

Pokemon Fate

Trainers obtain a license before they can purchase Poké Balls or otherwise capture and battle with Pokémon. Upon their tenth birthday, youths can register for a Pokemon license. At this time, many pokemon professors allow individuals to register for a pokedex and pick up a starter Pokémon, or they can be acquired from many local Pokémon Centers free of charge. Starter Pokémon are usually raised specifically to be easy to train. Starter Pokémon available vary from region to region. Other rookie Trainers may receive their first Pokémon from a friend or relative instead. Others may befriend a Pokémon in the wild. These mean that Trainers can, in fact, start with any Pokémon.

Aspects:

1. High Concept
2. Trouble
3. Drive
4. Other
5. Other

If you are a Pokemon Trainer, then one of your aspects should reflect that and the type of trainer you are.

Pokemon Aspects: Each Pokemon that you carry with you is listed as an Aspect on your sheet. Each of these get their own Pokemon sheet as well.

Adding a Pokemon to your Active team costs 1 Refresh. You may swap one of your starting stunts for a Pokemon if you choose, giving you a maximum starting lineup of 3 pokemon.

Skills are the Same, though the following changes are made: Athletics is now used to make an Attack action with a Pokeball. This does not deal stress. Instead, if the Pokemon can not account for the number of shifts from this attack, then the Pokemon is captured.

Creating Pokemon

Aspects:

1. High Concept

2. Relationship with Trainer
3. Aspect

Types:

1. As Appropriate
2. As Appropriate

Use the Following to Purchase Skills instead of the typical values:

+4, +3, +2, +2, +1, +1, +1

Remember, some skills are less relevant to some Pokemon than they are to Humans (I'm looking at you, Drive).

Pokemon start with three Stunts. Pokemon have Zero refresh.

Pokemon Advancement:

Whenever you gain a milestone, one of your pokèmon gains a milestone one level higher. So on a minor milestone one of your pokemon gains a skill point, on a significant milestone one of your pokemon gains a stunt, and on a major milestone, one gains a stunt and a skill point. Pokemon may also evolve, especially at a major milestone... or right before a major milestone for added dramatic effect! In addition to acting as an advancement option, a pokemon's evolution should carry narrative weight. When Evolving, a Pokemon changes their High Concept.

Pokemon may experience milestones more often as determined by the GM, such as a reward for a well-fought victory. Milestone rewards should be given to Pokemon who played a role in the session and not those left in their Pokeballs during the action.

Pokemon Status Changes

Effects may add a Status Aspect, While these function as aspects normally, they also add +1 to the appropriate status skill. During each character's turn, the Status (controlled by the GM) may make ONE action against the character using that a status' skill. If the situation calls for it, a situation skill may also provide passive resistance against that character's actions. Status may only use skills when there is at least a skill rank of (+1).

Those status skills include:

Burn -

Frozen -

Paralyzed -

Poison -

Sleep -

A character may attempt to Overcome a status with an overcome action, often with physique. On a success the status skill is reduced by 1, and by an additional 1 on a succeed with style result. When the status reaches Zero then the status aspect is removed.

Options: This is not the only way to deal with Status changes. Alternatively, all of the statuses may be represented as aspects as laid out in Fate Core. This is the simplest alternative, but does it does lose the robustness of the status system that fans of the Pokemon games have come to love. A blended approach may also be taken where PC Pokemon and major NPCs use the system above, but minor characters simply take aspects from status changes.

A third option increases the robustness, and complication of the system: all status changes, not only those that last beyond being out of the Pokeball. This could include confused, infatuated, and changes to attack, defense, etc.

Choose which ever option that works best for you and your group's play style.

Action Economy:

Pokemon trainers can carry numerous Pokemon with them - 6 according to league standards. And strictly speaking, there is no reason why a trainer can't unleash all of their Pokemon at once when not in an official battle. There are a few ways to deal with this:

1) Every character gets to take a full turn, pokemon and trainer alike. If there are many characters involved, expect things to get bogged down some. This is especially appropriate for times when there are fewer characters involved or when a high level of tactical decisions is wanted.

2) Every play gets a turn. They move on the trainer's initiative, and that group of characters gets one action. Characters who are not the primary doers of that action may add a passive boost to that character.

3) Limit the amount of Pokemon a player can have out at once. The video games do it. Perhaps local laws or league guidelines dictate it. Maybe a trainer's registered Pokeballs are designed to only allow one Pokemon out at a time! This would certainly give players a reason to team-up to take on a gym leader who fights two or three Pokemon at a time...

Trainer Stunts:

Living Pokèdex: You have +2 to lore whenever recalling information about pokèmon.

Major League Pitcher: Your throwing arm is so strong and trained that you can throw a pokèball two zones without penalty, and can ignore up to +2 in passive opposition from cover.

Pokemon Stunts Ideas:

Trace: You may create advantage using empathy to replace one of your own aspects with one of your targets'. You gain two free invocations instead of one when you do this.



#001 Bulbasaur

Grass / Poison

Bulbasaur is a small, quadruped Pokémon with green or bluish green skin and dark patches. Its thick legs each end with three sharp claws. Its eyes have red irises, while the sclera and pupils are white. Bulbasaur has a pair of small, pointed teeth visible when its mouth is open. It has a bulb on its back, grown from a seed planted there at birth. The bulb provides it with energy through photosynthesis as well as from the nutrient-rich seeds contained within.

Starter Pokémon are raised by Breeders to be distributed to new Trainers. Having been domesticated from birth, Bulbasaur is regarded as both a rare and well-behaved Pokémon. It is known to be extremely loyal even after long-term abandonment. Bulbasaur has also shown itself to be an excellent caretaker. It is found in grasslands and forests throughout the Kanto region. However, due to Bulbasaur's status as starter Pokémon, it is hard to come by in the wild and generally found under the ownership of a Trainer. Many Bulbasaur gather every year in a hidden garden in Kanto to become Ivysaur in a ceremony led by a Venusaur.

Possible Stunts:

Constricting Coils: Your body is adapted to crushing prey. When you use physique to create advantage like *Wrapped Tight*, you may invoke that aspect to do one stress without rolling.

Cut: Gain +2 to overcome when attempting to cut through solid barriers.

Giga Drain: When you succeed with style on an attack, you can recover 1 stress for every three shifts above success instead of taking a boost.

Grappling Vines: +2 to Physique rolls made to create advantages on an enemy by grappling with them

Leech Seed: when you invoke the situational aspect on another Pokémon "Seeded", recover one stress.

Photosynthesis: Once per session, when you rest and bathe in the sun you can down-grade one consequence to a lower level, provided you have an open slot to do so.

Poison Powder: Bulbasaur may use shoot to create the advantage *Poisoned*.

Razor Leaf: Gain a natural attack using Shoot.

Sleep Powder: Bulbasaur may use shoot create an advantage like *Asleep*.

Vines: Bulbasaur's vines allow him to reach anywhere within his zone. Once per scene he can physically reach into a neighboring zone.

Solarbeam: If you have a situational aspect such as *Charged with Sunlight*, you may make a shoot attack

at +2.



#004 Charmander

Fire

Charmander is an orange, bipedal, reptilian creature. Charmander has two small fangs visible on its upper and lower jaws and blue eyes. It has a cream-colored underside and an expansive cream marking on the soles of its feet. Its arms and legs are short, and it has four fingers and three clawed toes. A flame burns on the tip of its tail, which is there even at birth. This flame can be used as an indication of Charmander's health and mood. The flame burns brightly when it is strong and weakly when it is weak. When Charmander is happy, the flame will waver; it will

blaze if Charmander is enraged. It is said that Charmander dies if its flame goes out.

Charmander can be found in hot, mountainous areas. However, it is found far more often in the ownership of Trainers. Charmander exhibits pack behavior, and will call others of its species if it finds food.

Possible Stunts:

Burn: +2 to create advantages such as *On Fire!*

Dragon Rage: Once per session Charmander may force an opponent to defend with a static +0 instead of their normal defense modifier.

Ember: Once per physical conflict, when you succeed on an attack with your tail, you may place the aspect *On Fire!* on your opponent with one free invocation.

Flamethrower: Charmander may make a shoot attack by expelling a stream of fire.

Slash: Charmander gains +2 to fight when he attacks with his claws.

Smokescreen: +2 to create advantages such as *Smokescreen!*



#007 Squirtle

Water

Squirtle is a small Pokémon that resembles a light blue turtle. While it typically walks on its two short legs, it has been known to run on all fours. It has large brown eyes and a slightly hooked upper lip. Each of its hands and feet has three pointed digits. The end of its long tail curls inward. Its body is encased by a tough shell that forms and hardens after birth. This shell is brown on the top, pale yellow on the bottom, and has a thick white ridge between the two halves.

Squirtle's shell is a useful tool. It can withdraw into the shell for protection, and its grooved, rounded shape helps to reduce water resistance when this Pokémon swims. Squirtle can spray foamy water from its mouth with great accuracy. Squirtle is scarce in the wild, although it can be found around small ponds and lakes.

Possible Stunts:

Aquatic: Squirtle can move freely in and under water, and cannot drown under normal circumstances

Hard Shell: You may use physique to defend against physical attacks if withdrawing into a shell would affect them.

Hydro Pump: Squirtle gains +2 when attacking with shoot when squirting water.

Skull-bash: Squirtle may crash his body against a pokemon. Take one stress and add +2 to your attack. If you succeed with style you may gain a boost without reducing your stress by one.

Surf: Squirtle can maneuver in water just as well as normal when its trainer is riding on its back.

Water Gun: You may make a shoot attack by firing a jet of water from your body. On any success, you may move your target up to one zone away from you.

Withdraw: Squirtle gains an additional +2 when doing a full defense.



#010 Caterpie

Bug

Caterpie is a green caterpillar with yellow ring-shaped markings down the sides of its body. It also has large yellow eyes with black pupils. Its most notable characteristic is the bright red antenna (osmeterium) on its head, which releases a stench to repel predators. These and the large eye-shaped markings help to startle predators. Its feet are tipped with suction cups, permitting this Pokémon to scale most surfaces with minimal effort.

Caterpie will shed its skin many times before finally cocooning itself in thick silk. It can also spit this silk in order to entangle foes. It has a voracious appetite that causes it to eat leaves larger than itself. It primarily feeds on vegetation, such as tree leaves. Caterpie lives in forests.

Possible Stunts:

Bug Bite:

Compound Eyes: Caterpie gets +2 to defend with Notice.

Run Away: Caterpie gains +2 to Athletics or Stealth when attempting to flee a conflict.

Sticky Feet: Caterpie gains +2 to Athletics rolls to stay attached to a wall or ceiling it is attached to.

String Shot: Caterpie can use Shoot to create advantages such as "Trapped in Web." Any movement within or between Zones requires a successful Athletics roll to overcome this obstacle.

#011 Metapod

Bug

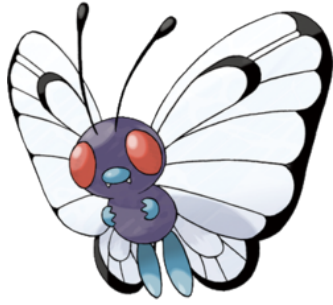
Metapod resembles a chrysalis. Its soft body is protected by a hard outer shell while it undergoes metamorphosis. While this shell is said to be as hard as steel, a sudden, powerful impact could cause its tender body to pop out, leaving it completely exposed. Metapod generally remains motionless, preparing its soft innards for evolution inside its hard shell. If an enemy discovers Metapod, it is unable to do anything other than harden its outer shell. Metapod lives in forests.



Possible Stunts:

Harden: Metapod gains an additional +2 when doing a full defense.

Shed Skin: Metapod gains +2 to overcome when shedding his skin may help.



#012 Butterfree

Bug / Flying

Butterfree resembles a vaguely anthropomorphic butterfly with a purple body. Unlike true insects, it only has two body segments and four light blue legs. Butterfree has two black antennae, a light blue snout with two fangs underneath, and large, red compound eyes. Its two pairs of veined wings are white with black accents. The oval scales of a female Butterfree's lower wings are black, but white in males.

Butterfree's wings are covered with poisonous powders that fall off continuously as it flies. This powder repels water, enabling it to gather honey even in the rain. Butterfree will roam up to six miles from its nest in search of honey, which it carries with the hairs of its legs. It also consumes sap from trees. Butterfree is found in forests, but has also been observed flying near the ocean as part of its migratory breeding pattern.

Possible Stunts:

Confusion: Butterfree can use will to create an advantage such as *Confused* on someone else.

High Flyer: Your wings are powerful enough that they can lift you high above the battlefield into the "Flight Zone"

Psybeam: Butterfree may make a psychic shoot attack.

Stun Spore: Once per session you Butterfree may attempt to create an advantage such as stunned on everyone in a single zone.

Sweet Scent: +2 to Rapport when interacting with those who enjoy your sweet scent.

Poison Powder: Butterfree may use shoot to create the advantage *Poisoned*.



016 Pidgey
Normal / Flying

Pidgey resembles a small, plump-bodied avian Pokémon. Pidgey is primarily brown with a lighter throat and belly. Both its feet and beak are a pinkish-gray color. It has black markings around its eyes and a small crest of brown and cream feathers above its eyes.

Pidgey has an extremely sharp sense of direction and homing instincts. It can locate its nest even when far removed from familiar surroundings.

Pidgey is a docile Pokémon, and generally prefers to flee from its enemies rather than fight them. Pidgey protects itself and flushes out

potential prey by flapping its wings rapidly and throwing up dust clouds. Pidgey is very common and can be seen in meadows and forests.

Possible Stunts:

Air Slash: Pidgey shapes wind into a slashing blade. It may attack with shoot.

Gust: Pidgey uses physique to create a gust of wind. This is an attack, but instead of success the target is blown back. Pidgey can move it one zone per every three shifts of success. The pokemon may have to defend against impact.

High Flyer: You're wings are powerful enough that they can lift you high above the battlefield into the "Flight Zone"

Sand-attack: Pidgey gains +2 to creating aspects with athletics when kicking up dirt and sand.

Quick attack: Once per scene Pidgey can choose to go first in a conflict.

Whirlwind: (requires Gust) Once per session Pidgey may use its gust stunt against all pokemon in a zone without penalty.



#023 Ekans

Poison

Ekans is a purple, serpentine Pokémon. Its eyes, underbelly, stripe, and rattle are yellow. Ekans has three pairs of black lines encircling its body, as well as another line that connects each slitted eye and curves toward its nose. Its large mouth has a round, pink tongue and no visible teeth.

Ekans moves stealthily through grass and preys on Eggs from Pidgey and Sparrow nests, but can strike other prey from behind. It grows longer with age and wraps itself around tree branches at night to rest. If not in a tree, it

will coil itself up—a position in which it can defend itself from all directions. Its jaw can detach to swallow large prey, but such a meal can make Ekans too heavy to move. A newborn Ekans's bite is painful, but not venomous. It flicks its tongue out to detect danger and the scent of prey. Ekans lives in grassy savannas and plains.

Possible Stunts:

Constricting Coils: Your body is adapted to crushing prey. When you use physique to create advantage like *Wrapped Tight*, you may invoke that aspect to do one stress without rolling.

Intimidate: +2 to create advantages similar to *Intimidated* with *Provoke*.

Scary Glare: Ekans can make an attack using *Provoke* by locking eyes with an opponent.

Poison Bite: If Ekans succeeds with style when attacking with its fangs, it can choose to give the aspect *Poisoned* instead of taking a boost.

Shed Skin: Ekans gains +2 to overcome when shedding his skin may help.

Swallow Whole: When you are wrapped around someone with an aspect such as *Wrapped Tight*, +2 to physique rolls to create the advantage *Swallowed Whole* (If you create another advantage such as *Swallowed Whole* then that character is inside of you. You attack with physique and that character must defend with physique.)

Venom Spit: Ekans can spit venom using shoot to create the advantage *Poisoned*.

Wrap: +2 to Physique rolls made to create advantages on an enemy by grappling with them



#025 Pikachu

Electric

Pikachu is a short, chubby rodent Pokémon. It is covered in yellow fur, and its ears are long and pointed with black tips. It has a small mouth, brown eyes, and two red circles on its cheeks. There are pouches inside its cheeks where it stores electricity. Its forearms are short, with five fingers on each paw, and its feet have three toes. It has two brown stripes on its back, and its tail is in the shape of a lightning bolt with a patch of brown fur at the base. A female will have a V-shaped notch at the end of its tail. It is classified as a quadruped, but it has been known to

stand and walk on its hind legs.

Pikachu sometimes travel in groups. It raises its tail to check its surroundings, and is occasionally struck by lightning in this position. Living in forested areas, Pikachu is found foraging for berries it roasts with electricity to make them tender enough to eat. It has been observed eating and sometimes destroying telephone poles, wires, and other electronic equipment.

Pikachu is able to release electric discharges of varying intensity. Pikachu has been known to build up energy in its glands, and will need to discharge to avoid complications. It is also able to release energy through its tail, which acts as a grounding rod, as well as recharging fellow Pikachu with electric shocks. When threatened, it loses electric charges from its sacs, and a group can build and cause lightning storms. It is found mostly in forests, where a sure sign that Pikachu inhabits a location is patches of burnt grass.

Possible Stunts:

Agility: You are able to perform impressive acrobatic feats. No individual source of opposition related to balance can be used to justify opposition to your actions.

Lightning Rod: Pikachu is immune to electric attacks

Quick Attack: Once per scene Pikachu can choose to go first in a conflict.

Static Charge: If Pikachu is hit with electricity then it stores a portion of that energy. It gains +2 when using electricity on its next action.

Thunderbolt: +2 to electric attacks using shoot

Thundershock: Pikachu can use shoot with electricity

Thunderwave: +2 to creating an aspect like *Stunned* or *Paralyzed*



#052 Meowth

Normal

Meowth is a small, feline Pokémon with cream-colored fur that turns brown at the tips of its hind paws and tail. Its ovoid head features four prominent whiskers, wide eyes with slit pupils, and a gold oval coin embedded in its forehead. Its ears are black with brown interiors, and are flanked with an additional pair of long whiskers. Meowth is a quadruped with the ability to walk on its hind legs. It can freely manipulate its claws, retracting them when it wants to move silently. The tip of its tail curls tightly.

Meowth is attracted to round and shiny objects, and has the unique ability to produce coins using Pay Day. It is known to wander about city streets and pick up anything that sparkles, including loose change. Upon finding a sparkling object, its eyes will glitter and the coin on its forehead will shine brightly. Meowth is a playful Pokémon with the capacity for human-like intelligence. Meowth tends to live in urban areas.

Potential Stunts:

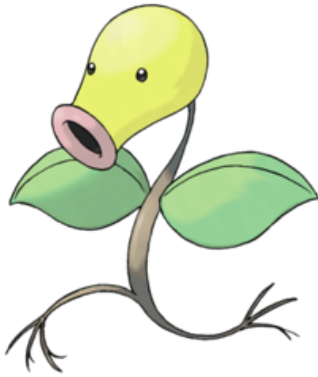
Coin Toss: Meowth may attack using Resources.

Feint: Meowth gains +2 when attacking someone who is attempting total defense.

Fury Swipes: Once per scene, Meowth can make two attacks with its claws as one action.

Pay Day: Meowth always have gold coins on hand, seemingly producing them out of nowhere. +2 to resources when a few gold coins would be of help.

Pick-Up: Once per session Meowth can produce a useful item that it has “found”.



#069 Bellsprout

Grass / Poison

Bellsprout is a plant-based Pokémon with a stem-like brown body. This stem is long, thin and very flexible, making it capable of swerving rapidly to avoid many attacks or moving with blinding speed to capture prey. Its roots resemble feet, and it uses them as such. It will plant these feet in the ground to replenish water, but it is unable to flee while it is rooted. It has one green leaf on each side of its body. Its yellow head is bell-shaped and has what appear to be pink lips at the end. Bellsprout prefers hot and humid places, living in forests as well as tropical jungles.

Possible Stunts:

Constricting Coils: Your body is adapted to crushing prey. When you use physique to create advantage like *Wrapped Tight*, you may invoke that aspect to do one stress without rolling.

Giga Drain: When you succeed with style on an attack, you can recover 1 stress for every three shifts above success instead of taking a boost.

Grappling Vines: +2 to Physique rolls made to create advantages on an enemy by grappling with them

Photosynthesis: Once per session, when you rest and bathe in the sun you can down-grade one consequence to a lower level, provided you have an open slot to do so.

Poison Powder: Bellsprout may use shoot to create the advantage *Poisoned*.

Sleep Powder: You may use shoot create an advantage like *Asleep*. Characters who are *Asleep* cannot take an action besides overcome until they are no longer *Asleep*.

Solarbeam: If you have a situational aspect such as *Charged with Sunlight*, you may make a shoot attack at +2.

Stun Spore: Once per session you Bellsprout may attempt to create an advantage such as stunned on everyone in a single zone.

Growth

Acid

Digestive Juices

#074 Geodude

Rock / Ground



Geodude is a gray boulder Pokémon. It has bulging, rocky eyebrows and trapezoidal, brown eyes. Its arms are muscular with five-fingered hands. Geodude uses its arms to climb steadily up steep mountain paths. Geodude is proud of its sturdy body and will bash against others of its kind in a contest of sorts to prove whose body is harder. The longer it lives, the more chipped and worn its body becomes.

Geodude can be most often found on mountain trails, fields, under rocks, or in caves. It will sit still in these areas, which is why it is often mistaken for rocks. It is often stepped on, and will sometimes swing its arms in anger when this occurs. When Geodude sleeps deeply, it buries itself halfway into the ground. Once buried, it will not awaken even if someone steps on it. In the morning, Geodude rolls downhill in search of food.

Possible Stunts:

Defense Curl: Geodude gains an additional +2 when he does a full defense

Rock Head: +2 to defense when Geodude's hard rocky exterior is of benefit.

Rock Throw: +2 to attack when throwing rocks at the opponent.

Rollout: +2 when you move zones and attack as the same action.

Self-Destruct:

Sturdy: Once per session you may spend a fate point to automatically downgrade a consequence when geodude acquires it (Severe to Moderate, or Moderate to Mild). Your lower consequence slot must be empty.



#152 Chikorita

Grass

Chikorita is a small, pale green Pokémon with a darker necklace of buds. It has a large head in proportion to the rest of its body with large red eyes that appear to have no pupils. It has four short legs with a single nailed toe on each and a small tail. Its most distinguishing feature is the large leaf on the top of its head, which is usually longer than the rest of its body. Aside from the soothing aroma that wafts from its leaf, Chikorita uses its leaf to determine the

temperature and humidity of the surrounding air.

Chikorita can be found in grasslands throughout the Johto region. However, due to its status as a starter Pokémon, a wild Chikorita is hard to come by and it is generally found under the ownership of Trainers. Chikorita tends to be docile in nature due to its domestication from birth.

Possible Stunts:

Photosynthesis: Once per session, when you rest and bathe in the sun you can down-grade one consequence to a lower level, provided you have an open slot to do so.

Poison Powder:

Razor Leaf: Gain a natural attack using Shoot.

Sweet Scent: +2 to Rapport when interacting with those who enjoy your sweet scent.

Solarbeam: If you have a situational aspect such as *Charged with Sunlight*, you may make a shoot attack at +2.

Leech Seed: when you invoke the situational aspect on another Pokémon *Seeded*, recover one stress.



163 Hoothoot

Normal / Flying

Hoothoot is a round, owl-like bird with two stubby wings and a short, fan-shaped tail. It has large red eyes with beady pupils. Its feathers are mostly brown with a beige underbelly. Hoothoot has a large black, mask-like crest, which encircles both eyes and covers the face. The crest has two protrusions at the top resembling the hands of a clock. The parts of the crest below each eye have notches resembling the teeth of a clockwork gear. Hoothoot has a small, hooked beak and two feet with five digits. Although it will typically only stand on one foot at a time, it

alternates between the two at speeds too difficult to track with the naked eye.

Inside Hoothoot's body lies a special organ that senses Earth's rotation, allowing it to keep track of time. Hoothoot is well known for its ability to keep rhythm by precisely tilting its head in time, much like a metronome. Everyday at exactly the same time, a Hoothoot will begin hooting. Hoothoot is most commonly found nesting in trees and forests.

Possible Stunts:

Confusion: Hoothoot can use will to create an advantage such as Confused on someone else.

Extrasensory: Hoothoot can use will to discover aspects that are already in play.

Feel the Earth Turn: HootHoot has a perfect sense of Time and Direction, and gain a +2 to checks where this may be useful.

High Flyer: You're wings are powerful enough that they can lift you high above the battlefield into the "Flight Zone"

Hypnosis: You may use will to create an advantage like Asleep. Characters who are Asleep cannot take an action besides overcome until they are no longer Asleep.

Insomnia: Hoothoot is immune to any effect that would put it to sleep.

Keen Eye: You gain +2 to defend or overcome with Notice when your eyesight is the primary sense being used.

Night Eyes: HootHoot ignores opposition from poor lighting.

Synchronize: Hoothoot gains +2 when using deceive to create an advantage by copying the actions of another character.

Zen Headbutt: If Hoothoot has no mental consequences, it may use will instead of fight to attack.



#201 Unown

Psychic

Unown is a flat, thin Pokémon shaped like an eye with appendages that make it resemble a letter or a punctuation mark. It is entirely black, except for its white sclera. All twenty-six alphabetic forms of Unown have fully open eyes while the two punctuation Unown have half-closed eyes. Though each of its forms has a counterpart in the Latin alphabet, Unown is said to resemble ancient writing and hieroglyphs. It is a mystery whether Unown predates or postdates written language, and therefore which one is based on the other.

The Pokédex and Professor Oak's research disagree on whether Unown communicates using electromagnetic waves or telepathy. It is said that an "odd power" emerges when more than one Unown come together. Unown is an extremely rare Pokémon that lives in its own dimension and rarely ventures outside. When it moves to the Pokémon world, Unown tends to stick to walls like engravings of ancient texts or orbit other Unown.

Possible Stunts:

Hidden Power: Unown gains a shoot attack of any one Pokemon type. This can be chosen multiple times, with a different pokemon type each time.

High Flyer: Unown's levitation is powerful enough that they can lift it high above the battlefield into the "Flight Zone"

Levitate: Unown is able to maintain flight through mental means.

Swarm: When there are at least two other Pokemon helping Unown (combining skills), gain an additional +2 bonus.

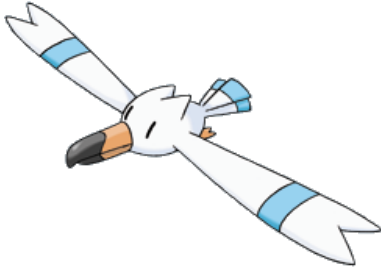
*While not in line with Unown in the games, it's possible they could have psychic powers, such as...

Confusion: Unown can use will to create an advantage such as *Confused* on someone else.

Psybeam: Unown may make a psychic shoot attack.

278 Wingull

Water / Flying



Wingull is a small white seagull-like Pokémon. Its head makes up a large portion of its body, as it does not appear to have a neck. It has thin, simplistic eyes. It has two pointed, ear-like extensions on its head. Its beak is orange with hooked, black tips. Its wings have a long, thin shape and blue stripes. It has three tail feathers with blue tips that are short and fan-like. It also has two small orange feet.

As a habit, it carries valuables and prey in its beak and hides them in different locations. It flies on updrafts rising from the sea by extending its wings to glide across the sky. It builds its nests on steep sea cliffs.

Possible Stunts:

Air Slash: Wingull shapes wind into a slashing blade. It may attack with shoot.

Crushing Beak: +2 to attacks made with Wingull's Beak

Gust: Wingull uses physique to create a gust of wind. This is an attack, but instead of success the target is blown back. Wingull can move it one zone per every three shifts of success. The pokemon may have to defend against impact.

High Flyer: Wingull's wings are powerful enough that they can lift it high above the battlefield into the "Flight Zone"

Keen Eye: Wingull gains +2 to defend or overcome with Notice when its eyesight is the primary sense being used.

Magpie: Wingull gains +2 to burglary when attempting to steal something shiny or otherwise valuable.

Water Gun: Wingull may make a shoot attack by firing a jet of water from its body. On any success, it may move your target up to one zone away from it.



#261 Poochyena

Dark

Poochyena is a quadruped Pokémon similar in appearance to hyenas and canines. Its body is primarily gray, with a black face, throat, feet, and belly. Its eyes have yellow sclera and red irises, and its nose is also red. Its lower jaw has two fangs sticking out. The fur at the base of its tail is ruffled and shaggy. Poochyena has gray paw pads on its three-toed paws.

Poochyena has a very keen sense of smell, allowing it to find and chase its prey with ease. It takes a bite at anything that moves, and makes the hair on its tail bristle out to try to intimidate its foes. Known for its tenacious nature, it chases after prey until the victim becomes exhausted. If its prey strikes back, it may turn tail. It is omnivorous and will eat anything. This Pokémon lives in grasslands and forests.

Possible Stunts:

Chase:

Crunch:

Howl:

Keen Smell:

Run Away:

#351 Castform

Normal



Castform is an artificial Pokémon that changes appearance and attitude based on the weather. Its body is made of cells exactly like those of water molecules, causing its cellular structure to be altered by temperature and humidity. It uses this ability to protect its tiny body. In its Normal Form, it resembles a plain, gray cloud with a single wisp extending from the top of its head. When in its Sunny Form, its lower half becomes pure white, while the head turns orange and has small orange spheres around it. This gives it the overall appearance of the sun above a small cloud. While in its Rain Form, it will have a dark gray lower half resembling a storm cloud. The head will be blue and resemble a raindrop. In its Snowy Form, its head turns purplish-blue. The rest of the body changes into the shape of a mint green, cumulonimbus cloud. Regardless of the form it takes, it will always have a large, spherical head and a lighter colored mask-like marking over its eyes. Aside from its various forms, Castform is able to utilize weather powers in the form of its signature move, Weather Ball. Despite its man-made origins, it can be found in grassland areas.

Possible Stunts:

Affect Weather:

Forecast:

Form-Change:

Levitation:

Weatherball:



#390 Chimchar

Fire

Chimchar is a bipedal Pokémon resembling a chimpanzee. Its fur is primarily a shade of orange, though its face, outer ears, underbelly, hands, and feet are light yellow. Its rear has a small, round, red patch that is usually obscured by flames produced by burning gas in its stomach. These flames go out when it goes to sleep, and burn weakly when it feels ill. Its ears are large in comparison to its head size and red inside. Chimchar has red markings nearly surrounding its eyes, a swirl-like symbol on its chest, and five fingers on its hands with three toes on its feet. It has a swirly crest of hair on its head. Being very agile,

it is able to climb the rocky ledges of tall mountains, where it lives.

Possible Stunts:

Acrobatics:

Ember:

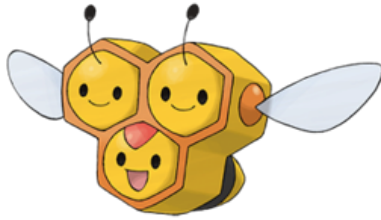
Flamethrower:

Iron Fist:

Taunt:

#415 Combee

Bug / Flying



Combee is a small insectoid Pokémon that resembles three pieces of orange, hexagonal honeycomb stuck together. Each hexagon has a round yellow face. The bottom-center face is the main thinker of the three, and it is also the only one "bee" to have a full abdomen. The top two hexagons have a single antenna and a wing connected to an orange-colored joint. A female Combee has a red spot on the forehead of its lower face.

Combee can fly with its two wings as long as the top two "bees" co-ordinate their flapping. It is mostly sociable among their own kind. It is generally harmless; it flees when threatened. A Combee will almost always be found collecting honey wherever they can. The gathered honey has multiple purposes, though it's usually consumed. When it is not gathering honey, it sleeps or protects its queen. The former is done by creating a hive along with other Combee, locking together into a "wall" to feel safe in larger numbers. It is very suggestible and will never defy the orders of its queen. When a Vespiquen feels threatened, its subject Combee will not think twice about risking its life to protect the queen, then attacking and even killing the threat in an aggressive manner. It commonly lives in caves and hollow trees of forests and other natural, secluded areas with their queen.

Possible Stunts:

Bug Bite:

Buzz:

Gust:

Swarm:

Sweet Scent:



#417 Pachirisu

Electric

Pachirisu is a small, white squirrel-like Pokémon with a faint blueish tint and a light blue stripe starting from its forehead and goes all the way down to the tip of the tail. A female Pachirisu's blue stripe is shorter than a male's. A large white tooth grows out of its mouth. It has deep gray eyes and a yellow circle on each cheek. Its tail is almost twice as big as its body, with three spikes at the top of the curl, which it can use to shoot charges. Though its arms and legs are very short, it can run incredibly fast, enabling it to tire pursuing Pokémon out quickly. It has a great amount of electricity flowing in its body. If it builds up enough charge, it may shock other Pokémon.

When it sleeps, Pachirisu likes to curl its big, fluffy tail round to the front of its body and uses it as a pillow. It also likes to chase and groom its tail. When a Pachirisu sheds its fur it shapes them into furballs, which have static charges just like its fur. It hides its favorite foods—which mainly consist of berries—in these static puffs and stores them in tree holes. It does this to protect the food; if a human or another Pokémon tries to take the food, they will get shocked from the static. It may rub cheek pouches with another Pachirisu to share stored electricity. It is generally found in tree tops in forests, as well as the outskirts of a forest and near power plants.

Possible Stunts:

Quick Attack:

Run Away:

Shock:

Super Fang:

Thunder Wave:

Volt Absorb:



#456 Finneon

Water

Finneon is a small fish Pokémon with an ellipsoid body. The bottom half of its body is light-blue while the top half is black. A purple stripe runs across Finneon's horizontal length. This stripe can store sunlight, which allows Finneon to shine vividly at night. It has small blue pectoral fins, two black oval-shaped dorsal fins and purple eyes. Finneon's most notable feature is the pair of caudal fins that resemble a pair of blue butterfly wings with purple spots. Because of its wing-like fins, it is known as "The Beautifully of the Sea".

The bottom lobes of a female Finneon's tail fin are bigger than a male's. It

lives in bodies of water, and it travels in schools, sometimes with Lumineon.

#551 Sandile

Ground / Dark



Sandile is a short, quadruped with a long snout and tail. Its body is mostly light brown with the exception of black stripes crossing over and under its legs and its pink underbelly. It has a black stripe on its snout in front of its eyes, and black covering the tip of its tail. Its eyes resemble binoculars and are shrouded in black all around their front. The black is a membrane that helps Sandile see in the harsh desert sun. Its long snout is tipped by two protruding nostrils, and its mouth comprises the bottom half. Its feet are flat and contain three sharp, black claws. They are attached to stubby legs on its sides.

Sandile is only found in deserts. It usually burrows under the surface, with only its nose and eyes above the sand. Due to being so close to the surface, it can move around the desert and allow the heat of the sand to regulate its body temperature. As seen in the anime, in the wild, Sandile can be mischievous and potentially troublesome to humans. However, Sandile will protect another of its species, and can be caring at times.

#595 Joltik

Bug / Electric



At 4 inches tall, Joltik is tied with Flabébé as the smallest Pokémon in existence. It has four legs tipped with blue, conical feet. Its ovoid body is completely covered in yellow fur, with notable tufts sticking out on each side of its face, just over each eye, and its lower back. Joltik has four blue eyes. The two larger eyes are set relatively far apart on its face, containing black pupils. The two smaller simple eyes are situated between the first pair, slightly higher up on its face. Joltik's mandibles point downward and reside at the bottom of its face, where they closely resemble tufts of hair.

Joltik is too small to generate its own electricity, so it attaches itself to larger Pokémon and feeds off their static electricity. It will also make its way into houses and feed off electricity in electrical sockets. All of the energy it absorbs it stores in an electric pouch on its body. As seen in the anime, Joltik is not especially aggressive, but will defend itself if bothered. It has been demonstrated that if Joltik is unable to find a source of energy, it will be unable to move and in serious danger. Joltik, and its evolution Galvantula, are the only Pokémon that can learn Electroweb by leveling up.



#653 Fennekin

Fire

Fennekin is a quadruped, fox-like Pokémon. It is covered in pale yellow fur that is longer on its haunches. Tufts of dark orange fur cover the insides of its large ears, and it has a white muzzle with longer fur on its cheeks. Hot air is vented from its ears, reaching temperatures of over 390 degrees Fahrenheit. It has large, dark orange eyes and a pointed, black nose. When its mouth is open, two small fangs can be seen in its upper jaw. Fennekin also has small paws with no visible toes and slim legs. Its tail is fluffy with a dark orange tip. Fennekin chews on twigs instead of eating snacks. It can be

temperamental, but it tries to do its best for its Trainer.



#690 Skrelp

Poison / Water

Skrelp is a brown aquatic Pokémon that resembles a marine animal similar to a seahorse called a sea dragon. The tip of of Skrelp's tail has three leaf-like fins. Skrelp has a pair of roundish, clear pectoral fins on the sides of its body, a dull purple belly and a blunt spike on its hunched back. Skrelp's face is the same colour as its belly, with an upward-pointing snout and red circular eyes with small black pupils. A clear, roundish growth with a brown stem sticks out on the back of Skrelp's head.



#676 Furfrou

Normal

Furfrou is a dog-like Pokémon with thick, white fur that covers its black body apart from its paws and face. It has round eyes with red irises, a pointed snout with a round nose at the end and long rectangular ears. When its mouth is open, two pointed teeth can be seen on its upper jaw. This Pokémon's furry coat cushions it against physical attacks. Furfrou is known to be loyal to its Trainer. It used to guard the king in the ancient times of Kalos. Like some real-world poodles, some domesticated Furfrou are commonly seen with their fur trimmed into various styles.

Play Example

Bruce was feeling stoked. He had just slipped out of the hotel his brother and he had been sharing, and he was eager to be on his own. As long as his mom didn't find out he was sure he'd be scott free!

Making his way speedily along the dirt path, he noticed a cloud of dust up over the hill. Jogging a bit, he sees a group of pidgey kicking sand at each other and taking a dust bath in the road. One sees him and lets out a squawk. All four of them freeze while watching Bruce.

Gripping a pokeball in each hand Bruce throws the balls out. A flash reveals a quizzical Hoothoot and the ever-ready Bulbasaur. A single "pooo?" was let out by a Pidgey, before Bruce yelled out. "Go!"

>>So far this is all just scene framing, though it would be possible to set up the conflict an action earlier, which would possibly allow the wild pidgey to move before the pokemon were released from their pokeballs. For zones there will be three: The road, tall grass to the left, tall grass to the right. Scene aspects: [Tall Grass] and [Dust in the Air]. Hoothoot has the highest Notice (+4) and goes first, then Bruce (+3), then the Pidgies (+2, then +3 Athletics), then Bulbasaur (+2, then +2 Athletics).<<

Hoothoot waits for an order from its new trainer, Bruce. Still it scouts out its competition, and finds out that one is the <runt of the litter>. She'll use this to her advantage, for sure.

>>Hoothoot attempts to create an advantage using Notice. It rolls (. - + +) +4 for a total of 5. The Pidgey defend with Stealth (+1) with the passive opposition from the dust (+2) plus their roll (- - - +) for a total of 1. Hoothoot wins, declares an advantage, and keeps two free invokes on the runty pidgey.<<

Bruce watched all of the participants as they continued to stare at each other, despite his previous order. "I said Go! Bulbasaur, don't be such a wuss." Bulbasaur gave his trainer an <annoyed look> over his shoulder, as all of the Pidgey scattered at his second cry. Two went right, the runt went left, and one dive-bombed straight ahead. Bulbasaur responded by charging forward and ducking under the bird, and turning suddenly to be <behind the bird!>

>>Bruce tried to create an advantage on his Bulbasaur using provoke, but a bad die roll (-2), made him tie the passive battlefield conditions opposition of (+2). Bulbasaur has the boost [annoyed]. The pidgeys move zones on their turn, except for the one who attacked. The pidgey rolled (+ . . -) +1 athletics for a 1, and Bulbasaur defended with +2 athletics and a roll of (+ . + .) for a total of 4 - succeeding in style, and gaining a boost <behind the bird>.<<

Two supple vines shot above Bulbasaur's bulb, high into the air, before both were brought down on the pidgey's back. That should show Bruce who was a wuss!

>>The pidgey defended with a total 6, Bulbasaur attacked with a roll of (+ . . -), +3 for fight, +2 for being <behind the bird> and +2 for being <annoyed>, for a total of 7. One shift of damage is down, and the Pidgey marks off one of it's stress boxes.<<

Hoothoot takes of flying, zooming over the now grounded pidgey into the tall grass. He spotted the pidgey and dropped down out of the sky, landing on the bird where it was attempting to hide with it's one exposed claw.

>>Hoothoot made an attack, +2, plus an awesome roll (+4!), plus a free invoke of <runt of the litter> +2 for a total of +8. The pidgey rolls a (- . . .) plus athletics of +3, +1 passive resistance from the tall grass, for a total of 4. Hoothoot wins by 4. He deals all of the stress, and the pidgey marks off its 2 stress box and gains the mild consequence of <Claw Marks>. Hoothoot know has a free invoke of this aspect and a free invoke of <runt of the litter> left.<<

Bruce waits, with a pokeball in hand -ready to catch the bird locked in battle with his bulbasaur. Grounded, it twisted and round a pecked at the grass pokemon's underside. Bulbasaur responded by heft his weight onto the bird. It was <pinned to the ground>.

>>Bruce passes. Pidgey attacks for (1), Bulbasaur defends with (4)- succeeding with style, and gaining the boost <pinned to the ground>.<<

The runt pidgey fighting Hoothoot began digging in the dirt, kicking up sand, causing a <SandCloud> around him. Hoothoot shut it's eyes tight against the grit, dug in his claw, and with one big 'Oof' <threw> the Pidgey out of the grass onto the dirt road.

>>Pidgey rolls (- . - +) for a -1, +2 from his stunt, +3 from athletics for succeeding with style result to create the advantage <Sandcloud>, it has two free invokes. Hoothoot attempts to move the pidgey out towards his teammate. Because he is already touching the Pidgey he does not have to worry about the grass's passive resistance. He rolled an awesome (+ + + .), plus zero for Physique, +2 for his free invoke of of the consequence <Claw Marks>, Total 5. The pidgey rolls (- . - .) +0 for Physique, +2 for his invoke of Sandcloud for a total of 2. Hoothoot wins the contest and throws the Pidgey into the other zone. This was a success at overcoming, so Hoothoot gains the boost <thrown>.<<

Bruce sees the Pidgey hit the road and grips the pokeball. That Pidgey would be much easier to catch, he thought. "Bulbasaur, attack the other one!" The Pidgey held by Bulbasaur fluttered into the air, causing Bruce to duck on his way past

>>Bruce is directing the action, with strictly speaking is not an action. He could have tried to create an advantage or something, but he didn't. The Pidgey held by Bulbasaur escaped, leaving only the runt left.

unaware that its the <runt of the litter> he's throwing at. This would show his brother, he

thought.

>>Bruce is attempting to catch a pokemon. He rolls (+ - + +), plus Athletics of +3, plus 2 from

[Click here for example characters](#)