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MONEY/ ₪
REVIVES/ ○○○○○○

● ABILITIES ●

● BADGES ●

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In & out of battle: Whenever one of your Pokémon uses a Move that shares a type with that Pokémon, add 1 to the result of that Pokémon's Attack die or Special die. Don't apply this bonus during battle if the Move doesn't target at least 1 other Pokémon.

In battle: After one of your Pokémon uses a Move which can't deal hits, also recover 2 HP from that Pokémon.

Out of battle: People are generally friendly towards you, even if they are otherwise unfriendly towards your teammates.

In battle: Your Pokémon can move 1 extra space each turn (unless they can't move).

Out of battle: You own and carry a bicycle or motorbike, with all the benefits that entails. You can ride this bike through grassy and rocky terrain.

In battle: Your Pokémon with Fly can move over other Pokémon. They must still end their movement on an available space.

Out of battle: Even small-sized Pokémon can carry you while flying.

In battle: Each of your Pokémon's physical attacks deal 1 additional damage.

Out of battle: Your punches can easily break any object which can be broken with a regular hammer.

If at least half of your Pokémon have the Bug type, you can have a Caterpie, Weedle, or their evolutions with you in addition to your other Pokémon. It does not use Revives.

Out of battle: You always have a bug-catching net with you. It can hold tiny-sized Pokémon.

In battle: Gain 1 additional Poké after you win a battle against a Trainer.

Out of battle: You can sneak around without being heard.

In battle: When one of your Pokémon faints, you may deal 1 hit to each Pokémon adjacent to the space where that Pokémon fainted.

Out of battle: While in an abandoned location, you can ask the lingering spirits what happened there at some point in the past.

In battle: Your Pokémon with Strength can move other Pokémon as if they were boulders.

Out of battle: You can physically intimidate almost everyone. This doesn't mean they will obey you, but they will often choose to leave instead of dealing with you directly.

In battle: When one of your Pokémon's Moves targets multiple spaces, you may choose 1 of those spaces to be unaffected by that Move.

Out of battle: You can quickly fix any electronic device or cause a device to do something else it could reasonably do.

In battle: Whenever you send out a Pokémon, you can also send out a :L0 Magikarp in an adjacent open space. You can't switch it and can't use this ability again until it faints.

Out of battle: You always have access to a wild Magikarp.

In battle: If each of the Pokémon you have with you all share a single type other than Normal, each of your Pokémon's Moves of that type deal an additional hit except against Pokémon with resistance to that type.

In battle: Allied Pokémon can move through your Pokémon's space and don't spend any movement while doing so.

Out of battle: People generally assume you are allowed to be anywhere. You can freely enter any even vaguely public location.

In battle: When you send out your first Pokémon, add 1 boulder to a space adjacent to that Pokémon. Each of your Pokémon can stand on boulders as if they were open spaces.

Out of battle: You can effortlessly climb any mountainside.

In battle: When you send out your first Pokémon, change a space into bushes. Each of your Pokémon can stand on bushes as if they were open spaces.

Out of battle: You can perfectly mimic the cry of any Pokémon you've heard before.

In battle: Between rounds, you can switch out one of your Pokémon from any space and send the new Pokémon to that same space. You can't switch out a trapped, Paralysed, Confused, or Sleeping Pokémon in this way.

Out of battle: You can juggle flawlessly.

You may have up to 3 additional Pokémon with you.

In battle: Each round, after the chosen Moves have been revealed, you can change one of your Pokémon's declared Moves.

Out of battle: You can move and manipulate objects no bigger than your hand from a short distance using only the power of your mind.

In battle: Each of your Pokémon knows the Move "Screech" in addition to its other Moves and can use it an unlimited number of times.

Out of battle: You always have an electronic instrument of your choice with you and can play it flawlessly.

In battle: Each of your Pokémon may move 1 (additional) space after using a Move.

Out of battle: You can secure free and easy passage onto any ship.

In battle: At the start of each battle, choose a TM you have with you. Each of your Pokémon can use that TM as if it could learn its Move.

Out of battle: While in a city, you can revive fossilised Pokémon for free.

In battle: Each of your Pokémon has a generic "PP", which it can spend instead of spending its Moves' PP or the PP of one of your TMs.

Out of battle: While trying to find information about something, you can suggest a piece of relatively useless trivia which is now true.

In battle: At the start of the battle, change 1 open space to water. The first water space your Pokémon with Surf moves through each turn doesn't cost movement.

Out of battle: You can swim effortlessly, even through turbulent water.

In battle: If one of your Pokémon's Moves causes another Pokémon to faint, the Pokémon that used the Move recovers 2 HP.

Out of battle: You always have a whip with you. You can use it to manipulate things at a distance and to pull things towards you.

Your chosen Pokémon gets +1 HP and an additional +1 HP once you're at :L5.

For every 2 levels you have, you can increase that Pokémon's Attack or Special die by 2 (up to a d12) or increase that Pokémon's Defence of Speed by 1 (up to a maximum of 6).

In battle: Each of your Pokémon's Moves which can hit 2 spaces away can also hit 3 spaces away, using the same rules.

Out of battle: You have protective clothing which allows you to walk through fire unscathed.

In battle: When one of your Pokémon moves as part of its movement, it can move adjacent allied Pokémon in that same direction

Out of battle: You can hide completely in any environment unless someone is specifically looking for you in your general location.

In battle: After one of your Pokémon moves at least 2 spaces during its turn and doesn't end on the same space, it recovers 1 HP.

Out of battle: You never get tired or exhausted when doing a physical activity.

In battle: If one of your Pokémon's Moves (incl. TM Moves) misses or fails, if PP was spent, it can repeat that Move during its next turn without spending PP.

Out of battle: You can quickly and succinctly explain any situation to anyone.





