



This is a FAE Hack so besides the information and changes listed below all other FAE rules apply.

Professions and Moves

In this game the standard FAE six approaches have been replaced by Professions and Moves.

The six Professions and three Moves give a broad indication of the Trainers and Pokemon's skills and capabilities. Professions are solely used to detail how Trainers do something while Moves are used to detail how your Pokemon does something.

- **Professions:** One Fair (+2), two Average (+1), two Mediocre (+0), and one Poor (-1) to distribute among the six Ace Duelist, Breeder, Martial Artist, Mystic, Researcher, and Survivalist.
- **Moves:** You get five +1s to distribute among the three Moves. You can assign your five +1s however you like but cannot have a Move higher than Good (+3). The three Moves are Attack, Defend, and Speed.

The Professions dictate how the Trainers do something, they describe what happens when they succeed and they flavor what happens when they fail. Professions will only be used by Trainers.

Moves in Pokemon are also known as attacks, techniques, or special powers; it is the the way that Pokemon primarily battle and survive. Moves reflect what Pokemon can do and their talents.

Professions

Ace Duelist: These Trainers are such dedicated battlers that they have studied how to maximize battle experience. They can maximize their Pokemon's attacks and find weaknesses in a foe's Pokemon normally immune or resistant to their Pokemon's attacks. They teach their

Pokemon as much as they learn from each of their Pokemon's battles. Each battle is filled with passion and each Pokemon trained by an Ace Duelist can realize their full battle potential and be the very best. The thrill of battle and seeing their Pokemon progress is what pushes an Ace Duelist forward.

Breeder: Breeders emphasize the importance of raising a Pokemon from birth, not as a friend, but as their own children. Breeders hatch eggs very quickly and can actually coerce their Pokemon to produce multiple eggs. A Breeder can treat wounded and afflicted Pokemon and know how each Pokemon should be approached. Some Breeders intuitively know what kind of motivation a Pokemon needs to evolve. A Breeder's natural and one true calling is to treat every Pokemon as if it was part of their family.

Martial Artist: Some Trainers physically exceed some Pokemon in hand-to-hand combat. Their mastery of the martial arts is unparalleled by the untrained, random attempts of assault performed by any other Trainer. They can take out other Trainers with little effort, and their Pokemon benefit from their exploits as well. Martial Artists endeavor to push the limits of their bodies, and help their allies and Pokemon do the same.

Mystic: These Trainers are born with supernatural sensitivities or powers. Some people may call Mystics things like psychics or shamans and honestly the terms are interchangeable. Strong Mystics can telekinetically move objects, telepathically enter the minds of others, or manifest some of their Pokemon's abilities. The Mystic connects with Pokemon and nature at a level that most don't understand. Weak Mystics can emphatically figure out exactly what their Pokemon need, understand Pokemon speech, or are able to read people really well. Some people don't even realize that they have this effect and live their entire lives affecting the world around them subconsciously.

Researcher: While most Trainers aim to be the best, Researchers aim to know the most. While they lack the physical advantage other Trainers might, they have studied for many years prior to the beginning of their journey and have retained a vast amount of knowledge relating to most Pokemon all over the world. They know many things relating to a Pokemon's natural moveset, their habitat, and even the location of several Pokemon – just by name. A powerful Trainer can help a Pokemon find the power that's inside; a Researcher knows the power that's inside before he or she even captured a Pokemon.

Survivalist: Survivalists are at their strongest when placed in situations that demand ingenuity and improvisation. They thrive in the wild where their skills allow them to survive off the land and provide themselves with tools made of the most basic materials. A survivalist can provide shelter, food, and protection for himself and his friends in all but the harshest of conditions. They may not know exactly where the next town is, but they will be sure to survive until they can find it.

Moves

Attack: Pokemon with high Attack are powerful and strong creatures. Some may have natural physical aptitudes, such as raw strength and endurance, but others may just have powerful innate abilities like being able to breath fire or expelling a powerful beam. Most of these Pokemon aren't subtle and rely on pure brute strength. Not all of these Pokemon are muscled creatures some just have strong natural abilities.

Defend: Pokemon with high Defend are creatures that are impossible to hit or have impenetrable shells. Most of these Pokemon aren't quick and rely on their stamina to wear down an opponent. Not all of these Pokemon are shelled creatures some just have the ability to let attacks phase through their bodies as if they weren't even there to begin with.

Speed: Pokemon with high Speed act swiftly and with great agility. They are fast moving and quick thinking. They use quick reflexes to respond in a hurry, move before the enemy is able to, and dash through before it's too late.

Taking Actions with Professions and Moves

When taking actions, you get to add one (1) Profession and/or one (1) Move, if either one applies to the situation. The Profession will reflect the Trainer's ability and the Move will reflect the Pokemon's talent. When a Trainer acts you use the Trainer's Professions. When a Pokemon acts you use the Pokemon's moves. When a Trainer guides a Pokemon you use a combination of the Trainer's Professions and the Pokemon's moves. Thus a Trainer with Ace Duelist +2 and a Pokemon with Attack +2 would gain +4 when an Ace Duelist tells a Pokemon to Attack. Moves can be applied to all four actions (Create Advantage, Overcome, Attack, Defend).

Trainer acting alone:

A Trainer is traversing Mt. Silver when she comes across a hazardous river crossing. She decides that she will use some rope to help her in her crossing. The player rolls to overcome an obstacle using the Survivalist profession and she makes it to the other side.

Trainer guiding a Pokemon:

A Trainer comes across a wild Zubat and calls on her own Houndour to clear the way. The Trainer tells Houndour to eliminate the enemy quickly with his fangs. The player rolls to attack using the Ace Duelist profession and the Speed move to eliminate Zubat.

Pokemon acting alone:

Houndour is stuck underground due to a landslide and is starting to freeze. He decides to create a fire to keep himself warm. The player rolls to create an advantage using the Attack move.

Character Creation

Trainers

Trainers have a total of three Aspects- their High Concept, Trouble, and one free Aspect. Your High Concept must contain at least a vague reference to what type of Trainer you are ... Youngster, Fire Trainer, Shaman, etc.

You then pick your Professions: One Fair (+2), two Average (+1), two Mediocre (+0), and one Poor (-1) from the six Ace Duelist, Breeder, Martial Artist, Mystic, Researcher, and Survivalist.

You then get one stress track with six stress boxes and the Hurt (2), In Peril (4), and Doomed (6) consequences.

The stress track is used for physical stress and mental stress. The stress track follows the Dresden Files Accelerated method where there are six boxes and each stress box soaks up one stress each.

The three consequences are shared for both physical and mental damage.

Hurt absorbs 2 stress and grants a free invoke to the one who inflicted it. Hurt recovers instantly after the conflict finishes.

In Peril absorbs 4 stress and grants a free invoke to the one who inflicted it. In Peril recovers instantly after you take a concrete action to fix it, usually someone makes a roll at (default) Great [+4] difficulty. For example, if you go to the doctor and get help for your [Broken Arm] and roll successfully, the consequence is just cleared then and there.

Doomed works similarly, but it absorbs 6 stress and the box clears a full session after you've been narratively treated and a recovery roll has been successful.

Finally, you get 3 free stunts and 3 starting refresh.

Pokemon

All the information below refers to your starter Pokemon. All the stats for wild or other Pokemon should be provided by the GM and may look drastically different.

Pokemon start with two Aspects- an Animal Type Aspect (Electric Mouse) and a free Aspect (As fast as a bolt of lightning).

You then get to distribute five +1s among the three Moves: Attack, Defend, and Speed. You can assign your five +1s however you like but cannot have a Move higher than Good (+3).

You then get one stress track with six stress boxes and the Hurt (2) consequence.

Pokemon cannot have more than four stunts.

Starter Pokemon share your Trainer's refresh and don't get any stunts for free. Any stats for Pokemon caught in the wild or otherwise acquired should be provided by the GM with at least one stunt for the new Pokemon.

Capturing Pokemon

Catching a Pokemon is a use of the Overcome action. The GM should set the target number based on the Pokemon's damage, status, rarity, and anything else that might matter. A Trainer can invoke aspects, such as poisoned, asleep, or charmed, to increase their chances. If you fail your roll by 2 or more, the Pokemon gains a boost if it chooses to flee. If you fail to catch a Pokemon with no stress boxes left it regains 2 boxes and acts immediately with its +2 boost to flee.

Scale (Type Effectiveness)

Some Pokemon are weak against certain elements or types of attacks. Any good Trainer knows how to take advantage of this weakness and not let their own Pokemon suffer from it. This game includes two potential levels of scale: Not Very Effective and Super Effective. These can be determined by looking at the type effectiveness chart.

When a Pokemon's attack would be Super Effective the attacker gets one of the benefits of scale. When a Pokemon's attack would be Not Very Effective the defender gets one of the benefits of scale.

When applying scale the attacker, for Super Effective, gets one of the following benefits on any rolled action:

- +1 to their Attack action before the roll;
- +2 shifts of damage to the result after the roll, if the roll succeeds;
- 1 additional free invoke to the results of a successful create advantage action.

Charmeleon, who is a fire type Pokemon, is facing a powerful foe, Venasaur, who is a grass type Pokemon. Charmeleon Attacks with his fire which is Super Effective against Venasaur. Charmeleon is therefore granted either a +1 to his Attack action, +2 to the shift result (stress damage), or an additional extra free invoke if he was trying to Create an Advantage.

When applying scale the defender, for Not Very Effective, gets one of the following benefits on any rolled action:

- +1 to their Defend action before the roll;
- 2 shifts of damage to the result after the roll, if the roll succeeds;
- 1 free invoke is taken away on a successful create advantage action.

Charmeleon, who is a fire type Pokemon, is facing a powerful foe, Jynx, who is an ice type Pokemon. Jynx Attacks with her ice which is Not Very Effective against Charmeleon. Charmeleon is therefore granted either a +1 to his Defend action, -2 to the shift result (stress damage), or takes away a free invoke if Jynx was trying to Create an Advantage.

Ineffective: If the type of move is completely ineffective against one of the opponent's types, then the move does no damage or does not create an advantage.

Advancement (XP)

Trainer advancement is treated the same way as FAE, however Pokemon advancement is treated differently.

Pokemon acquire an additional track called XP. The length of the track depends on the Pokemon's next evolutionary stage. Baby Pokemon have an XP track that is 3 boxes long, Basic Pokemon and Stage 1 Pokemon have an XP track that is 6 boxes long. The GM might change the length of the track based on specific Pokemon.

To mark a box on your Pokemon's XP track the following conditions must be met:

- The Trainer and Pokemon must both be involved in a dire conflict.
- The Pokemon must have taken a consequence during that conflict.

Once all the boxes are filled, your Pokemon advances to the next evolutionary stage and the entire XP track is cleared. However, two boxes on a Pokemon's XP track can be cleared for any of the following benefits:

- Add a new stunt to your Pokemon (max of 4 stunts).
- Redefine/replace one of your Pokemon's stunt.
- Increase one of your Pokemon's Moves by 1.
- Add the In Peril (4) consequence.
- Add the Doomed (6) consequence, if In Peril already acquired.
- Redefine or create a new aspect (max of 3 aspects).

Character Sheets

ID

Name

ASPECTS

High Concept

Trouble

STUNTS

Powered by



Refresh

Current FP

PROFESSIONS

ACE DUELIST

MYSTIC

BREEDER

RESEARCHER

MARTIAL ARTIST

SURVIVALIST

XP (POKEMON ADVANCEMENT)

Pokemon advances to the next evolutionary stage once all boxes are filled, then the entire XP track is cleared.

To mark a box on your Pokemon's XP track the following conditions must be met:

- The Trainer and Pokemon must both be involved in a dice conflict.
- The Pokemon must have taken a consequence during that conflict.

Clear two boxes on a Pokemon's XP track for one benefit:

- Add a new stunt to your Pokemon (max of 4 stunts).
- Redefine/replace one of your Pokemon's stunt.
- Increase one of your Pokemon's Moves by 1.
- Add the In Peril (4) consequence.
- Add the Doomed (6) consequence, if In Peril already acquired.
- Redefine your free aspect (max of 2 aspects).

STRESS**CONSEQUENCES**

1

1

1

Hurt (2)

1

1

1

In Peril (4)

Doomed (6)

SCALE (TYPE EFFECTIVENESS)

Super Effective (attacker):

+1 to their Attack action before the roll;

+2 shifts of damage after the roll;

+1 free invoke to create advantage action.

Not Very Effective (defender):

+1 to their Defend action before the roll;

-2 shifts of damage after the roll;

-1 free invoke to create advantage action.

POKEMON

Name

ASPECTS

Animal Type

Free

STRESS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Type

Current Evolutionary Stage

XP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CONSEQUENCES

Hurt (2) Doomed (6)

In Peril (4)

STUNTS

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Pic

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MOVES

ATTACK

DEFEND

SPEED

SCALE (TYPE EFFECTIVENESS)

Super Effective against types:

-
-
-
-
-

Types that are Not Very Effective:

-
-
-
-
-

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