and not the rule.

+2 to one ability score: Human characters get a +2 bonus on one ability score of their choice at creation.

Medium: Humans are Medium creatures, and have no bonuses or penalties due to their size.

Speed: Humans have a base speed of 30 feet.

Skilled: Humans gain an additional trained skill at first level

Normal: Humans are considered to be of the Normal-type.

Languages: Humans begin play speaking Kantonese. Humans with high Intelligence scores can choose one additional language per point of their Int modifier(except secret languages, such as Pokespeak).

Defense Bonus: +2 to two saves

Hit Points Per Level: 5, plus Con score at first level

Talents: At every even numbered level, you may select a talent from any talent tree you qualify for. Some trees have a set order that must be followed, while others provide a list to choose from. No talent can be selected more than once unless expressly indicated.

Bonus Feats: Humans select one extra feat at 1st level. At every odd numbered level, you may choose a bonus feat that you qualify for.

Pokémon

While all Pokemon share a few traits, their physical qualities, such as size, speed, and type, as well as their behavior and attacks, are determined by their particular species. Each Pokemon is listed with more detail in later chapters.

Alignment: Wild Pokemon are commonly True Neutral, though a few lean toward one extreme or the other. Pokemon with a trainer or who live with humans often grow to reflect the alignment of their owner or the society they live in.

Ability Bonus: Each Pokemon has a specific Nature that can provide a +2 to one ability score a -2 to another. A Pokemon's Nature is determined at the time it is acquired unless its Nature is already known.

Trained Skills: Each Pokemon starts with any two 2 skills as Trained Skills. Each time it evolves, it gains an additional class skill, while Pokemon that do not evolve gain an additional skill once they reach 11th and 21st level.

Languages: Pokemon begin play speaking only Pokespeak. Those with unusually high Intelligence (12+) may know a Human language.

Defense Bonus: +2 to two saves

Hit Points Per Level: 5, plus your Con score at first level

Techniques: At every even numbered level, the Pokemon may choose a new technique from those available to it. A Pokemon cannot select a maneuver who's level is greater than half its HD or that has a type it is weak to. Every Pokemon starts with one Basic move and one 1st level move.

Bonus Feats: At every odd numbered level, you may choose a bonus feat that you qualify for.

Languages: Almian, Fiorean, Heonn, Johtoan, Kantonese, Orren, Sinnoen, and Pokespeak.

All Human languages share the same root language and often share many words and syllables with eachother. Pokespeak is the only Pokemon language known to Humans, though it is believed that other languages exist as well.

Starter Tier - Occupation

Each Human player begins the game with a starting occupation that determines part of their back-story and focus, as well as what talents are available to them. Their occupation is effectively their base class. Some occupations have additional requirements, such as a specific alignment or minimum age.

Starting Equipment: All characters are assumed to begin play with a Pokedex, 3500 Pen, an adventurer's kit, 6 Poke Balls, and 2 Potions, in addition to one of the starter Pokemon native to their region. In exceptional circumstances, other starter Pokemon may be available.

Pokemon Trainer

The quintessential Pokemon class, trainers learn a broad range of skills that allow them to adventure out in the field in order to find and capture Pokemon in the wild. In addition to collecting and taming wild Pokemon, Trainers also focus on forming powerful Pokemon teams to battle other trainers and gym leaders in official matches to gain both experience and acclaim.

Prerequisites: Age 14+

Trained Skills: Choose any 4 of the following: Acrobatics (Dex), Athletics (Str), Craft (Int), Handle (Wis), Insight (Wis), Lore (Int), Nature (Wis), Perception (Wis), Persuade (Cha), Stealth (Dex).

Proficiency: Trainers are proficient with all simple weapons.

Talents: Trainers may choose Talents from the Strong Hero class list.

Pokemon Breeder

A Pokemon Breeder concentrates less on capturing and battling Pokemon and more on their study and proper care. Breeders often start out by working on ranches and farms, or in a Pokecenter.

Prerequisites: Age 16+, non-evil alignment

Trained Skills: Choose any 5 of the following: Handle (Wis), Heal (Wis), History (Int), Insight (Wis), Lore (Int), Nature (Wis), Perception (Wis), Perform (Cha), Persuade (Cha), Technology (Int).

Proficiency: Breeders are proficient with light armor, but not with any weapons.

Talents: Breeders may choose Talents from the Dedicated Hero class list.

Pokemon Coordinator

A Coordinator is both a fashion designer and Pokemon handler who enters her prized Pokemon into shows and competitions. Coordinators are often more interested in obtaining ribbons than badges, though they are no less competitive than Trainers.

Prerequisites: Age 16+

Trained Skills: Choose any 5 of the following: Acrobatics (Dex), Handle (Wis), Heal (Wis), Insight (Wis), Perception (Wis), Perform (Cha), Persuade (Cha), Streetwise (Int).

Proficiency: Coordinators are not proficient with any weapons or armor.

Talents: Coordinators may choose Talents from the Charismatic Hero class list.

Pokemon Deviant

While not necessarily criminals, Pokemon Deviants all started their careers as trainers on the wrong foot. Most did not receive a Pokemon from a Professor and may have either stolen their first monster or simply befriended (or intimidated) a wild monster that they later captured.

Prerequisites: Age 14+, non-good or non-lawful

Trained Skills: Choose any 4 of the following: Acrobatics (Dex), Athletics (Str), Insight (Wis), Perception (Wis), Perform (Cha), Stealth (Dex), Streetwise (Wis), Thievery (Dex).

Proficiency: Deviants are proficient with all simple weapons.

Talents: Deviants may choose Talents from the Fast Hero class list.

Pokemon Photographer

Photographers might be news journalist or simply study and document Pokemon in their natural habitat. They are at home in both urban and natural environments.

Prerequisites: Age 16+

Trained Skills: Choose any 5 of the following: Acrobatics (Dex), Athletics (Str), Nature (Wis), Perception (Wis), Persuade (Cha), Insight (Wis), Streetwise (Wis), Stealth (Dex), Technology (Int).

Proficiency: Photographers are not proficient with any weapons or armor.

Talents: Photographers may choose Talents from the Smart Hero class list.

Pokemon Warrior

Some trainers go beyond battling Pokemon against eachother and train their monsters by fighting with them. Warriors are martial artists or adventurers that don't shy away from doing the fighting themselves. More often than not, Warriors have one or two Pokémon that act more like pupils than a traditional team.

Prerequisites: Age 18+

Trained Skills: Choose any 3 of the following: Acrobatics (Dex), Athletics (Str), Handle (Wis), Heal (Wis), Insight (Wis), Lore (Int), Perception (Wis), Stealth (Dex).

Proficiency: Warriors are proficient with all simple and one martial weapons, and with light armor.

Talents: Warriors may choose Talents from the Tough Hero class list.

Expert Tier - Career Paths

Upon reaching 11th level, each Human may enter an advanced occupation that grants them greater abilities. Nearly all careers have additional requirements, such as a specific alignment or minimum ability scores. They continue to gain talents and bonus feats normally. Below are two example careers. Other careers include the Pokemon Professor, Pokemon Specialist, and Pokemon Ace.

Pokemon Blackbelt
Excels at unarmed combat and training Pokemon for battle.
Prerequisites: Strength 14+, Unarmed Strike
Proficiency: Blackbelts are proficient with all martial weapons.
Talents: Blackbelts may add talents from the Strong Hero class to the list of those normally available to him.
Techniques: The Blackbelt gains the Fighting type as his secondary type. Starting at 11th level, he gains techniques and power points as if he were a Fighting Pokemon of his level -10.

Pokemon Trancer
Prerequisites: Cha 14+, Born Psychic or know one Psychic technique
Trained Skills: Choose any 1 of the following: Handle (Wis), History (Int), Insight (Wis), Lore (Int), Perception (Wis), Perform (App), Persuade (Cha).
Proficiency: Trancers are not proficient with any additional equipment.
Talents: Trancers may add talents from the Charismatic Hero class to the list of those normally available to her.
Techniques: The Trancer gains the Psychic type as her secondary type. Starting at 11th level, she gains techniques and power points as if she were a Psychic Pokemon of her level -10.

Champion Tier - Destiny
Upon reaching 21st level, each Human character enters the final stage of their advancement and chooses their Destiny. Nearly all destinies have more challenging requirements, such as defeating a certain number of Gym Leaders or catching certain Pokemon. Characters continue to gain talents and bonus feats normally, but can now choose from additional options. Examples of Destinies include the Pokemon Master and Elite Specialist.

Universal Talents
These talents are available at all tiers of play. Anyone may choose talents from the following trees:

Type Specialization Talent Tree
Favored Subtype I: The trainer chooses a subtype as her specialty. The trainer gains a +2 bonus on all skill checks related to Pokemon of that type.
Favored Subtype II: The Pokémon Trainer can control one extra Pokémon of her favored subtype in addition to the normal number of Pokemon she can control.

Favored Subtype III: The Trainer gains a +2 on Capture checks with her favored subtype and all newly captured Pokemon of her favored type have their mood increased by one step (maximum Helpful).

Ball Mastery Talent Tree
Ball Mastery I: The Trainer adds an extra +1 on all attack rolls with a Poke Ball.
Ball Mastery II: When using a Poke Ball to capture a wild Pokemon, the trainer can choose to deal 1 point of nonlethal damage per level, rather than the normal 1 point of nonlethal damage.
Ball Mastery III: The Trainer's Poke Ball no longer breaks when it fails to capture a wild Pokemon. Instead, it flies back to the trainer's hand and can be reused any number of times, though attempting to use the same Poke Ball on the same Pokemon again inflicts a -1 on the Capture check for each failed attempt.

Pokemon Empathy Talent Tree
Pokemon Empathy: A breeder can improve the attitude of a Pokemon. This ability functions just like a Diplomacy check made to improve the attitude of a person. The breeder rolls 1d20 and adds her breeder lvl + her Charisma modifier to determine the Pokemon empathy check result.
Pokespeak: While some Pokemon are intelligent enough to understand and speak human languages, the majority of monsters are limited to grunts, barks, and other sounds. You are able to interpret and reproduce these on a much more intuitive level, allowing you to effectively speak with any Pokemon. Even though you are able to understand eachother, the Pokemon is still limited by its intelligence in what ideas it can convey and understand.

Fighting Talent Tree
Unarmed Strike: You are treated as if having the Pound basic technique. This attack can be used as a standard action and deals 1d4 damage plus your Strength modifier.
Unarmed Strike II: You learn either the Fury Attack or Doubleslap normal techniques. If you have no power points, you gain 1 pp in addtion to the bonus pp you gain from having a high Wisdom modifier.

First Aid Talent Tree
Heal Pokémon: A Pokemon Breeder may attempt to accelerate the healing of a Pokémon. By spending a full round action, a breeder can attempt a Heal Check (DC 15) to either convert all regular damage suffered by the Pokémon into subdual damage, or to confer the benefits of 1 day of rest to the Pokémon (2 Hit Points per hit die, 1 day worth of repaired Ability damage, the recovery of any limited uses/day abilities, and the healing of all subdual damage). This ability may be used on each Pokémon 3 + the Breeder's Wisdom bonus (if positive) times per day.

Tutoring Tree
Fast Training: The trainer may subtract his Intelligence modifier from the number of days it takes to teach a Pokemon a Hidden Move (minimum -1), such as Surf. This does not increase the DC but always takes at least one day.
Teach Technique: You can teach a Pokemon any technique you know as if it where a TM. The process takes longer, however, requiring 1 week of training and a Handle check with a DC equal to the technique's level +10.

Skills
Skills and skill checks work much like they do in 4e. Characters gain a +5 bonus on trained class skills and add ½ their character level plus their ability mod to the d20 roll (in addition to other modifiers, such as Skill Focus).
Acrobatics (Dex) – used for jumping, balancing, tumbling, and escaping a hold

Athletics (Str) – used for climbing, swimming, and feats of strength
Handle (Cha) – used to train and command Pokemon
Heal (Wis) – covers both medical knowledge and ability to patch wounds or create antidotes
History (Int) – knowledge of historical events and world culture
Insight (Wis) – used to sense motives, solve riddles, and detect deception
Lore (Int) – knowledge of myths, legends, magic, and stories
Nature (Wis) – used to survive in the wild, follow tracks, and know things about the environment
Perception (Wis)– used to spot or hear something, or search for clues or hidden objects
Perform (App) – used for playing instruments, doing tricks, and knowedge about competitions
Persuade (Cha) – used to change bluffing, diplomacy, and intimidation
Pokémon (Int) – general Pokemon knowledge and battle strategy
Stealth (Dex) – used to sneak and generally lurk about
Streetwise (Cha) – used to gather information and now about current events and pop culture
Thievery (Dex) – used to pick pockets, open locks, and disable devices
Technology (Int) – covers both knowledge about devices and the ability to make them

New Skill: Handle

Check: The DC depends on what you are trying to do.
Handle a Pokemon
This task involves commanding an Pokemon to perform a task or trick that it knows. If the Pokemon is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the Pokemon performs the task or trick on its next action.
Teach a Pokemon an HM
You can teach a Pokemon a Hidden Machine with one week of work and a successful Handle check against the indicated DC. A Pokemon can learn a maximum number of HMs equal to its Intelligence score. Possible Hidden Machines (and their associated DCs) include, but are not necessarily limited to, the following.
Climb (DC 20) - teach a Pokemon to carry someone up a cliff face, tree, or other obstruction. The Pokemon must be able to lift a person, and the passenger can be no more than a medium load.
Cut (DC 15) - teach a Pokemon to use its claws, vines, or other sharp appendage to clear foliage and obstructions.
Defog (DC 20) - teach a Pokemon to use its wings, fins, etc to blow away fog, smoke, or gas. The Pokemon must have an appropriate appendage.
Flash (DC 15) - teach a Pokemon to create light. The monster must have some sort of light producing ability, such as a Fire or Electric attack.
Fly (DC 20) - teach a flying Pokemon to be able to bear a rider for travel. The Pokemon must be physically capable of lifting a person in order to learn Fly. Overland flight (long-distance travel) requires that the rider count as a light-load for the Pokemon.
Ride (DC 15) - teach a Pokemon to bear a rider for racing or travel. The Pokemon must be large and strong enough to carry the rider.
Smash (DC 15) - teach a Pokemon to destroy an obstruction, such as a rock or door.
Strength (DC 15) - teach a Pokemon to use its strength to move some heavy obstruction, such as a boulder.
Surf (DC 15) - teach a Pokemon that can swim to carry a rider. The Pokemon only needs to be large and strong enough to drag a person through water while keeping both of them afloat.
Waterfall (DC 25) - teach a swimming Pokemon to bear a rider up a waterfall. The Pokemon must already know Swim in order to learn this trick and must have the necessary speed and strength.
Whirlpool (DC 20) - teach a Water Pokemon to negate or create a whirlpool, allowing safe passage or easy escape.
Rear a Wild Pokemon
To rear a Pokemon means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

Feats

Humans and Pokemon learn a new feat at every odd numbered level, with Humans getting an additional bonus feat. These may be chosen from any feat available in the 3.5 srd, d20 Modern srd, or from the feats listed below. Many feats are subject to PM approval as they may not be appropriate for the campaign setting.

General Feats

Bonus Energy
You have an overabundance of Power Points.
Prerequisites: Wis 10+
Benefit: You are considered to be one level when calculating the number of power points you have.
Special: This feat may be taken multiple times. Its affects stack.

Forbidden Technique
You learn a technique unusual for your type.
Prerequisites: BAB +2
Benefit: You may choose a technique that is normally not allowed to you, such as a Fighting-type with a Psychic type attack. This technique is treated as one level higher when determining its power point cost.
Special: The technique must make sense and may require you to use props, weapons, or other materials to assist you (such as a torch and alcohol to imitate fire breath).

Learn Technique
You learn an extra technique.
Prerequisites: BAB +2
Benefit: You may choose a new technique from the list of those normally available to you.
Special: You may still only use four different moves during an official match.

Legendary Technique [Epic]
Prerequisites: Ability to use 9th level techniques
Benefit: You learn one Epic Technique. If you are not a Legendary Pokemon, it can only be used once per day and costs 19 power points. If you later take make this technique a Signature Move, the cost is reduced and it can be used one additional time per day.
Notes: Legendary Pokemon can use their epic moves any number of times per day so long as they can pay the pp cost.

Mutation
Prerequisites: Pokemon, Expert Tier
Benefit: The next time you evolve or level up (whichever occurs first), you may choose to gain either the Shiny template or Giant template
Notes: Normally these mutations appear randomly in only a small percentage of wild Pokemon

Poke Ball Focus
You are especially skilled with the trainer's primary tool.
Prerequisites: Base Attack Bonus +1
Benefit: You receive a +1 on all attack rolls with a Poke Ball.

Poke Ball Specialization
You are especially skilled with the trainer's primary tool.
Prerequisites: Poke Ball Focus
Benefit: You receive a +1 on all capture checks with a Poke Ball.

Pokefan
Why have only one of each?
Prerequisites: Have captured at least two of the same kind of Pokemon
Benefit: Choose one species of Pokemon, such as Murkrow. You gain a +2 bonus on all Capture and Control checks in relation to that Pokemon and its evolutions. This stacks with any favored type bonuses you may have.
Special: I heard you liek Mudkip.

Pokefreak
You just love those little buggers.
Prerequisites: Have captured at least one Pokemon of the species
Benefit: Choose one species of Pokemon, such as Clefairy. You gain a +2 bonus on all Skill checks made in relation to that Pokemon and its evolutions. This stacks with any favored type bonuses you may have.
Special: Mudkip isn't *that* cool, and everyone is *really* tired of hearing about it.

Pokemaniac
You have the Mudkip pajamas and matching bedsheets.
Prerequisites: Pokefan or Pokefreak
Benefit: You never need to make Control checks in relation to your favorite kind of Pokemon and their evolutions (though you cannot control more than your Charisma modifier at one time), and you receive an additional +2 on Capture checks and skills checks related to those types of Pokemon.

Sage
You are more wise than charismatic
Prerequisites: Wisdom higher than Charisma
Benefit: You can use your Wisdom modifier in place of your Charisma modifier on special attacks and damage.

Super Nerd
You abilities are powered by brilliance
Prerequisites: Intelligence 14+
Benefit: You can use your Intelligence modifier in place of your Wisdom modifier to determine your power points.

Signature Move
You are known for a specific attack
Benefit: Choose one move that you know. You treat that technique as one level lower when determining its power point cost. If this would reduce the move's level to 0, it becomes a Basic attack and can be used at will with no cost.
Special: This feat may be taken multiple times, either stacking on the same move or applying to a different move.

Talent Access
Through practice and study, you can use Human Talents.
Prerequisites: Pokemon
Benefit: You have learned one Talent from the Universal Talents list or from the d20 Modern srd. In order to choose a Talent from a particular class, you must have a minimum ability score of 10 in the related ability (ex. In order to choose a Smart Hero, you must have a minimum of 10 Intelligence).

Technique Access
Through practice and study, you can use Pokemon Techniques.
Prerequisites: Human with Favored type talent and at least one Pokemon of the chosen type
Benefit: You have learned one 1st level Technique of your Favored type, chosen from the Pokemon Technique list. You can use it once per day unless you have a high enough Charisma mod to gain bonus PP, in which case you are treated as having 1 PP plus any bonus points you gain for having a

high modifier.

Special: The technique must make sense and may require you to use props, weapons, or other materials to assist you (such as a torch and alcohol to imitate fire breath).

Heritage Feats

Aura User
You where gifted with an exceptionally rare gift.

Benefit: Your personal Aura is much stronger than normal people, allowing you to immediately recognize other Aura Users and Shadow Pokémon by sight alone. You can communicate telepathically with other Aura-aware humans and Pokemon as long as you maintain eye-contact.

You can also detect the presence and direction (but not the exact location) of Aura-aware beings you have met before as long as they are within 1-mile/their HD of you (the strength of their Aura is determined by their life-force, not yours).

Special: This feat may require DM permission as Aura awareness is even rarer than psionic awareness. A character who does not know about Shadow Pokemon can still see the difference, and also understands that something is wrong with the Pokemon's soul and emotions.

Aura Sight
You have the special sight

Prerquisites: Aura User, Wisdom 12+

Benefit: Not only can you recognize other Aura users, you can now see the aura of normal people and Pokemon as well, allowing you to "see" their emotions. As a result, you receive a +1 bonus on Insight and Persuade checks. By taking a full-round action, you can see through objects. If the object is thicker than 1ft/point of your Wisdom modifier, you cannot see all the way through.

Born Psychic
You were born with extra mental awareness.

Benefit: You gain the Psychic type as your secondary type. You can understand Psychic Pokemon as if they were speaking your language and can speak telepathically with one Psychic Pokemon or Psychic Human as long as you maintain eye contact. This communication is apparent to anyone studying your eyes, as they take on a dim purple glow. If you encounter a Shadow Pokemon it appears physically darker and more menacing, allowing you to immediately recognize the difference.

Special: This feat may require DM permission as psionic awareness is a rare trait. A character who does not know about Shadow Pokemon can still see the difference, but gains no additional information.

Telepathy
Your mental abilities improve

Prerequisites: Aura User or Born Psychic

Benefit: You no longer need to maintain eye contact to speak telepathically with someone. The range of your telepathy is similar to the range of your voice and becomes softer as the distance increases. You can speak simultaneously with a number of targets equal to your Wisdom modifier +1 (minimum 1). Telepathy requires the same amount of effort as speaking aloud.

Telekinesis
You can lift objects and perform minor tricks

Prerequisites: Born Psychic or Pokemon Trancer

Benefit: You can lift objects using only your mind. Lifting an object requires the same amount of effort and the same type of action as lifting it with your body (usually a free or standard action). Your effective Strength score when using Telekinesis is equal to your Charisma modifier (minimum 1).

Metamove Feats

Empower Technique
Benefit: You can empower a move. All variable, numeric effects of an empowered technique are increased by one-half. An empowered technique deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the technique by 2. The technique's total cost cannot exceed your level.

Extend Technique
Benefit: You can double the duration of a technique. A technique with a duration of concentration, instantaneous, or permanent is not affected by this feat. Using this feat increases the power point cost of the technique by 2. The power's total cost cannot exceed your level.

Maximize Technique
Benefit: You can maximize a move. All variable, numeric effects of a technique modified by this feat are maximized. A maximized technique deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

An empowered and maximized technique gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the move by 4. The power's total cost cannot exceed your level.

Item Creation Feats

Craft Poke Ball
You know how to craft basic devices

Prerequisites: Technology as a trained skill

Benefit: You have learned how to craft Poke Balls. The crafting process requires a number of days equal to the ball's Capture bonus (minimum 1) and has a material cost of half the ball's market price. In addition, you must also expend one tenth of the material cost in experience points. Customizing a Poke Ball, usually by adding emblems, can increase the base DC by 1. Adding additional functions to an existing Poke Ball increases the craft DC by x1.5

Special: This does not allow you to create Poke Ball's using Apricorns, nor does it allow you to create Master Balls or illegal Poke Balls. The

crafting process requires a number of days equal to the ball's Capture bonus (minimum 1) and has a material cost

Craft Apricorn Ball
You know the hidden techniques needed to craft magical Poke Balls.
Prerequisites: Craft Poke Ball, Lore as a trained skill
Benefit: You have learned to craft older Poke Balls by hollowing out Apricorns and enchanting them with special rituals. The crafting process requires a number of days equal to the ball's Capture bonus (minimum 1) and has a material cost of 500 Pen, as well as requiring the expenditure of 50 experience points. Apricorn Balls can be customized or enhanced as normal.
Special: A character with the appropriate background and at least 5 ranks in Profession (Ball Smith) can lower the Knowledge prerequisite to 5 ranks.

Craft Snag Ball
You know how to craft less-than legal devices
Prerequisites: Non-good alignment, Technology and Thievery as trained skills
Benefit: You have learned the secret to converting Poke Balls into Snag Balls, allowing you to steal other trainer's Pokemon. Doing so requires a number of hours equal to the ball's Capture bonus (minimum 1) and costs 1/4 the ball's market price in materials. You may then use the ball to make capture attempts as normal, treating the other trainer's Pokemon as a wild Pokemon.
Special: Obviously, stealing Pokemon is illegal. Don't get caught.

Craft Master Ball [Epic]
You have mastered the art of crafting poke balls.
Prerequisites: Craft (electronics) 20, Knowledge (technology) 20
Benefit: You know the secret of crafting the amazing Master Ball, making capturing any Pokemon a piece of cake. Crafting the ball requires a craft DC 35 and takes at least 10 days (these need not be consecutive) and the expenditure of 10,000 P and 1,000 exp. Additional abilities can be incorporated, although this can make the ball nearly impossible to craft.

Craft Clone Ball [Epic]
You have discovered the secret to creating the psionic clone ball.
Prerequisites: Craft Poke Ball, Knowledge (psionics) 20
Benefit: You can create the strange Clone Ball which can capture any Pokemon, even those already inside of another Poke Ball. Such Pokemon must make a Will save (DC 20) or become loyal to the new owner. Crafting the ball requires a craft DC 35 and takes at least 10 days (these need not be consecutive) and the expenditure of 10,000 P and 1,000 exp. Additional abilities can be incorporated, although this can make the ball nearly impossible to craft. A Clone Ball can be controlled telepathically by an owner with psionic ability.
Special: Because of its association with Mewtwo and its ability to steal Pokemon, even carrying a Clone Ball is frowned upon.

Equipment

Trainers make use of a wide variety of high-tech gadgets and more mundane exploration equipment. Pokemon trainers rarely use weapons or armor, and while such things exist, they are not common or easily obtained. The Pokemon world is relatively peaceful, with Pokemon themselves being used to defend people instead of guns and flak-vests.

Pokedex

Originally invented by Professor Oak, the Pokedex is an absolutely amazing tool given to beginning trainers that provides information about all known Pokemon and records data about Pokemon the trainer has caught. A Pokedex contains material on nearly any topic a trainer could possibly want to know about Pokemon, including their height, weight, appearance, behavior (including eating and mating habits), footprint (if any), native region, strengths and weaknesses, techniques, and even some myths and rumors surrounding particular monsters.
A Pokedex is voice activated, but also has both a touch screen with stylus and a D-pad. The Pokedex can speak aloud using a simple AI, either with a male voice (Dexter) or a female voice (Dextette) at the trainer's option, or may simply display the information on its screen, or both.
A Pokedex simply needs to be pointed at a wild Pokemon in order to gain basic information about it, such as its physical properties, type, and behavior. Information on a Pokedex can be sorted by almost any category, placing Pokemon in order by name, number, weight, prefered climate, etc. The Pokedex may also be pointed at a trainer's Poke Ball to determine what kind of Pokemon it contains as well as the Pokemon's moveset.
Just having access to a Pokedex allows anyone to make any Knowledge check untrained, so long as it concerns Pokemon. Characters with any ranks in a particular Knowledge skill gain an additional +2 equipment bonus on the check when accessing Pokemon related knowledge.
Capturing a Pokemon unlocks even more specific data, increasing this bonus by +1 in relation to that species of Pokemon.

Poke Balls

The term 'Poke Ball' is a catch all term (pun intended) for a variety of different items that all have the same basic function: to capture, store, and transport Pokemon. A Poke Ball, with few exceptions, can only be used on a wild Pokemon, requiring a ranged touched attack to hit and dealing 1 point of nonlethal damage. A Pokeball has a range increment of 15 feet. Once hit, the character must then make a Capture Check (d20+class lvl+Int mod) opposed by the Pokemon's HD + 10 to capture the monster. Once captured, the Pokemon stays stored within the Pokeball until released and can be recalled at any time (using a Move action) without requiring a new check, unless the Pokemon is uncontrolled.
Attempting to use a Poke Ball on a human will only give them a slight shock (1d4 nonlethal electric damage), although a Poke Ball can be used to store small objects, such as potions, technical machines, or even food.
The standard Poke Ball can be (and often is) customized in various ways, such as having the trainer's initials or the Pokemon's nickname engraved on the side, or having a different shell casing or symbol.
Better quality Poke Balls provide a bonus on Capture checks, ranged attack rolls, or provide some other special bonus.
Additional equipment can be found on the website http://pokemondtwenty.wikidot.com/start under the "Gear" option.

CH2. - Combat
The following are many of the rules needed to run a combat encounter, such as a Pokemon Battle.

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modif iers may also apply to this roll.) If your
result equals or beats the target's Armor Class, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Attack Bonus

Your attack bonus with a melee weapon is:

Half your level + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:

Half your level + Dexterity modifier + size modifier + range penalty

If you are proficent with a weapon (including natural weapons) you gain +2 proficency bonus on the roll.

Your attack bonus with a special attack is:

Half your level + Charisma modifier

In some instances, a different ability modifier may apply to the roll

Damage

When your attack succeeds, you deal damage. The type of weapon or techique used determines the amount of damage
you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points. When an attack hits, it deals damage dependant on the target's type, as shown here:

Ineffective: The attack hits but deals no damage.

Not Very Effective: The attack deals only half damage.

Effective: The attack hits and deals damage normally.

Super Effective: The attack is treated as a critical hit, dealing twice as much damage as normal

Double Effective:

If an attack is Super Effective and a Critical Hit, it deals double the maximum damage. If the damage was already maximized (such as from the Maximize Technique feat), the damage is instead multiplied by three.

Additional Rules

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus. You don't get this higher Strength bonus, however, when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Armor Class

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you.

Your AC is equal to the following:

10 + half your level + armor bonus + Dexterity modifier + size modifier

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC. Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. (If you don't have a Dexterity bonus, nothing happens.)

Other Modifiers: Many other factors modify your AC.

Enhancement Bonuses: Enhancement effects make your armor better.

Deflection Bonus: Magical deflection effects ward off attacks and improve your AC.

Natural Armor: Natural armor improves your AC.

Dodge Bonuses: Some other AC bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Touch Attacks: Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and def lection bonus (if any) apply normally.

Hit Points

When your hit point total reaches 0 or fewer, you black out and begin dying. When your negative hit point total becomes equal your Constitution score + 10, you're dead. See Injury and Dying for more information.

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or use a technique. Your speed depends mostly on your race and the load you are carrying.

Small creatures (such as Pokemon or children) have a speed of 20 feet (4 squares), while adult Humans and Medium Pokemon have a speed of 30 feet (6 squares). Some exceptions do exist in the case of especially slow or fast Pokemon.

If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed.

Saving Throws

Generally, when you are subject to an unusual or magical attack, you foe makes an attack roll against your defenses: Fortitude, Reflex, and Will.
Your saving throws are equal to **10 + half your level + an ability score**.
This is a static defense, just like your armor class.
Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:
Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution or Strength modifier to your Fortitude saving throws.
Reflex: These saves test your ability to dodge area attacks. Apply your Dexterity or Intelligence modifier to your Reflex saving throws.
Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom or Charisma modifier to your Will saving throws.

Initiative

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her
Dexterity modifier + half their level to the roll.
Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action
that results in his or her initiative changing; see Special Initiative Actions).
If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still
a tie, the tied characters should roll again to determine which one of them goes before the other.
Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are f lat-footed. You can't use your Dexterity bonus to AC (if any) while f lat-footed.
Barbarians and rogues have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to AC due to being f lat-footed. A flat-footed character can't make attacks of opportunity.
Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised. Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.
Determining awareness may call for Perception checks or other checks.
The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise
round occurs.
Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flatfooted because they have not acted yet, so they lose any Dexterity bonus to AC

CH3. - Techniques

Power Points

Pokemon gain a number of power points equal to their level x (positive Wisdom modifier + 3). At 11th level and again at 21st level, this multiplier increases by 1, so that a 21st level Pokemon with 20 Wisdom would have pp equal to 21 x (5 + 5).

Basic Techniques

A Pokemon's "natural weapons" are its basic techniques. All Pokemon have at least one basic attack that it can use as often as it likes without expending any power points. All basic techniques are Normal type moves. Any damage dealt is based on the Pokemon's size.
Physical
Pound – Strength vs AC, deal 1d4+Str mod (for Small size) normal damage with a punch, kick, or blunt force.
Scratch – Strength vs AC, deal 1d4+Str mod (for Small size) normal damage with claws, spines, or a beak.
Tackle – Strength vs AC, deal 1d4+Str mod (for Small size) normal damage with a full body tackle
Wrap – Strength vs AC, deal 1d4+Str mod (for Small size) normal damage with a tail or coil
Support
Harden – (Preq: a cocoon, shell, or rigid form) gain DR 1/-, but lose 5ft speed until end of encounter.
Splash – Appearance vs Will, you suck and nothing happens
Growl – Charisma vs Will, lower target's damage by 1 for duration of the encounter.
Leer – Charisma vs Will, lower target's AC by 1 for duration of the encounter.

Advanced Techniques

A Pokémon's superior attacks and powers range from 1st to 9th level and are divided into three separate forms: Physical, Special, and Support.
Physical: Physical attacks are almost always melee or ranged attacks made against a target's Armor Class or Fortitude and Reflex Defenses. Physical attacks always use Strength for melee techniques and Dexterity for ranged techniques.
Special: Special attacks are often ranged or supernatural attacks that use Charisma or Wisdom to overcome the target's Defenses.
Support: Nearly all support moves are non-attacks that buff the user, change the weather, cause a status problem, or perform some utility function.

Epic Techniques

Most Pokemon do not naturally learn epic techniques, although Legendary Pokemon commonly have one or two. Epic techniques require the user to spend 19 power points, and even then a non-Legendary Pokemon can only use the move once per day. All epic techniques have the Cosmic type.

#1 Bulbasaur フシギダネ Fushigidane
TN Small Grass Pokemon
Initiative: -1, **Senses:** Low-Light Vision

AC: 15 (+1 size, -1 Dex, +5 natural armor)
HP: 15 (1HD)
Fort: 12 Ref: 9 Will: 13
Ability: Overgrow

Speed: 30 ft
Attack Bonus: +2 melee, +1 ranged
Techniques Known: 2, **Power Points:** 4
Basic – Tackle: Str vs AC, 1d4+0 normal damage
1st – Absorb: Cha vs Fort, 1d4+1 grass damage, recover hp equal to damage dealt
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Advancement: 5-12 (Small)
Evolution: Ivysaur 8+
Skills: Athletics +5, Perception +6
Stats: Str 10 (+0), Con 10 (+0), Dex 9 (-1), Int 6 (-2), Wis 13 (+1), Cha 13 (+1), App 12 (+1)

#4 Charmander ヒトカゲ Hitokage
TN Small Fire Pokemon
Initiative: +1, **Senses:** Low-Light Vision

AC: 16 (+1 size, +1 Dex, +4 natural armor)
HP: 15 (1HD)
Fort: 10 **Ref:** 13 **Will:** 12
Ability: Blaze

Speed: 30 ft
Attack Bonus: +2 melee, +3 ranged
Techniques Known: 2, **Power Points:** 3
Basic – Scratch: Str vs AC, 1d4 +0 normal damage
1st – Ember: Dex vs AC, 1d6+1 fire damage; has 10% chance to Burn
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Advancement: 5-12 (Small)
Evolution: Charmeleon 9+
Skills: Acrobatics +6, Perception +5
Stats: Str 10 (+0), Con 10 (+0), Dex 13 (+1), Int 6 (-2), Wis 10 (+0), Cha 12 (+1), App 11 (+0)

#7 Squirtle ゼニガメ Zenigame
TN Small Water Pokemon
Initiative: -1, **Senses:** Low-Light Vision

AC: 16 (+1 size, -1 Dex, +6 natural armor)
HP: 15 (1HD)
Fort: 12 **Ref:** 8 **Will:** 13
Ability: Torrent

Speed: 30 ft, Swim 20 ft.
Attack Bonus: +0 melee, -2 ranged
Techniques Known: 2, **Power Points:** 4
Basic – Tackle: Str vs AC, 1d4 +0 normal damage
1st – Bubble: Dex vs AC, 1d6+0 water damage

Advancement: 2-12 (Small)
Evolution: Warturtle 9+
Skills: Athletics +5, Perception +6
Stats: Str 10 (+0), Con 10 (+0), Dex 8 (-1), Int 6 (-2), Wis 13 (+1), Cha 10 (+0), App 12 (+1)