

Pocket Monster Adventures



A roleplaying game inspired by
Pokémon **Red** & Blue

Pocket Monster Adventures

by Heavenly Spoon 

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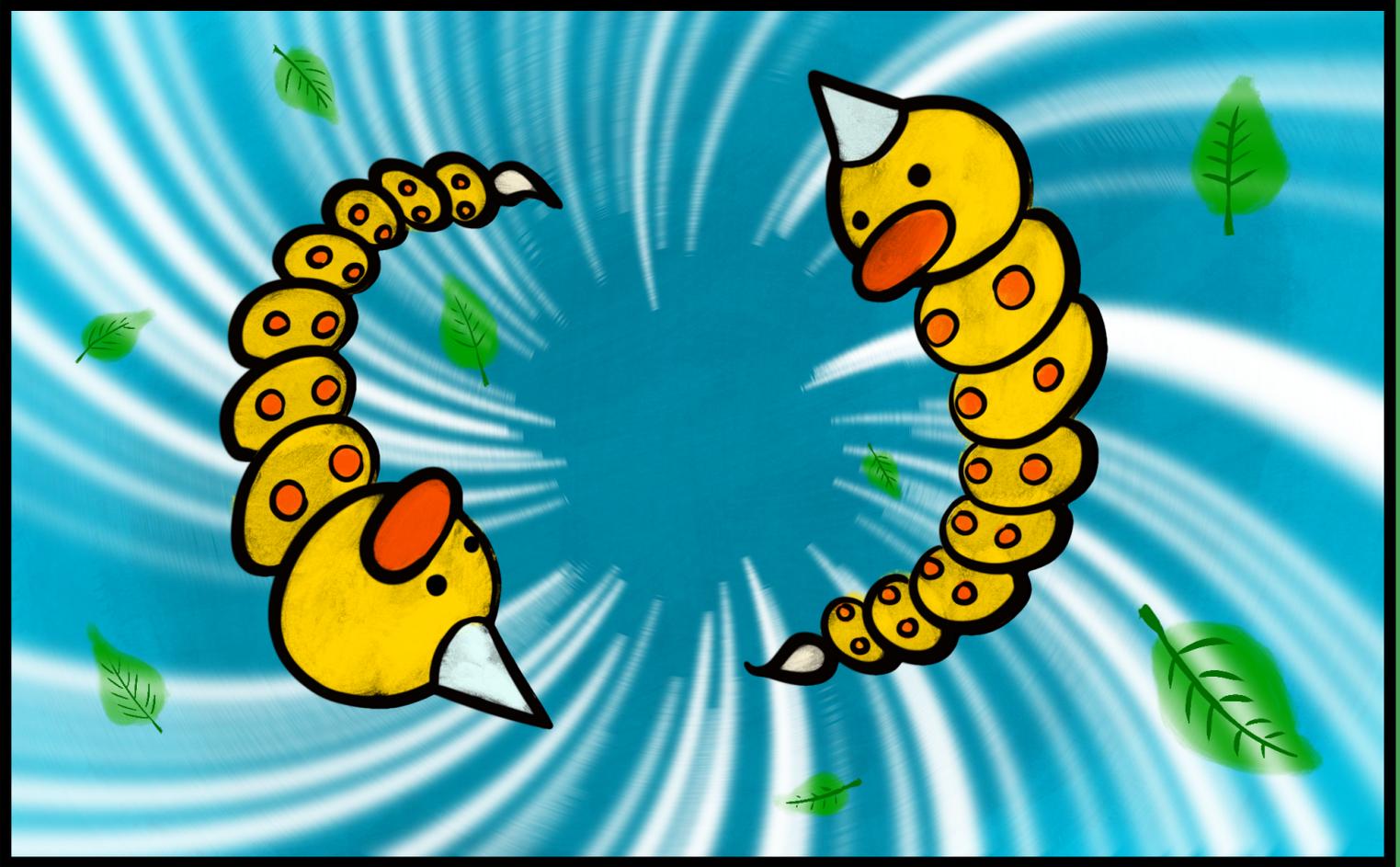
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Core Rules



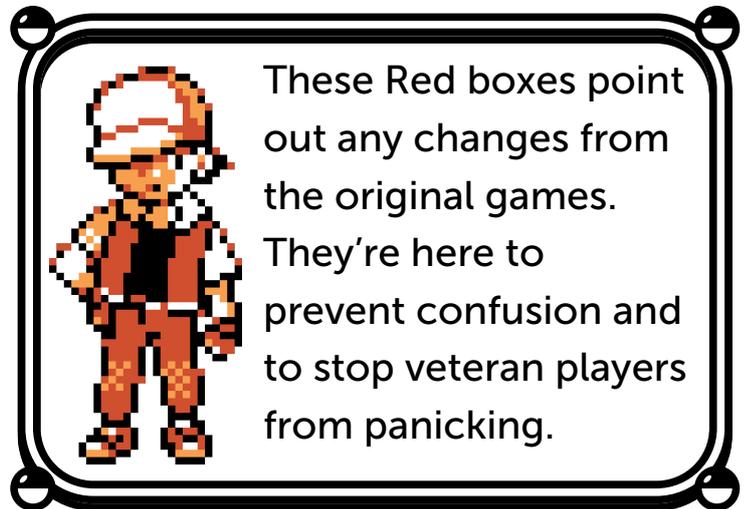
Introduction

There is something magical about those first Pokémon games. They introduced almost everything we take for granted now, as well as many things which have long since been laid by the wayside. The obvious influence of more traditional RPGs, as well as their more down-to-earth nature, makes them prime candidates for a simple tabletop RPG. That's what this is—an attempt to capture the magic behind that first generation of Pokémon using simple TTRPG rules and procedures.

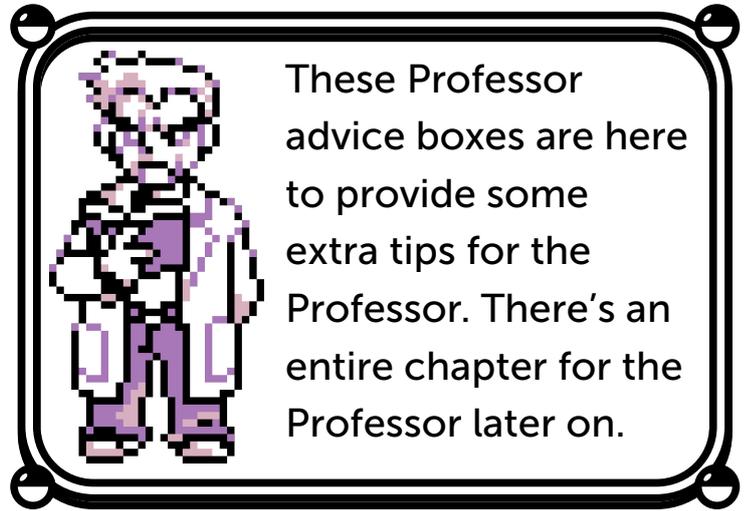
About Pocket Monster Adventures

Pocket Monster Adventures is a tabletop roleplaying game, which means the players at the table are free to forge their own stories without scripts and programming getting in the way. The only limit is your imagination!... and sometimes the game rules.

This game tries to capture a lot of what made the original Pokémon games for the Gameboy special, but without being a direct copy. One of the ways it tries to stick to the spirit of the original games is by only using things developed before the year 2000. This doesn't mean only the original games serve as inspiration. You'll occasionally find elements inspired by unreleased beta versions of the original games, beta versions of Gold and Silver, or by the TCG (which was actually already in development before the games got released).



The game can be played with 3 or 4 players. One of those players takes on the role of the Professor (traditionally called the Game Master in other RPGs). They play as the world and its many characters and Pokémon. The other players take on the role of Trainers, each with their own team of Pokémon.



These Professor advice boxes are here to provide some extra tips for the Professor. There's an entire chapter for the Professor later on.

To play, you need two sets of clearly different polyhedral dice. (A set of red and blue dice would be especially fitting.) Each Trainer needs two clearly different d4s (4-sided dice), d6s (6-sided dice), d8s, d10s, and d12s. Only the Professor needs d20s. You can find these polyhedral dice at any store which looks sufficiently geeky.

Pokémon TTRPGs have a reputation for being quite complex. This game tries to buck that trend by keeping inconsequential choices and number crunching to a minimum. This should make it easier to pick up and play as the Trainers, and should especially make it far easier to run as the Professor.

Safety Rules

Pokémon, while ostensibly a game about monsters fighting each other, is designed to be family-friendly. That doesn't mean your game should be, but any deviation from this should be discussed with the other players. Most notably, any violence which isn't Pokémon battling each other should be avoided unless everyone is enthusiastically on board.

If there's something you don't want to have happen during the game, discuss this with the other players. If your request is reasonable and the other players refuse to comply, know that you don't need people like that in your life and that you are always free to just walk away.



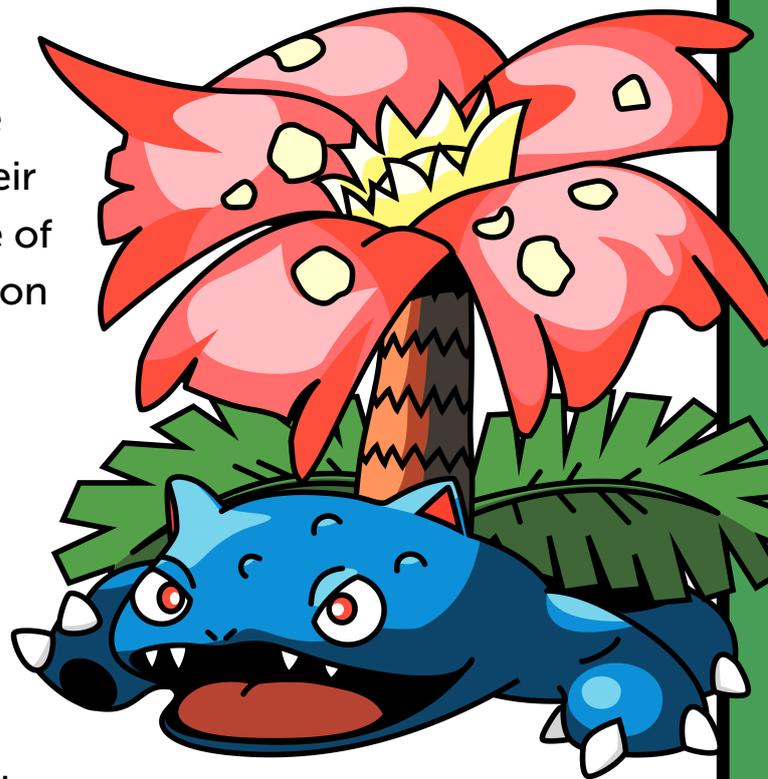
About Pokémon

There's probably no point in explaining what Pokémon are—if you don't know, how did you even find this game? This section instead focuses on the things that may be different in this game compared to other pieces of Pokémon media.

The first thing you should know about Pokémon is that they really like battling. Many Pokémon go out of their way to fight foes which they think are of roughly equal strength. These Pokémon battles have no known long-term detrimental effects. In fact, research seems to indicate that Pokémon that battle often are generally healthier.

There's a lot of variation even within Pokémon species. A Venusaur such as the one on the right might look different from what you imagine, but is definitely possible. Ignore the standardised, marketing-friendly art and try to think of Pokémon as diverse creatures.

Most of the useful information needed to use a Pokémon in this game is represented in the Pokémon sheet, an example of which can be found on the next page.



There's no such thing as 'shiny' Pokémon in this game. The colour variations from Pokémon Stadium were far more interesting anyway.

Bulbasaur



Grass Poison ▶ Ivysaur at :L3

HP: ○ ○ ○ ○ ○
5

Abilities: Cut
Size: Small

No. 001

Attack d6
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison	Ground	Flying x2
Psychic x2	Bug x2	Rock	Ghost	Dragon

Tackle :L1
Normal d4

Leech Seed :L1
Grass Eye d6

Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.
PP: ○ ○

Vine Whip :L2
Grass d6 !1

PP: ○ ○

Strange Powder :L3
Grass Eye d4

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP: ○ ○ ○ ○

Healing Pollen :L4
Grass Eye d6

Recovers 2 HP from this Pokémon and each target.
PP: ○ ○

Razor Leaf :L5
Grass d8 !2

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: ○ ○ ○ ○

Foul Odour :L6
Poison Eye d6

Deals 2 hits. This Pokémon and each target becomes Confused.
PP: ○ ○

Solar Beam :L7
Grass Eye d4

Charge for one round, then try to use this Move on the next. Deals 5 hits.
PP: ○ ○

Mega Drain :L8
Grass Eye d6

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.
PP: ○ ○

3 6 7 8 9 10
31 32 33 34

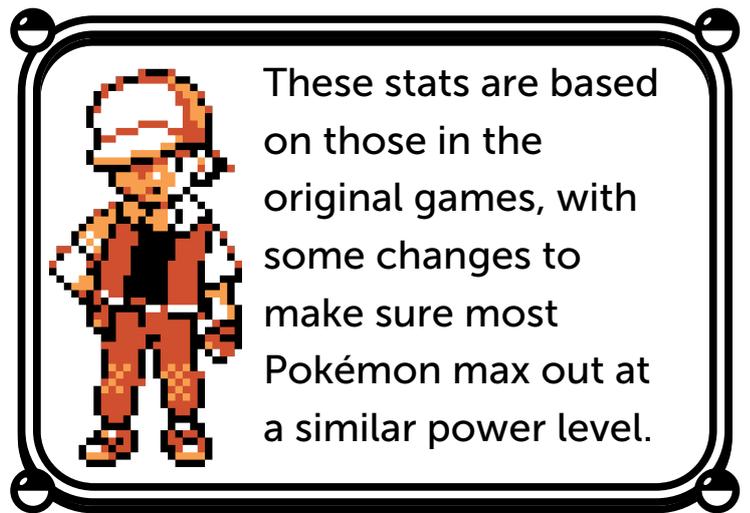
20 21 22 42 44 50

Pokémon Stats

As you can see on the sheet, each Pokémon has a number of stats associated with it.

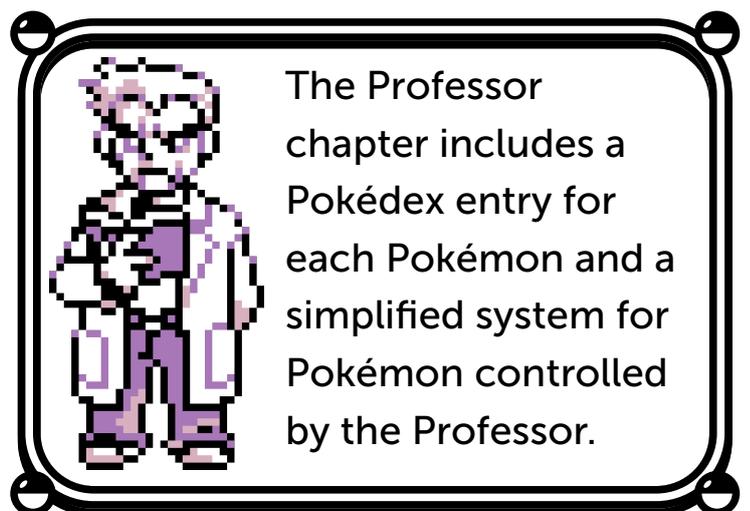
At the top of the sheet, you'll find a Pokémon's name, its Pokédex number, its Hit Points (HP), its type(s), what it evolves into and how, its abilities, and its size.

Below it are its four main stats: Attack, Defence, Speed, and Special. Two of these (Attack and Special) have a die associated with them and are used for Moves in battle and for actions outside of battle. Two of them have a simple number associated with them, which can be referenced both in and out of battle.



Next to those are a Pokémon's weaknesses and resistance, which are relevant during battles.

Below this is a list of Moves a Pokémon can learn. Most of these have a level associated with them in the top right corner. Those Moves only become available if that Pokémon's trainer has reached that level and has trained with that Pokémon at a Pokémon Gym.



Below that is a list of TMs that Pokémon can use, as explained in the Trainer chapter.

Pokémon Battles

Battles are an integral part of Pokémon. While they're not all there is to this system, they are the foundation on which everything else is built.

Pokémon battles happen on a grid. This can be a hex-grid or square grid. For battles between trainers, this grid has a specific shape, but for wild encounters, the shape is completely up to the Professor.

At the start of a battle, determine the **turn order**. To do so, check each participating Pokémon's Speed stat and sort them from high to low (i.e. the Pokémon with the highest speed goes first). **In case of a tie, the challenger (the one who initiated the battle) always goes last.** If Pokémon on the same team are tied, that team picks the order (this order doesn't change throughout the battle). The starting location of each Pokémon depends on the kind of battle, as discussed later.

After this, the first round can begin. Each round consists of a single turn for each Pokémon. During each of these turns, the Pokémon can take the following actions: first move to a different space and then perform one of its Moves.

At the start of each round, each Pokémon must declare a Move it can use. It must then try to use that Move during its turn.

A brief warning: the word 'Move' is used for two different things: a Pokémon can move (as a verb, no capital letter) and use a Move (as a noun, with a capital letter).



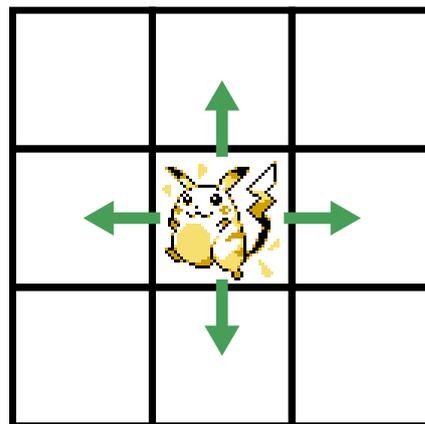
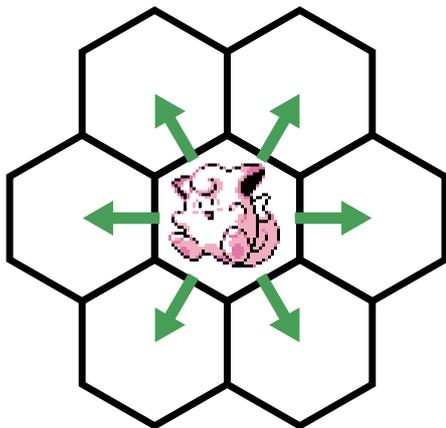
In most cases, the Professor's Move choice is determined randomly, so you don't need to worry about knowing the Trainers' plans.

Round Overview

- Step 1:** Each side which is down a Pokémon sends out a new Pokémon on any open starting space (if possible).
(Redetermine turn order if a new Pokémon entered the battle or if a Pokémon used Agility.)
- Step 2:** Each trainer picks a Move for each of its Pokémon (unless that Pokémon is Asleep or trapped).
- Step 3:** Reveal the chosen Moves.
- Step 4:** In turn order, each Pokémon moves up to two spaces, then uses its chosen Move. (Pokémon that chose Quick Attack go before all other Pokémon, but still follow turn order amongst each-other.)
- Step 5:** Apply Poison and roll for Sleep.

Movement

Before a Pokémon performs its chosen Move, it can move up to two spaces. Each step of this movement can only move to a space which shares an edge with its current space, as illustrated below. (On a square grid, you can't move diagonally.)

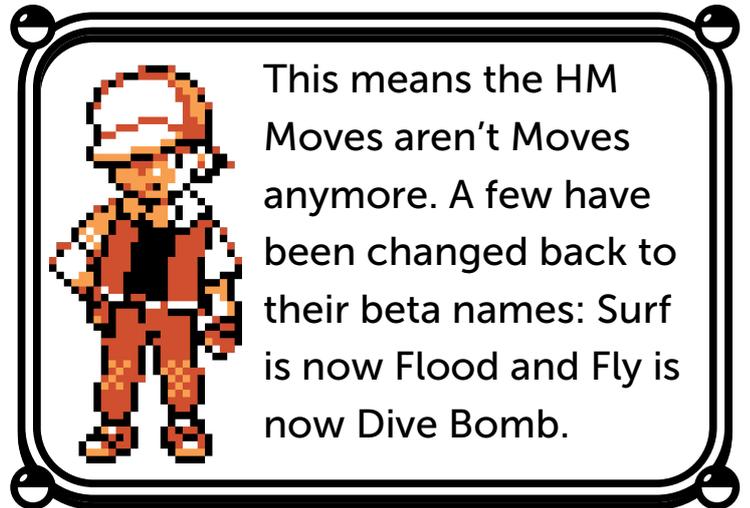


A Pokémon can't move through another Pokémon's space or end its movement on another Pokémon's space.

Obstacles and Abilities

The battlefield can include obstacles which make it more difficult to move. Pokémon with certain abilities—namely Cut, Fly, Surf, Strength and Flash—may be able to circumvent them.

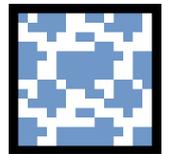
A Pokémon with **Fly** can move over any obstacle (incl. those made by **Barrier**), but must end its movement on a space it can occupy.



Water

Some spaces are filled with water. Most Pokémon can't pass through these spaces or end up on one (for any reason).

Pokémon with **Surf** can move through water and can end their movement on a water space as if it were a regular space.



Bushes

Pokémon can't pass through bushes. A Pokémon with **Cut** can move onto a space with bushes and cuts down those bushes when doing so, removing them from the battlefield.



Boulders

Pokémon can't pass through boulders. If there's an open space on the other side of the boulder, a Pokémon with **Strength** can move onto the space with the boulder by pushing the boulder to the open space. It can also do the same if there's water at the opposite side of the boulder, in which case both the boulder and water space are removed from the battlefield (as the boulder turns into a platform).



Darkness

Darkness affects the entire battlefield. While in Darkness, a Pokémon without **Flash** can only move 1 space during its movement. A Pokémon with **Flash** is unaffected by darkness.

Moves

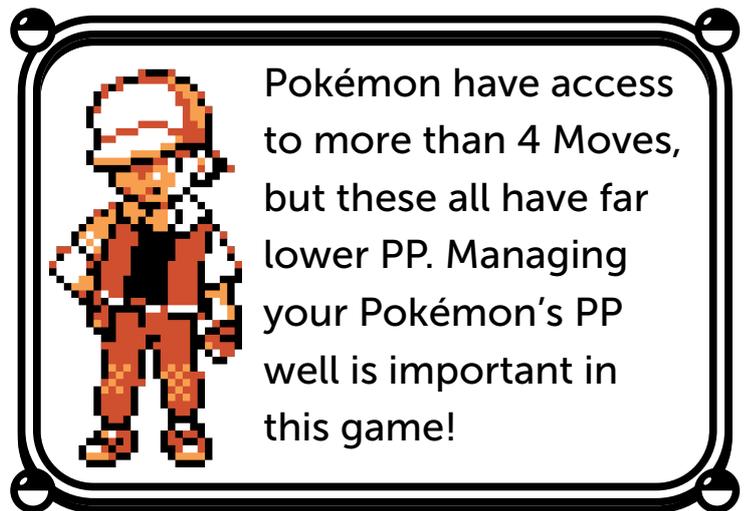
After a Pokémon has moved, it can use its declared Move. If you don't want to use the Move or if there are no targets, you can skip this step.

The bottom half of the Pokémon sheet lists the Moves a Pokémon can use. The first attack is its **Basic Move**. This Move is available from the start and can be used an unlimited number of times. All the other Moves are only learned once the Pokémon's Trainer reaches a certain level and trains with the Pokémon at a Gym. The Pokémon can also use TM Moves, as explained in the Trainer chapter.

There are 2 types of Moves—Regular Moves and Special Moves—each with their own unique rules.

Power Points (PP)

Most Moves have Power Points or PP associated with them. After a Pokémon uses a Move or skips using that Move, mark off one PP. Once all the PP of a Move has been used up, that Move can no longer be chosen.



Hits and Hit Points (HP)

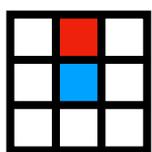
Most Moves deal hits in one way or another. After a Pokémon takes hits, it loses that many Hit Points (HP). Once a Pokémon reaches 0 HP, it faints and returns to its Poké Ball.

When determining how many hits a Pokémon takes, use this order:

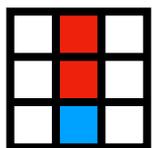
1. Calculate or check how many hits the Move normally deals.
2. Add an extra hit caused by special effects such as other Moves or Trainer abilities if applicable (you can't add more than 1 hit this way).
3. Apply up to one doubling effect (other than weakness).
4. Apply weakness or resistance.

Attack Ranges

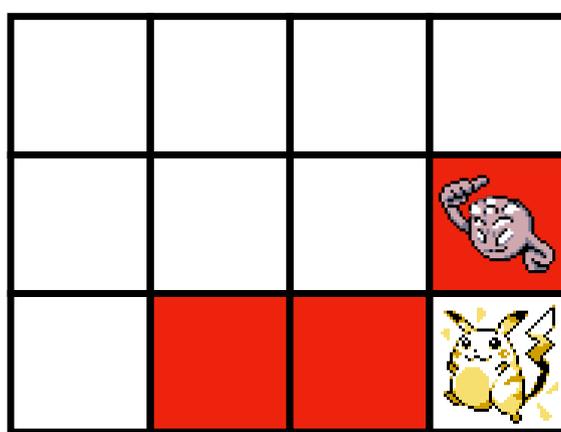
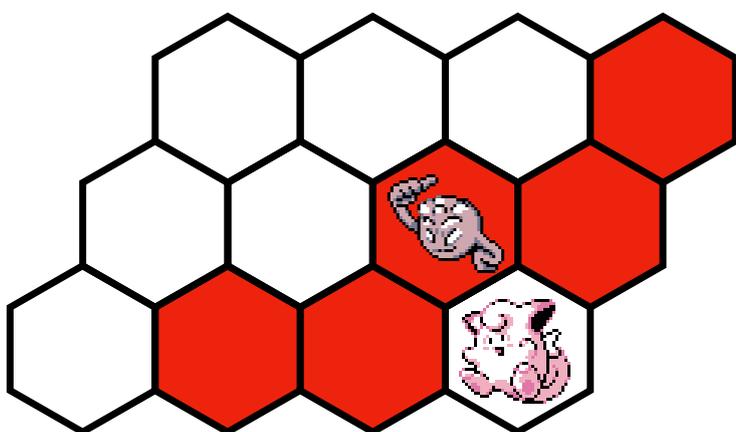
Each Move has an attack range associated with it. These ranges show which spaces a Move affects.



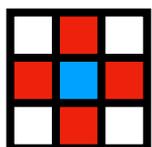
Moves with this range only affect a single Pokémon in an adjacent space of your choice (i.e. one of 6 possible spaces for hexes and one of 4 for squares).



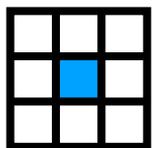
Moves with this range affect a single Pokémon up to two spaces away in a straight line. The Move can't go diagonally and hits the first target it sees. In the examples below, Clefairy and Pikachu can only hit Pokémon in the red spaces.



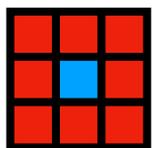
The Move can't go through obstacles, but it can go over water. When in darkness, if the Pokémon using the Move doesn't have Flash, the Move can only affect targets which are adjacent to the user.



Moves with this range affect all adjacent targets, whether they be friend or foe.



Moves with this range affect only the user of the Move.



Moves with this range affect all other Pokémon in the arena. This range is only used for legendary moves.

Regular Moves

Regular Moves are Moves which don't have a  symbol. They usually involve physically attacking another Pokémon.

To use a Regular Move, roll both the user's Attack die and the Move's

Move die. This Move die is shown next to the Move's type, below the name. For Razor Leaf, the Move die is a d8.

Most Regular Moves have a chance of missing determined by their **Threshold**, denoted by an exclamation point followed by a number. For Razor Leaf, the Threshold is 2. If the result of the Move die is equal to or lower than the Threshold, the Move misses. If the result is higher than the Threshold (**or if there is no Threshold**), the Move hits.

If the Move hits, calculate the damage by adding the result of the Attack die and the result of the Move die together.

For example, if you roll a 3 on the Attack die and a 5 on the Move die, the attack deals 8 damage.

This does not mean the target loses 8 HP. Instead, look at the target's Defence. The target loses HP equal to the number of times the damage can overtake its Defence.

For example, if you deal 8 damage to a 3 Defence Pokémon, the first 3 damage deals 1 hit, the next 3 damage also deals 1 hit, and then the remaining 2 damage isn't enough to deal another hit. This means the target ends up losing 2 HP. (**Mathematically, you divide the damage by the Defence and round down.**)

Regular Moves can also cause additional effects. If there's a number preceding that effect, that effect only happens when you roll that specific number on the Move die (not on the Attack die!).

Razor Leaf

:L5

Grass

d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 



Special Moves

Special Moves are Moves marked with a  symbol. They involve the Pokémon doing something other than just physically attacking another Pokémon.

Strange Powder :L3

Grass  d4 

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP:

To use a Special Move, roll both the user's Special die and the Move's Move die (shown next to the special symbol). For Strange Powder, the Move die is a d4. **Some Special Moves have a d1 as their Special die. That's a die which can only roll a 1, so just assume you rolled a 1 and don't bother trying to find a d1.**

If the result of the Special die is greater than the result of the Move die, the Move is a success and its effect happens. If the result is equal to or lower than the result of the Move die, nothing happens (not even any potential downside).

This makes Special Moves quite a bit different from Regular Moves. A high Attack stat doesn't make a Pokémon more likely to hit with a Regular Move, but it does increase the potential damage. A high Special stat makes a Pokémon more likely to succeed with a Special Move, but doesn't change the potential damage.

Special Moves often deal a set number of hits. These ignore the target's Defence stat.

As with the Regular Moves, Special Moves can cause additional effects when certain criteria are met. If an effect is preceded by a number, that effect only happens when you roll that specific number on the Move die. For example, Strange Powder only causes Sleep if you roll a 4 on the Move die.

For example, if you use Strange Powder and roll 5 on the Special die and 3 on the Move die, each target becomes Confused.

Switching

Instead of declaring a Move, you can also try to switch out your Pokémon. This works exactly like a regular attack, which means you declare it at the start of the round and the switch only happens during the Pokémon's turn. You can only switch out a Pokémon if it's on one of the starting spaces (it can still move 2 spaces before you have to switch). You then remove that Pokémon from the battlefield and send out a new Pokémon in any open starting space.

If a Pokémon can't declare a move for whatever reason (such as being Asleep or trapped), it can't switch out.

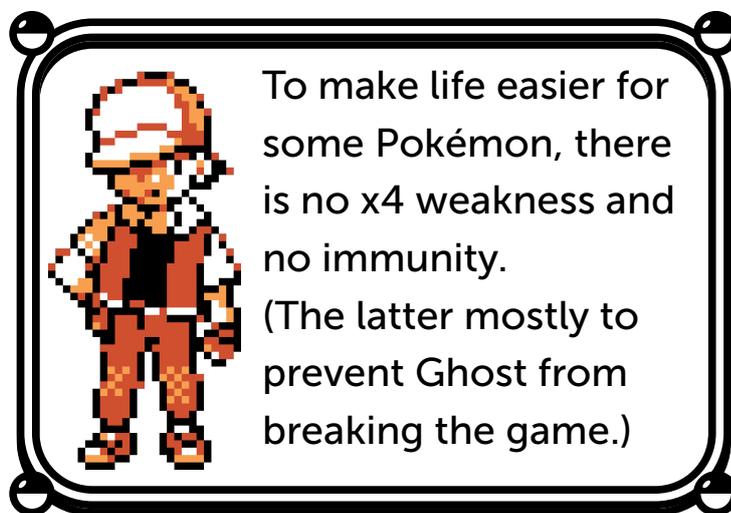
Weakness and Resistance

Each Pokémon has weaknesses and resistances based on its type. These all change the number of hits it takes from an attack. You can find a Pokémon's vulnerability to each type on the Pokémon sheet.

Weakness to a type doubles the number of hits a Pokémon takes from a Move of that type, after all other calculations have been done. It is marked with '**x2**' underneath the type.

Resistance to a type reduces the number of hits a Pokémon takes from a Move of that type by 1, after all other calculations have been done. It is marked with '**-1**' underneath the type.

You can find an overview of weaknesses and resistances on the type chart on the following page. (**-1** and **x2** balance each other out, multiples of either don't do anything special, and any combination combined with **x0** automatically becomes **-1**.)



DEFENDING

	Nrm	Fire	Wtr	Elec	Grn	Ice	Fgt	Psn	Grn	Fly	Psy	Bug	Rck	Gho	Dra
Nrm													-1	x0	
Fire		-1	-1		x2	x2						x2	-1		-1
Wtr		x2	-1		-1				x2				x2		-1
Elec			x2	-1	-1				x0	x2					-1
Grn		-1	x2		-1	-1		-1	x2	-1		-1	x2		-1
Ice			-1		x2	-1			x2	x2					x2
Fgt	x2					x2		-1		-1	-1	-1	x2	x0	
Psn					x2			-1	-1			x2	-1	-1	
Grn		x2		x2	-1			x2		x0		-1	x2		
Fly				-1	x2		x2					x2	-1		
Psy							x2	x2			-1	-1			
Bug		-1			x2		-1	x2		-1	x2			-1	
Rck		x2				x2	-1		-1	x2		x2			
Gho	x0										x2			x2	
Dra															x2

ATTACKING



The type chart is of course based on the type chart from Gen I. This means Bug is weak to Poison, Poison is likewise weak to Bug, and Ice is neutral against Fire.

Some changes have been made to the type chart to add a bit more balance between Pokémon: Ice resists Grass (this usually simply cancels out Water's weakness), Bug resists Psychic (this often simply cancels out Poison's weakness), and Psychic is now actually weak to Ghost instead of being immune because someone apparently messed up the code.

Conditions

Some Moves inflict special conditions. Four of these have a specific name and effect, as described here. (A Pokémon can be affected by multiple special conditions at the same time.)

Confusion

When a Pokémon is Confused, during its next turn, instead of moving up to 2 spaces, it has to move 1 space in a random direction (roll a d6 or d4 to determine the direction). If it can't move in that direction for any reason, it loses 1 HP. It must then try to use its declared Move against an eligible target, even if that target would be an ally. After using this Move (or switching), the Pokémon stops being Confused.

Poison

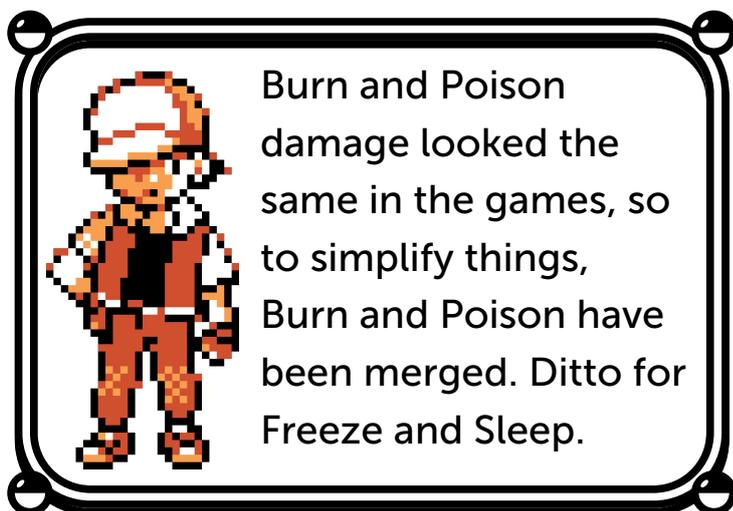
While on the battlefield, a Poisoned Pokémon loses 1 HP at the end of each round.

Paralysis

A Paralysed Pokémon can't move during the round it becomes Paralysed and during the round after. At the end of that second round, it stops being Paralysed. (A Pokémon can become Paralysed again even if it's already Paralysed. The effect doesn't stack, but if this is its second round of not being able to move, it again wouldn't be able to move during its next round.)

Sleep

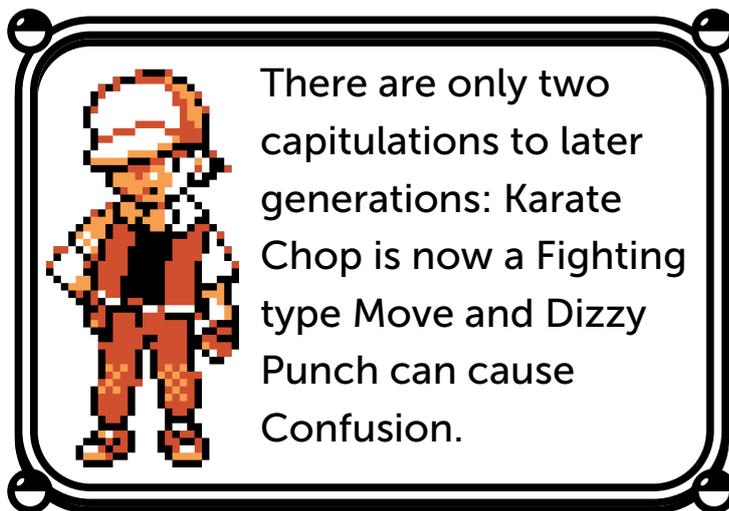
A Sleeping Pokémon can't take any actions and doesn't get to pick a Move. When a Pokémon becomes Asleep, set its 'Sleep Counter' to 3. At the end of the round, roll a d4. If the result is higher than the Sleep Counter, the Pokémon wakes up. If it's equal or lower, lower the Pokémon's Sleep Counter by 1. Any Pokémon can pick the Move 'Wake'. This Move automatically wakes up all adjacent Pokémon.



Other Move Effects

Quite a few Moves cause other effects, such as restricting movement, recovering HP, or dealing additional hits. Those effects should be self-explanatory.

As a general rule, you don't get to declare a Move for a Pokémon which can't take actions. This includes sleeping Pokémon and trapped Pokémon.



Trapping Moves

One special mention goes to the trapping Moves: Bind, Wrap, and Clamp. These prevent both the user and the target from taking any actions. The effect ends at the end of the next round (i.e. the round after the round the Move is used) or when either the user or the target moves. If either of the affected Pokémon faints, the effect also stops.

Because trapped Pokémon can't take actions, they can't move and therefore can't stop the effect without outside assistance. They also can't be switched out, since that would also involve taking an action.

Fire Spin only traps the target, not the user, which means moving either doesn't stop the effect.

Charging Moves

Certain Moves require a Pokémon to charge for a round and then attack on the next, namely Razor Wind, Skull Bash, Sky attack, and Solar Beam. When a Pokémon declares one of these Moves, it can still move during both the turn it is charging and the turn it actually uses the Move. Spend the PP when the Pokémon charges, not when it actually uses the move. (If a Pokémon can't use a Move during the round after it has charged, the charged Move fails automatically.)

Fainting

Once a Pokémon loses all of its HP, it faints and is removed from the battle. If there are still Pokémon left and the rules of the current battle allow it, that trainer's side can send out a new Pokémon at the start of the next round—before Moves have to be picked. The new Pokémon can be sent out onto any open starting space. (If no such space is available, the Trainer skips their turn instead.)

After Battle

After a battle, the following things happen:

- Each fainted Pokémon is revived (using a Revive, as explained in the [Adventuring chapter](#)).
- After a bit of rest, each Pokémon fully regains its lost HP.
- All conditions and effects are removed.
- Any spent PP remains spent. You can only recover PP at a Pokémon Centre or using an Elixir.



This is quite different from the base games. The main reason for not keeping lost HP between battles is to make battles more skill-based and less attrition-based. As you'll see later on in the rules, battles with other trainers follow some pretty strict rules. Having to start at lower HP would make those battles quite unfair. The 'unfairness' of not restoring PP between battles is dealt with in other ways. This makes PP and Revives the main resources you'll be tracking between battles.

If you want this to still feel like the original Pokémon games, just imagine that you're spending most of your Poké on Potions and Full Heals.

Out of Battle

Pokémon are still the central focus of the game even outside of battles, but the rules here are a bit looser and give more room for improvisation and creative problem solving.

Sizes

Pokémon come in a wide range of sizes. To not get bogged down by specifics, they've been categorised into five broad categories. These categories are roughly based on volume, not length, which is why some long Pokémon are in different categories than you might expect.

Tiny

Tiny Pokémon are usually around half a metre (**1 ½ ft**) tall, although they can be quite a bit smaller. They can easily be carried by humans and are tough to spot in tall grass.

Small

Small Pokémon are roughly a metre (**3 ft**) tall. They are noticeably smaller than humans, but usually can't be carried easily.

Medium

Medium-sized Pokémon fall within the normal size ranges for humans.

Large

Large-sized Pokémon are roughly 2 and a half metres (**8 ft**) tall, significantly bigger than most humans,

Huge

Huge-sized Pokémon are whatever's left. They are usually around 5 metres (**16 ft**) tall.



Abilities

The same abilities that allow Pokémon to circumvent obstacles in combat can also help them overcome obstacles outside of combat.



Cut

Pokémon with Cut can cut through bushes, trees, and wooden objects using their claws or other appendages.

Fly

Pokémon with Fly can fly or hover. They can also carry a single Pokémon of a smaller size with them when doing so. If the Pokémon is Large-sized or bigger, it can also carry a human.

Beware that there are quite a few restrictions on flying over longer distances, as discussed in the Adventure chapter.

Surf

Pokémon with Surf can swim in water. They can ferry a Pokémon of equal or smaller size while doing so. If the Pokémon is Medium-sized or bigger, it can also bring along a human.

Strength

Pokémon with Strength can push objects of up to one size category larger than them out of the way with relative ease.

Flash

Pokémon with Flash can provide light in the darkness. How they provide this light depends on the Pokémon.

The two exceptions are Zubat and Golbat, which use echolocation to see in the dark, but can't provide light.

Pokémon Actions

Throughout a Trainer's journey, they'll be faced with many problems to solve and obstacles to overcome. A Trainer can obviously enlist the help of their Pokémon when facing these problems.

Pick a Move

Whenever you ask a Pokémon to do something which has an uncertain outcome, first choose one of that Pokémon's Moves which could help. For example, you could use Water Gun to put out a fire, Ember to heat some food, Rock Throw to hit something at a distance, or Teleport to just hit the bricks and leave.

Since Moves don't include a description of what they look like, you can use the Move's name, type, effect, and size of the Move die as indicators. Feel free to use plenty of imagination as well! If you can't come up with a clear description of the Move, just assume it doesn't really do anything outside of combat.

As a general rule of thumb, a Move can't just conjure objects out of thin air. Even a Move such as Rock Throw involves picking up a rock and then throwing it. They can however create elemental effects such as fire, cold, electricity, and so on. The only exception to this is water-type Moves, which can conjure water out of thin air (by condensing it out of the air, presumably).

When in doubt, Basic Moves such as Tackle, Scratch, Pound, and Constrict can always be used for basic actions that the Pokémon should generally be able to do. (Ditto can Transform out of battle, but uses a d4 for all copied moves instead of their usual Move die.)

Keep in mind that the Pokémon should realistically be able to perform the action. This means that a Pokémon without Strength can't just push things and a Pokémon without Cut can't just cut things, even if a Move seems vaguely appropriate. (Slash might cut down a tree for a Pokémon with Cut, but not for one without it.)



Set the Difficulty

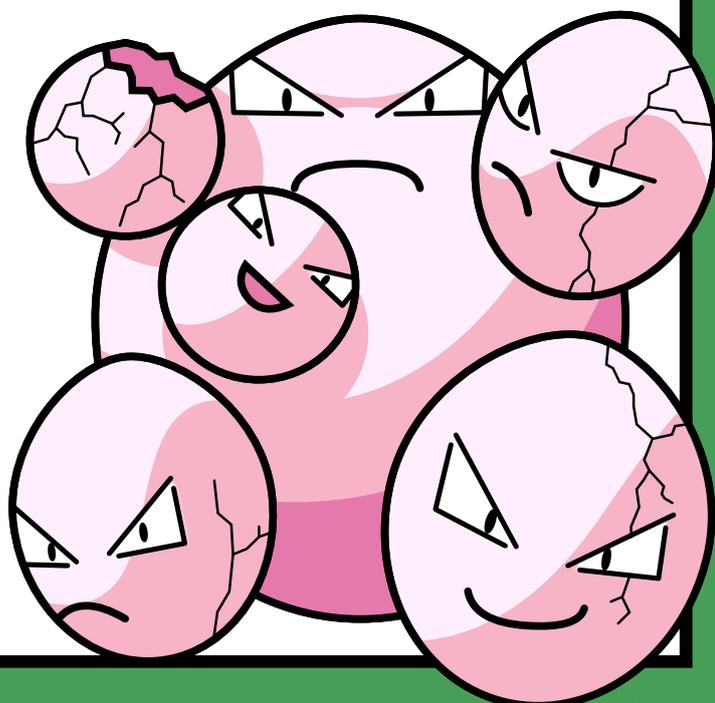
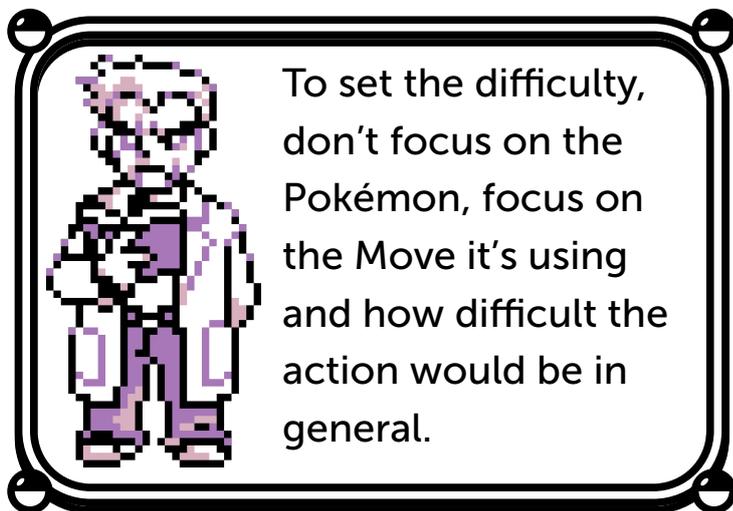
After choosing a Move, the Professor needs to set the difficulty of the action. This difficulty ranges from 2 for simple actions to 5 for extremely difficult actions.

Make sure everyone agrees on this difficulty before rolling to confirm that everyone is on the same page. A Trainer can decide not to try an action after learning the difficulty.

(For example, the Professor might have a raging fire in mind while the Trainer is imagining a small fire which a Squirtle's Water Gun should easily put out. Setting the difficulty is a good way of correcting that misconception before mistakes are made.)

The difficult levels are:

- **2 – Easy:** All Pokémon should be able to successfully perform this action, and even weak Pokémon should succeed quite often.
- **3 – Medium:** Weak Pokémon are unlikely to succeed, but stronger Pokémon should still have a decent chance of succeeding.
- **4 – Hard:** Weak Pokémon using weak Moves can't succeed, and even for strong Pokémon a complete success is unlikely.
- **5 – Very Hard:** Weak Pokémon and weak Moves aren't going to cut it, and even the strongest Pokémon with the strongest Moves are unlikely to succeed completely.



Perform the Action

Once the difficulty has been agreed upon, first spend a PP from the chosen Move (if the Move uses PP), then it's time to roll some dice!

If the Move used is a Regular Move, roll the Pokémon's Attack die and the Move's Move die. If the Move used is a Special Move (one with a  symbol), roll the Pokémon's Special die and the Move die.

For each result which is higher than the difficulty of the action, you get a hit. For each result lower than the difficulty, you get a miss.

- ☉ If there are more hits than misses, the action is considered a **success**. Everything happens exactly as planned. You did it!
- ☉ If there are more misses than hits, the action is considered a **failure** and doesn't have the intended effect. This doesn't necessarily mean that everything is now hopeless, but it does mean that a new strategy has to be found to achieve the desired result. A Pokémon can't re-attempt the action after failing.
- ☉ If there is an equal number of hits and misses (this includes there being no hits or misses), the action is considered a **struggle**, which means that the action only succeeds partially or succeeds at a cost. Anyone at the table can give suggestions for what this could mean.

In some cases, a success would mean that a bad result is successfully avoided (such as stopping a building from burning down). In that case, a failure would have a direct negative consequence.

If the (presumably negative) result of an action would inflict some kind of physical damage to a Pokémon, simply roll a number of d12s equal to the difficulty of the action. The Pokémon takes that much physical damage (i.e. the Pokémon loses HP equal to the number of times the damage can overtake its Defence). This damage can also be the cost of success for a struggle. Any HP lost as part of this comes back after a bit of rest unless the Pokémon faints.



Group Action

If you want to increase your chances of success, you can have multiple Pokémon help out with the action. Go through the same steps for each participating Pokémon. They can use different Moves, as long as they're all contributing to the same effort. The difficulty can be different for each Pokémon.

When comparing hits and misses to see if the action was successful, you can ignore 1 miss for each Pokémon that participated beyond the first. (For example, if there are 3 Pokémon participating, 2 hits and 4 misses would be a struggle, since you get to ignore 2 of those misses, leaving you with an equal number of hits and misses.)

Example of an Action

You ask your Bulbasaur to cut down a fallen tree which is blocking the way. Bulbasaur has Cut, so it should be able to do this. You pick the Move Razor Leaf, since that sounds like it should be able to cut down a tree. It's a sturdy tree, so the Professor sets the difficulty at 3. You think that's fair and accept.

Razor Leaf is a Regular Move. You roll Bulbasaur's Attack die (a d6) and Razor Leaf's Move die (a d8). The Attack die lands on a 4 and the Move die lands on an 3. That's one hit and one miss, which means the result is a struggle.

This struggle can mean a few things. Perhaps the attack only weakened the tree, lowering the difficulty for anyone who wishes to try next, or perhaps the tree falls on Bulbasaur, which means Bulbasaur takes three d12s worth of damage!

You pick the damage option. The Professor rolls the three d12s and rolls a total of 14. Bulbasaur's Defence is 3, which means the tree deals a total of 4 hits. That's enough to reduce Bulbasaur's HP to 0. Bulbasaur faints, and you need to spend a Revive to get it up and running again.



Miscellaneous

Here's some extra stuff about Pokémon which might be relevant.

Aquatic Pokémon On Land

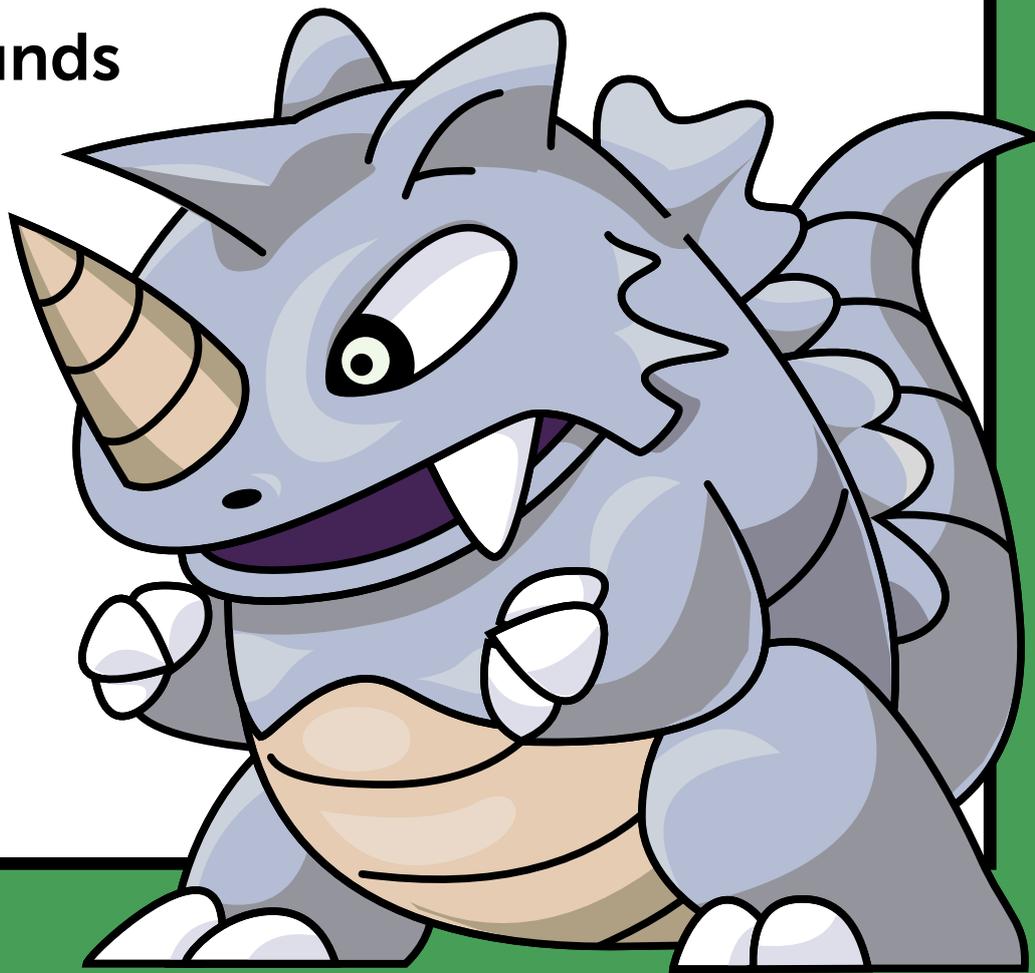
Some aquatic Pokémon—such as Seaking and Seadra—look like they shouldn't be able to move on land. However, don't forget that these Pokémon can create water out of thin air, which would allow them to slip and slide over land. While they wouldn't be able to run far, they can definitely move around.

Evolution

Pokémon sometimes evolve into different Pokémon. This isn't quite as instantaneous as portrayed in the games. Evolution forms can take hours or even days and can look very different based on which Pokémon is evolving.

Pokémon Sounds

Most Pokémon sound like regular animals. Some of the weirder Pokémon—such as Starmie and Magnetron—communicate using beeps, but that's usually as weird as it gets. (They don't say their name, that'd be weird.)





Trainers



Trainer Rules

You are a Pokémon Trainer

Most people have a Pokémon or two as a friend, companion, aid, or pet, but Pokémon trainers are different. They have dedicated their life to helping Pokémon achieve their full potential. This means training them at designated Pokémon Gyms and pitting them against a wide array of other Pokémon in battle.

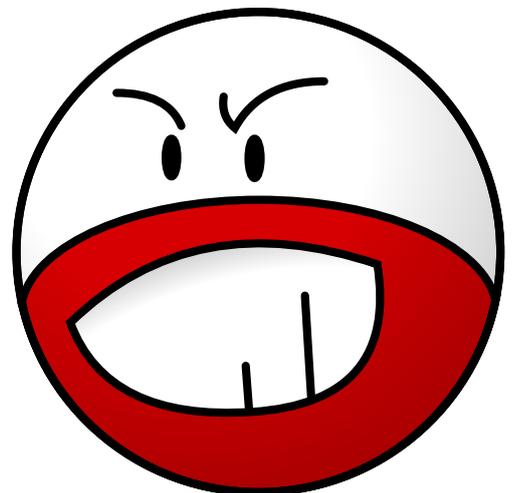
To prevent Pokémon from being neglected, a trainer can't have more than 6 Pokémon (although some may have found a way around that). If a trainer ever catches more than 6 Pokémon, they have to release or give away Pokémon until they have only 6 once they reach a town or city.

Poké Balls

Poké Balls are special devices which can hold Pokémon by shrinking them. How they work is a bit of a mystery, but what is known is that a Pokémon is still aware of its surroundings while inside a Poké Ball.

To keep things simple, each Trainer is assumed to have enough Poké Balls with them for whatever they want to catch, so there's no need to track them.

Some Poké Balls are made to catch more powerful Pokémon, namely Great Balls, Ultra Balls and the legendary Master Balls. Since these are quite a bit rarer, they aren't free for Pokémon Trainers and do have to be tracked by the players.



Trainer Level

Your trainer level measures how advanced your training techniques are and to what heights you can elevate your Pokémon. Your trainer level is denoted by “:L” and goes from :L1 all the way up to :L10.

You can train with your Pokémon at a Gym to grant them the benefits of your trainer level. This allows them to learn new Moves and perhaps even evolve. Each of your Pokémon can only use its Moves for which the level in the top right corner is equal to or lower than your level.

You usually increase your trainer level by defeating Gym Leaders, as explained in the next chapter.

Money

Each trainer should always have some money with them. This money isn't used for general goods and services (those are free) and is only used by Pokémon trainers as a way of adding stakes to battles.

The currency of the Pokémon world is Poké and uses this symbol: ₺

Trainer Teams

In this game, the Trainers are part of a trainer team. This is a group of trainers who travel together to (usually) try and become Pokémon champions. They battle trainers as a team and gain trainer levels as a team. Teams can consist of two or three trainers (this decision should probably depend on the number of players at the table).

It's possible for a team to disband, in which case they can team up with other trainers. The trainer level of the new team is equal to the lowest trainer level from among its members. The number of badges that team has earned (see later) is also equal to the lowest number of badges a team member has earned. A team member's trainer level cannot go up unless each other team member has an equal or higher level.



Trainer Card

To be an official trainer, you need a Trainer card. This is where you can keep track of your trainer class, level, money, and Revives. It also has a spot for your trainer class's abilities.

Your Trainer card is also where you keep track of any badges you may have earned. You need 8 of those before you can try to become a Pokémon master. The stars below the badge number indicate which gyms you can face.

NAME/ Red
CLASS/ Cooltrainer
LEVEL/ :L1
MONEY/ ¥2
REVIVES/ ○○○○○○



● ABILITIES ●

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.

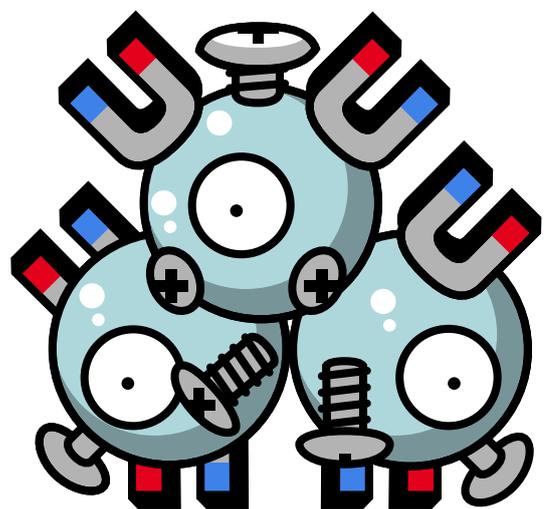
● BADGES ●

1	2	3	4
	★	★	★
5	6	7	8
★★	★★	★★	★★★

Trainer Actions

Since this is a Pokémon game, most actions that are somewhat challenging should involve Pokémon in some way. If a Trainer attempts an action by themselves, assume they succeed if a reasonably competent human would be expected to succeed and assume they fail otherwise.

If you really feel the need to roll for something a Trainer attempts alone, you can use the same rules as for Pokémon actions. Use a d4 for both the Trainer's "Move die" and "Attack/Special die".

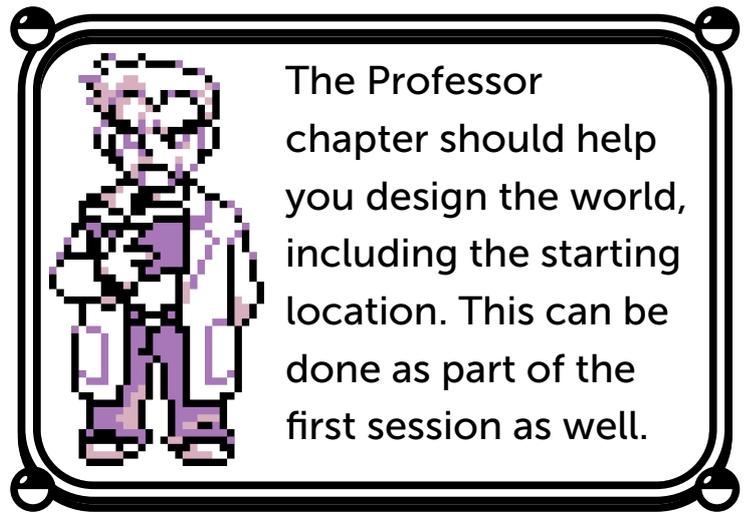


Trainer Creation

To play as a Trainer, you first need to figure out who that Trainer is. Figuring out the specifics of your trainers should always be done as a group to make sure the Trainers mesh well and have a reason to travel together.

Step 0: Set the Stage

Start by making sure everyone is on the same wavelength and has the same starting point in mind. Is there a specific location where the team will start? Do you have a goal in addition to (or instead of) becoming Pokémon champions?



It can also be handy to come up with a central figure at this point. Someone who everyone in the team is closely connected to. The axle of your social wheel. This person can be a researcher, local gym leader, retired champion, or whatever else strikes the players' fancy.

Step 1: Choose a Trainer Class and Starter

After the stage has been set, each Trainer picks a trainer class. This trainer class comes with up to two abilities, three suggested starter Pokémon, and two character questions.

Each Trainer then picks a starter Pokémon. This doesn't *have* to be one of the trainer class's starter Pokémon, it can also be a starter Pokémon from one of the other classes, just make sure that it makes sense and that everyone agrees.



Step 2: Answer Some Questions

Once everyone has a starter Pokémon, it's time to flesh out the characters. This is done through a series of questions. Once everyone has answered the first question, move on to the second, and so on.

Try to involve the other Trainers in these answers as much as possible! Especially if the question refers to a specific person, consider if this person could be one of the other Trainers. You want the team to be a pretty tight-knit group which is perfectly willing to travel together at the end of this.

The answers to these questions don't have to be chronological. You can have met your fellow teammates before meeting your starter Pokémon, for example. Just make sure everyone has a rough idea of the timeline by the end of it. Also, feel free to come up with new characters—this should help the Professor when fleshing out the world.

The questions are:

- 1** **2** See the questions at the bottom of the chosen trainer class.
- 3** Where and how did you first meet your starter Pokémon?
- 4** Where and how did you first meet your teammates (who weren't part of any previous answers)?
- 5** What made you decide to form a team and start adventuring?
- 6** What goal, other than becoming a Pokémon Master, do you have?

Step 3: Start Adventuring

It's finally time to officially form a trainer team. This has to be done at a Gym, where you can then also increase each Trainer's level to :L1. This Gym can't be the first Gym you challenge as a team, that's the rules.

In addition to their Trainer cards, each team member also gets ₣2.



Trainer Classes

This is the list of trainer classes each Trainer can choose from. If you don't know which one to pick, just pick Cooltrainer. None of these are restricted to a specific age or gender identity. (Only Youngster and Jr. Trainer are assumed to be young.)



Same-type attack bonuses aren't part of the core rules, but if you really can't live without STAB, Cooltrainer's ability has you covered.

The Professor chapter has a few extra trainer classes to choose from. These are based on beta classes and use beta Pokémon from Pokémon Gold and Silver as starter Pokémon. If everyone is fine with using those Pokémon, you can also choose one of those classes.

Cooltrainer



Starter Pokémon



Bulbasaur
#001



Charmander
#004



Squirtle
#007

Abilities

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 (not to the Move die). Don't apply this bonus during battle if the Move doesn't target at least 1 other Pokémon.

Questions

- 1 When did you start dreaming of becoming a Pokémon Master?
- 2 Who was your mentor or inspiration for pursuing this dream?



Beauty



Starter Pokémon



Clefairy

#035



Bellsprout

#069



Goldeen

#118

Abilities

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.

Questions

- 1 How did you discover the power of your charisma?
- 2 Who do you often talk about beauty tips with?

Biker



Starter Pokémon



Doduo

#084



Grimer

#088



Koffing

#109

Abilities

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.

Questions

- 1 When did you get your first bike? Who gave it to you/taught you?
- 2 What group or gang were you part of? What did you do there?

Bird Keeper



Starter Pokémon



Pidgey

#016



Spearow

#021



Doduo

#084

Abilities

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.

Questions

- 1 Where and how did you discover your love of the skies?
- 2 What bird-related group or sports team are you a part of?
Name at least one prominent member.

Blackbelt



Starter Pokémon



Mankey

#056



Poliwhag

#060



Machop

#066

Abilities

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.

Questions

- 1 Where did you learn your martial arts skills? Who trained you?
- 2 What kind of martial arts do you focus on?

Bug Catcher



Starter Pokémon



Paras

#046



Venonat

#048



+ Caterpie or
Weedle

#010 or #013

Abilities

You start with a Caterpie or Weedle in addition to your other starter.

If at least half of your Pokémon have the Bug type, you can have an additional Pokémon with you as long as that Pokémon is a Caterpie, Metapod, Butterfree, Weedle, Kakuna, or Beedrill. That Pokémon can be revived without using a Revive.

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

Questions

- 1 What got you into bug catching? How did you start out?
- 2 Who taught you the ins and outs of bug catching?

Burglar



Starter Pokémon



Diglett

#050



Meowth

#052



Growlithe

#058

Abilities

You gain 1 (additional) ₣ after you win a battle against a Trainer.

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

Questions

- 1 There's no poverty, so what were you stealing and why?
- 2 Who were your contacts (or group) while you were burgling?

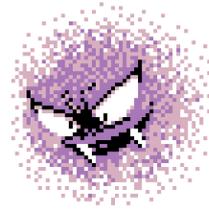
Channeler



Starter Pokémon



Vulpix
#037



Gastly
#092



Cubone
#104

Abilities

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.

Questions

- 1 When and how did you realise you could contact spirits?
- 2 Where did you learn to channel these powers? Who taught you?

Cue Ball



Starter Pokémon



Mankey
#056



Geodude
#074



Seel
#086

Abilities

In battle: Your Pokémon with Strength can move other Pokémon as if they were boulders (if that Pokémon can occupy its new space).

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. (This cannot get you out of officially initiated Pokémon battles.)

Questions

- 1 Why were you never home when you were younger?
- 2 What street gang were you a part of? What did its members do?

Engineer



Starter Pokémon



Diglett

#050



Magnemite

#081



Voltorb

#100

Abilities

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.

Questions

- 1 How did you discover you have a knack for fixing things?
- 2 Where did you learn your repair skills? Who taught you?

Fisher



Starter Pokémon



Shellder

#090



Horsea

#116



Goldeen

#118

Abilities

In battle: Whenever you send out a Pokémon, you can also send out a :L0 Magikarp in an adjacent open space (**it only knows Splash**). You control that Magikarp, but can't switch it. You can't use this ability again this battle until that Magikarp faints.

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

Questions

- 1 What was your first memorable catch? Who was there?
- 2 Who do you often share fishing stories with?



Gambler



Starter Pokémon



Vulpix
#037



Oddish
#043



Poliwhag
#060

Abilities

In battle: If each of the Pokémon you have with you all share a single type other than Normal (e.g. all of your Pokémon have the Fire type), each of your Pokémon's Moves of that type deal an additional hit except against Pokémon with resistance to that type. (If all of your Pokémon share the same two types, choose one of the two types for this effect to apply to at the start of battle.)

Questions

- 1 What was the first bet you won or lost? How did it affect you?
- 2 Who do you often gamble with (either against or alongside)?

Gentleperson



Starter Pokémon



Pikachu
#025



Nidoran
#029 or #032



Growlithe
#058

Abilities

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.

Questions

- 1 How did you enjoy being raised in an upper-class household?
- 2 Who primarily taught you manners and etiquette?



Hiker



Starter Pokémon



Jigglypuff

#039



Machop

#066



Geodude

#074

Abilities

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. (They can still choose to push them instead if they have Strength.)

Out of battle: You can effortlessly climb any mountainside.

Questions

- 1 Where and how did you discover your love of hills and caves?
- 2 Which person you met on your travels influenced you the most?

Jr. Trainer



Starter Pokémon



Bulbasaur

#001



Sandshrew

#027



Nidoran

#029 or #032

Abilities

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. (They can also cut them down instead if they have Cut.)

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

Questions

- 1 What was your first memorable experience in the outdoors?
- 2 Who did you go camping and exploring with?



Juggler



Starter Pokémon



Seel

#086



Drowzee

#096



Exeggcute

#102

Abilities

In battle: Between rounds (**before attacks are declared**), you can switch out one of your Pokémon. You can switch out from any space this way, but must send the new Pokémon to that same space (**it has to be able to occupy that space**). You can't switch out a trapped, Paralysed, Confused, or Sleeping Pokémon in this way.

Out of battle: You can juggle flawlessly.

Questions

- 1 Why did you learn to juggle?
- 2 What kind of troupe were you a part of? What was special or unique about this troupe?

PokéManiac



Starter Pokémon



Charmander

#004



Slowpoke

#079



Cubone

#104

Abilities

You may have up to 3 additional Pokémon with you. (**Your limit should now be 9.**)

Questions

- 1 Which Pokémon did you first become obsessed with and why?
- 2 What kind of fan club or organisation are you a member of? Name at least one prominent member.

Psychic



Starter Pokémon



Venonat

#048



Pysduck

#054



Slowpoke

#079

Abilities

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.

Questions

- 1 How did you discover you had special powers? Was there someone with you when it happened?
- 2 Why did you learn to grow your powers? Who taught you?

Rocker



Starter Pokémon



Jigglypuff

#039



Magnemite

#081



Voltorb

#100

Abilities

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.

Screech

Normal



d4



Deals 2 hits.

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

Questions

- 1 How did you learn to play music? Did someone teach you?
- 2 What kind of band were you a part of? Who else was in it?



Sailor



Starter Pokémon



Tentacool

#072



Shellder

#090



Krabby

#098

Abilities

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.

Questions

- 1 What was your first job aboard a vessel? How did you get this job?
- 2 With which former shipmate do you have the closest bond? How did you forge this bond?

Scientist



Starter Pokémon



Koffing

#109



Omanyte

#138



Kabuto

#140

Abilities

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.

Questions

- 1 How did you develop a love for science? Did you have a teacher?
- 2 What discipline did you specialise in? Who was your closest collaborator?



Super Nerd

Starter Pokémon



Psyduck

#054



Grimer

#088



Eevee

#133

Abilities

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. (It can use that Move even if all its normal PP are spent.)

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

Questions

- 1 What is your obsession? How did it develop?
- 2 Who (group or person) do you share your obsession with?

Swimmer

Starter Pokémon



Squirtle

#007



Horsea

#116



Staryu

#120

Abilities

In battle: At the start of the battle, before choosing starting spaces, change 1 open space to water. The first water space each of your Pokémon with Surf moves through during each of its turns doesn’t cost any movement.

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

Questions

- 1 When did you learn or discover that you are a good swimmer?
- 2 Who do you regularly go swimming with?



Tamer



Starter Pokémon



Ekans

#023



Sandshrew

#027



Meowth

#052

Abilities

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.

Questions

- 1 Who or what taught you how to tame dangerous Pokémon?
- 2 What motivates you to go out and tame Pokémon?

Youngster



Starter Pokémon



Pikachu

#025



Clefairy

#035



Eevee

#133

Abilities

Choose one of your Pokémon with Power 1 (**the Professor can check this for you—each starter Pokémon qualifies**). The chosen Pokémon gets +1 HP and an additional +1 HP once you're at :L5. Also, 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 or Speed by 1 (up to a maximum of 6). You can change the chosen stat changes and even the chosen Pokémon while at a Gym.

Questions

- 1 Why did you want to become a Pokémon Trainer at a young age?
- 2 Who's your best friend and what do they think of your choice?

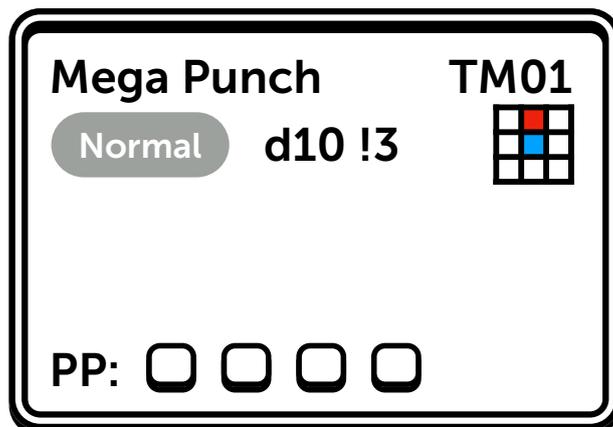


Technical Machines

Technical Machines, or TMs for short, are a way of giving Pokémon access to Moves they don't learn naturally. The reason they're here in the Trainer chapter is because it's the Trainer who controls and uses them.

TMs can take on many different forms. Some are ancient artefacts from a bygone era—magical spheres filled with wondrous magic, mechanical contraptions filled with endless gears and rotors, or technological marvels of which the building instructions have been lost to time—and some are recent cutting-edge technological developments, special machines made by the foremost scientists and engineers of this age.

They all share one common feature: they all carry within them the essence of a Pokémon Move. If used correctly, a TM can allow a nearby Pokémon attuned to its frequency to use that Move as if it were its own, both in and out of battle.

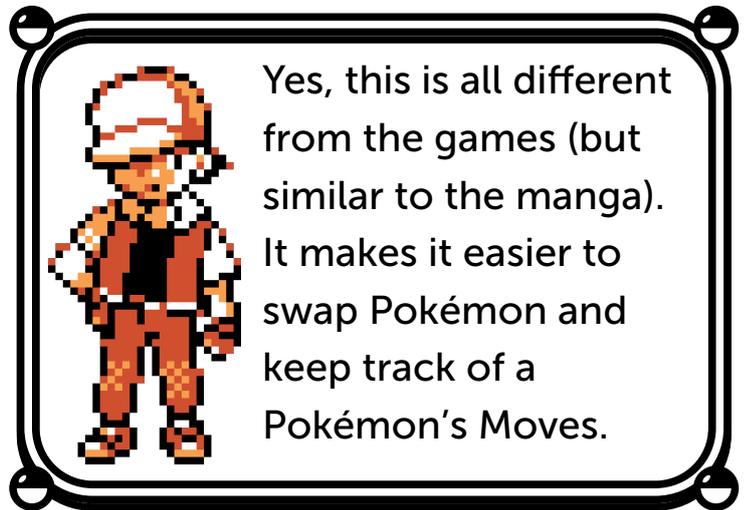


Like with regular Moves, the Moves within a TM have a limited number of uses in the form of PP. This PP is tied to the TM and not to any Pokémon using the Move. This means that a TM can only be used a specific number of times. Once all the PP has been spent, the TM is useless. In a town or city, a TM can be recharged, restoring all of its PP.

Not every Pokémon can use every TM's Move. A Pokémon can only use the Move if the number of that TM is at the bottom of its Pokémon sheet.



Because TMs are so rare and powerful, ownership is restricted in much the same way ownership of Pokémon is restricted. A Trainer can only carry a number of TMs equal to their trainer level. They can go over that limit while travelling, but must safely store away excess TMs before they set out again.



TMs can be found all over the world. Most notably, every Pokémon Gym has its own signature TM, which you can win by defeating that Gym. TMs are also quite common in the wild, where ancient artefacts sometimes show up. Wild Pokémon are attracted to TMs and often protect them, even if they don't quite know what they do.





Adventure



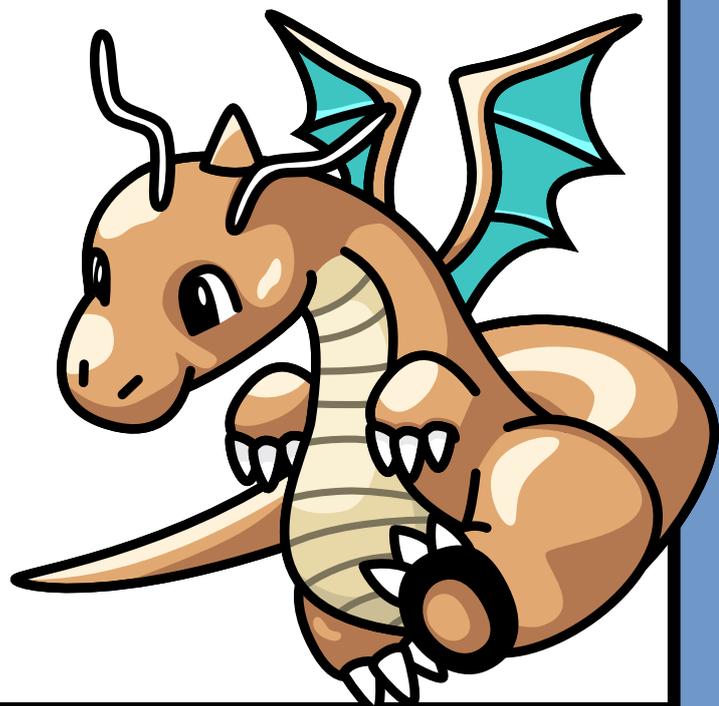
The World of Pokémon

The world of Pokémon—as presented in the games—is a bizarre place full of apparent contradictions. It is technologically advanced yet pastoral, full of towns and cities with almost no population, with dangerous organisations running around yet safe enough to let a 10-year-old wander off alone. To turn this world into a more plausible place for roleplaying, we're going to have to do some additional worldbuilding.

History

The world of Pokémon is different from our own. While it shares many of the same plants and animals, it also has had Pokémon for pretty much its entire existence. These Pokémon have taken the niche of some—but not all—animals. There are still plenty of animals around—they just don't get nearly as much attention.

The setting of this game is somewhat post-apocalyptic. Whatever society came before was highly advanced, but also highly wasteful. Some Pokémon were created by this generation, either on purpose (like Magnemite), accidentally (like Grimer), or perhaps as a combination of the two (like Koffing and Voltorb). They robbed the earth of its natural resources, exploited human and Pokémon alike, and in doing so brought about their eventual destruction. (Any similarities to existing societies are purely coincidental.)



The Core Tenets

From the ruins of this failed civilisation arose the current one. It has learned the painful lessons of its predecessor, which has given rise to a few core tenets which no one dares violate. These are:

- ☉ **Peace.** No human shall do physical harm to another human unless that human violates this tenet. No Pokémon shall be used to inflict harm on others, and Pokémon should fight only so long as it will not permanently harm either Pokémon. Anyone found in the possession of weapons or known to harbour the intent to harm others is shunned and ostracised from society. (If all else fails, Pokémon can be used to punish those who violate this tenet.) This does not mean that people cannot be evil. Evil takes many forms. People may still have nefarious goals, but they will not use physical violence to achieve those.
- ☉ **Conservation.** Except in a select few settlements, nature must be allowed to take its course. Humans no longer build endless roads to connect everywhere to everywhere. Most people rarely leave their home city, since these journeys are now long and arduous. Towns are built to be self-sustaining and cities are built to grow upwards not sideways. Nothing is made which cannot be reused or recycled.
- ☉ **Cooperation.** Humans and Pokémon must work together to help one another. Resources are distributed among the community, by the community, to each according to their needs. Everyone is expected to help their community in whatever way they can. This is done spontaneously and voluntarily. Hoarding wealth is seen as one of the greatest social sins a person can commit. Communities are often small enough not to need a specific government, but bigger cities may turn to more centralised forms of government.

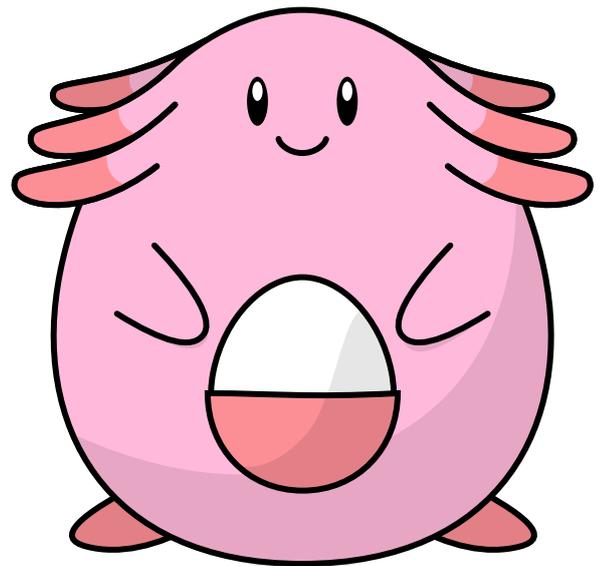
Towns and Cities

Society has coalesced into small settlements surrounded by vast swaths of nature. These settlements are places where you can rest, relax, buy TMs, and—perhaps most importantly—find Pokémon Gyms.

Pokémon Centres

Each town has at least one Pokémon Centre where trainers can rest and their Pokémon can get their injuries treated. HP and Conditions can easily be restored on the go, so you don't really need to go to a Pokémon centre for those.

As a Trainer, a Pokémon Centre is where your Pokémon can gain back all their spent PP and where you get to restock up on Revives. (Each trainer gets to take 6 Revives with them when they go on adventure. These can be used to restore fainted Pokémon, as discussed later.)



Pokémon Marts

Each town also has at least one Pokémon Mart where you can get food and drinks and whatnot. It's also where trainers can buy special Poké Balls and occasionally even TMs and rare stones, as well as Elixirs, Great Balls and Ultra Balls.

- Elixirs restore the PP of all the Moves of 1 of your Pokémon. Cost: ¥1
- Great Balls allow you to catch more powerful Pokémon. Cost: ¥1
- Ultra Balls allow you to catch the most powerful Pokémon. Cost: ¥2

You can also sell items at a Mart for half their price (rounded down).

Pokémon Gyms

Almost every town and city worth its salt has a Pokémon Gym. Some bigger cities even have multiple! These are places where you can bond and train with your Pokémon.

Training With Your Pokémon

Catching a wild Pokémon doesn't mean it just follows your orders. You need to train the Pokémon so that it can understand your orders—and to forge a tight bond with that Pokémon. Once a Trainer has trained with their Pokémon at a Gym, they can give it commands in battle and have it use that Trainer's TMs.

Whenever a Pokémon is trained at a Gym, that Pokémon unlocks all of its Moves which are at its Trainer's level or below. (For example, a :L2 Trainer unlocks all of its Pokémon's :L1 and :L2 Moves.) If a Pokémon evolves at a certain level, that also happens after training at a Gym.

Challenging the Gym Leader

Each Gym has a Gym Leader. This is the trainer at the Gym who has proven themselves to be the most capable. Each Gym Leader has a rank: low, medium, or high. This rank determines who can challenge them to try and win the Gym's badge. Only a trainer team with the required number of badges can challenge the Leader.

- Low-rank Gym Leader: at most 1 badge (0 stars).
- Medium-rank Gym Leader: 2, 3, or 4 badges (1 star).
- High-rank Gym Leader: 5, 6 or 7 badges (2 stars).

If a trainer team manages to defeat the Gym Leader and their assistant(s), they win that Gym's badge. If they lose, they must first challenge another Gym before they can challenge this Gym again.

Winning a badge means you get to learn the Gym's secret training methods. This increases your team's trainer level by 1, which allows your Pokémon to learn new Moves and perhaps even evolve.

Wilderness

To get to a different town or city, you need to traverse the wilderness. (Flying to towns you haven't been to is generally frowned upon, and flying for long distances in general is considered very dangerous.)

Not every bit of wilderness is equally treacherous. Pokémon tend to flock to locations with Pokémon of a similar power level, which means some locations have far more powerful Pokémon than other locations. Strong enough trainers also seek out these locations. Less experienced trainers tend to stick to safer areas.

To travel through the wilderness, you need some supplies. This includes your standard backpacking kit—including a tent or sleeping bag and some cooking supplies. Each Trainer is assumed to have these with them while travelling and can easily pick those up at a Pokémon mart if they somehow lose them. What you also need are...

Revives

You cannot travel the wilderness with fainted Pokémon. That's the rule when you're a Pokémon trainer. This rule was implemented to make sure trainers don't just venture into the wilderness with no safe way of getting back. This means that if any team member has a fainted Pokémon, the team needs to get back to civilisation immediately.

Luckily, modern medicine is here to help. To make sure trainers don't just suddenly end up with fainted Pokémon, the Pokémon Centre gives each trainer 6 Revives whenever they leave a town or city. A Revive fully restores a fainted Pokémon. Once all of the team's Revives are gone, it's time to head back immediately. Don't worry, you can share Revives between team members. (A fainted Pokémon should come back to its senses eventually, but not while in a Poké Ball.)



Habitats

The wilderness can generally be categorised into the following habitats. These habitats determine which Pokémon you can find there.

Grasslands

These are areas filled with tall grass, which is great for small Pokémon to hide in and for larger Pokémon to graze on. This is by far the most diverse biome, with many different species to be found.

Forests

These are areas dominated by trees. Many Bug and Grass type Pokémon can be found here.

Caves

These are underground locations. While there are also quite a few Rock and Ground type Pokémon here, by far the most common Pokémon is Zubat. If you're lucky, you may even find a fossil here!

Mountains

These are locations at high elevations with very little vegetation. Many Rock, Fire, and Fighting type Pokémon can be found here.

Lakes

These are large bodies of freshwater. They unsurprisingly house many Water type Pokémon.

The Sea

The sea is also home to many different species of Water type Pokémon, although they tend to be very different from those found in lakes.

Urban

Some Pokémon like to hang around places made by and for humans. This doesn't just include towns and cities, but also abandoned ruins of previous civilisations, such as old roads, factories and power plants.

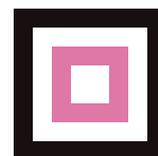


Each square on the world map represents one day of travel. You can only travel to adjacent squares (you can't go diagonally).

While crossing a square, you'll face one or more encounters. These can include wild Pokémon, other trainers, special items, and so much more. Once you've crossed a square and faced its encounters, you rest at the edge of that square. (Encounters don't normally happen while you're resting.)

Each wilderness square has a number in the lower right corner. This represents the difficulty of that square. Squares with a 1 mostly have weaker Pokémon and trainers, while those with a 3 have some of the strongest Pokémon and trainers.

Settlements are represented by a square. The number in the middle of that square represents the rank of that settlement's Gym—1 for low, 2 for medium, and 3 for high. If a settlement doesn't have a number, it doesn't have a Gym.



If a settlement has a Poké Ball symbol, it's a central city. This kind of settlement acts as a sort of central hub and often has more than one Gym. Odds are it'll also be the starting location of your trainer team.



The settlement with a 4 is home to the Championship. Only the very best trainers gather there.

If you have one or more stars on your Trainer card, you can spend 1 Revive per team member to freely travel through a square of difficulty level 1. The same is true if you have two or more stars and difficulty level 2. (You can never freely travel through difficulty level 3 terrain.)

Travel Back

Once your trainer team runs out of Revives, you have to travel back to the last settlement you visited. This does not cause any encounters.

Trainer Battles

While travelling through the wilderness, you might encounter one or more trainers who are eager to battle or whom you wish to battle. It is forbidden for a certified trainer to refuse a battle challenge. These trainer battles come with a few strict rules.

When a trainer team battles a single trainer, each member of the trainer team chooses a single Pokémon to use for that battle. The opposing trainer sends out an equal number of Pokémon (each side should always have the same number of Pokémon at the start of the battle). Once all but one of the Pokémon on a side has fainted, the other side wins the battle (i.e. if a side is down to a single Pokémon, they've lost, even if that Pokémon is still at full HP and ready to rumble).

If a trainer team battles another trainer team, each team picks a number of Pokémon so that the total number of picked Pokémon on each side is equal to 6. Each member of the team must pick the same number of Pokémon. (E.g. for a trainer team with 3 members, each member picks 2 Pokémon, and for a trainer team with 2 members, each member picks 3 Pokémon.) Those are the only Pokémon which can be used during the battle. Each team sends out a number of Pokémon equal to the highest number of team members (i.e. if there's a team with 3 members, each team sends out 3 Pokémon). When a Pokémon faints, its team can send out a new Pokémon at the start of the next round. Each team member must have at least one Pokémon in the battle at the start of the round if possible (it can't be the case that a trainer has picked Pokémon left and isn't part of the battle at the start of the turn). Once a team is down to a single Pokémon, the battle is over and the other team has won. (Nobody wins in case of a tie.)

Trainer battles are fought within a specific area (the shape of which depends on whether you're using squares or hexes), but usually with different hazards based on the location. There might be some bushes when battling in the forest, for example.



A trainer battle generally comes with a wager. The amount of Poké warged is (normally) ₣1 per Pokémon times the difficulty of the area. E.g. if you send out two Pokémon as part of this battle and you're in a difficulty 2 area, you'd wager a total of ₣4. If you win the battle, you win the wagered Poké from your opponent. If you lose, you pay your opponent the wagered Poké. If you don't have the Poké, you can't enter the wager and stand to gain nothing, but the battle still happens.

Trainers can also battle for a TM or evolution stone or whatnot, whatever makes sense for the situation. A trainer might even want to battle just to halt your progress or intimidate you.



Wild Battles

Sometimes, a group of wild Pokémon is brave enough to try and take on a trainer. These Pokémon don't know what rules are, which makes these battles a bit different.

For a wild battle, each trainer sends out a single Pokémon (which they can't switch). Wild Pokémon don't care about numbers, which means there can be anywhere from 2 to 6 opposing Pokémon. The terrain can also be very different from the standard battle area.

Wild Pokémon battles don't have to focus on knocking out the opposing team. The situation can vary wildly based on the encounter and what the wild Pokémon want to do.

Catching a Wild Pokémon

Once there's only a single Pokémon remaining in a wild battle, you can catch that Pokémon. For Pokémon with a Power of 1, you only need a Poké Ball, which you generally have plenty of. For stronger Pokémon—i.e. Pokémon with a Power of 2 or 3—you need a Great Ball or Ultra Ball respectively. There might even be Pokémon with a Power of 4 for which you need the legendary Master Ball.

Catching a Pokémon is automatically successful as long as you use the correct ball. However, the Pokémon won't obey you yet until you train with it at a Gym. Until that point, it only uses random attacks.

You can catch any of the Pokémon that fainted during the battle as well, but be aware that this costs you a Revive, since you can't wander around with fainted Pokémon.

Retreating

If you wish to retreat from a wild battle, the GM rolls a d8. Each Pokémon whose Speed is lower than the result of that d8 doesn't get away in time and faints instead.

The Championship

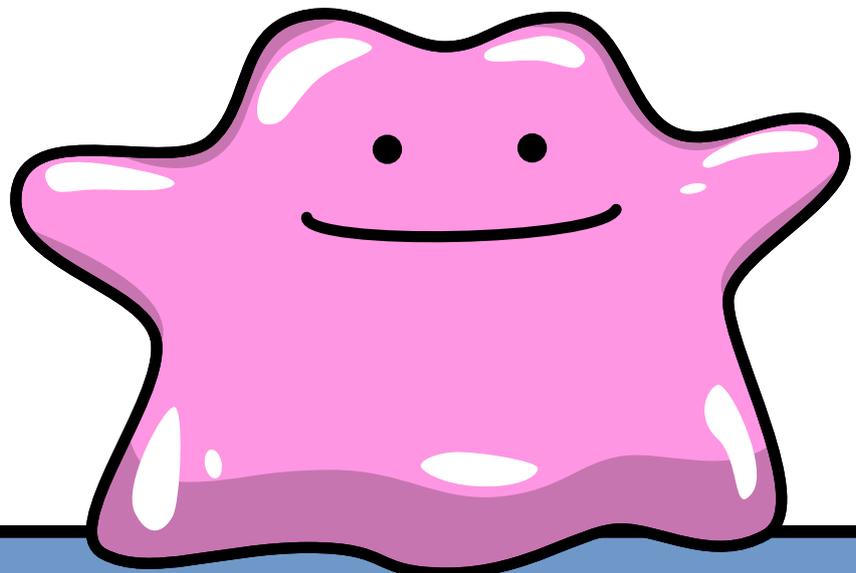
Once your team has collected 8 Gym badges, it's time to face the championship. This championship is held at a specific hard-to-reach location—marked with a 4 on the World Map.

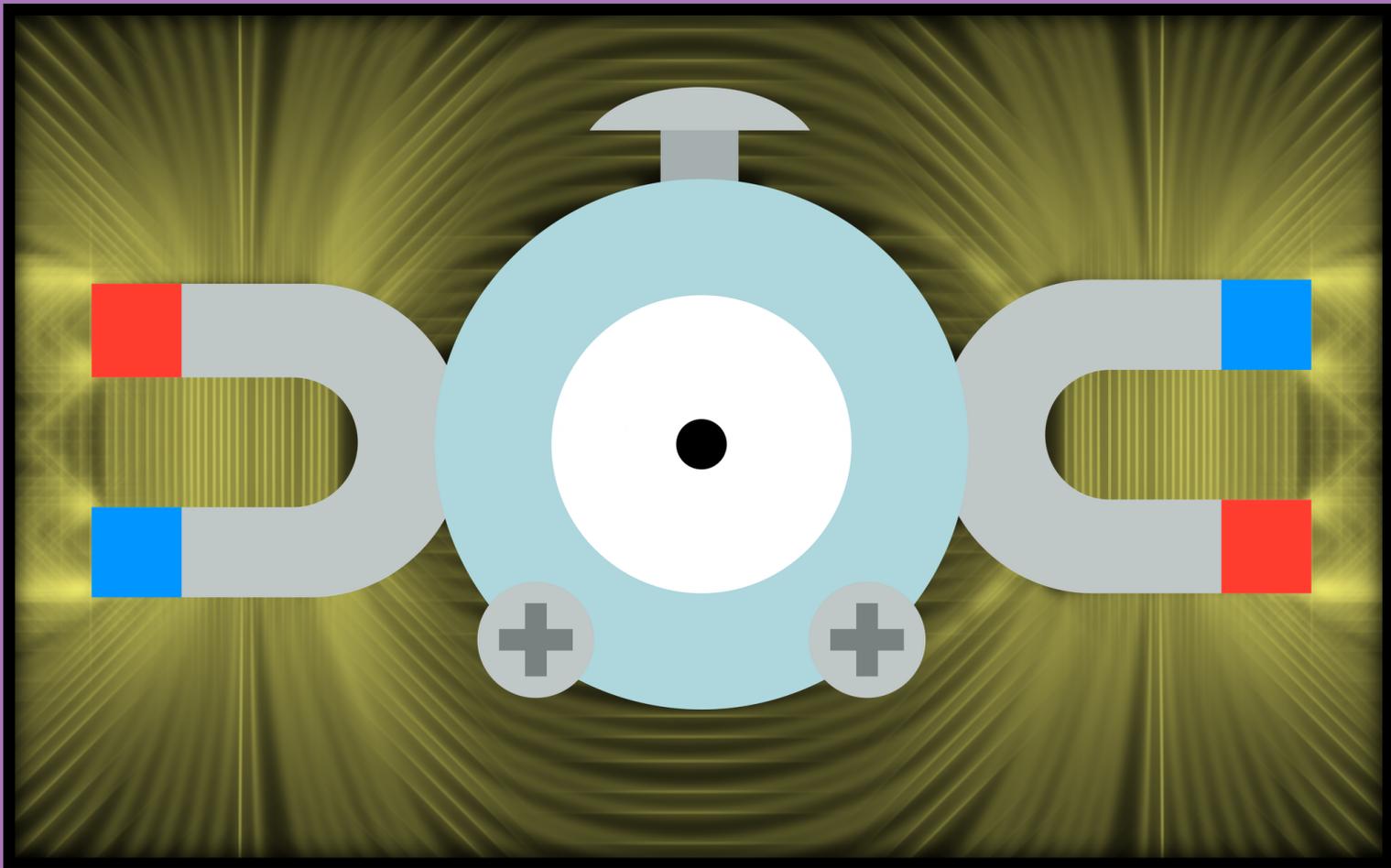


The championship has your trainer team facing off against four other teams of elite trainers (each with the same number of team members as your team). Before each of these battles, each team member picks 3 Pokémon. The other rules are the same as those of other trainer battles.

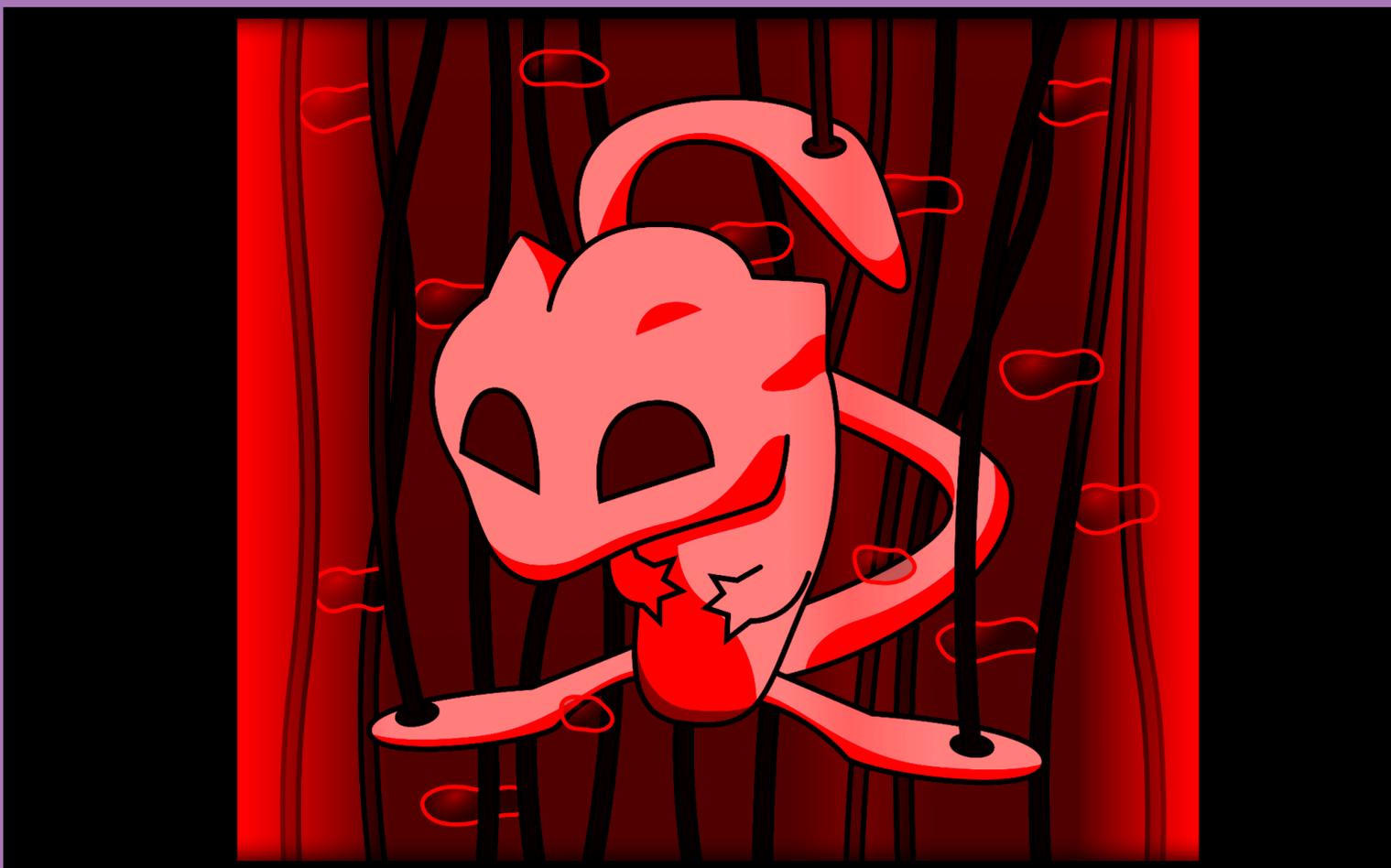
Between each of these elite battles, you have time to rest, recuperate, and strategise. Only once all four of these elite teams have been defeated without losing will each team member reach the rank of Pokémon Champion. Losing once means you have to start again with the first elite team.

You have to wait a year before you can face the championship again. In that time, maybe considering going on a few quests or perhaps tracking down some legendary Pokémon.





Professor



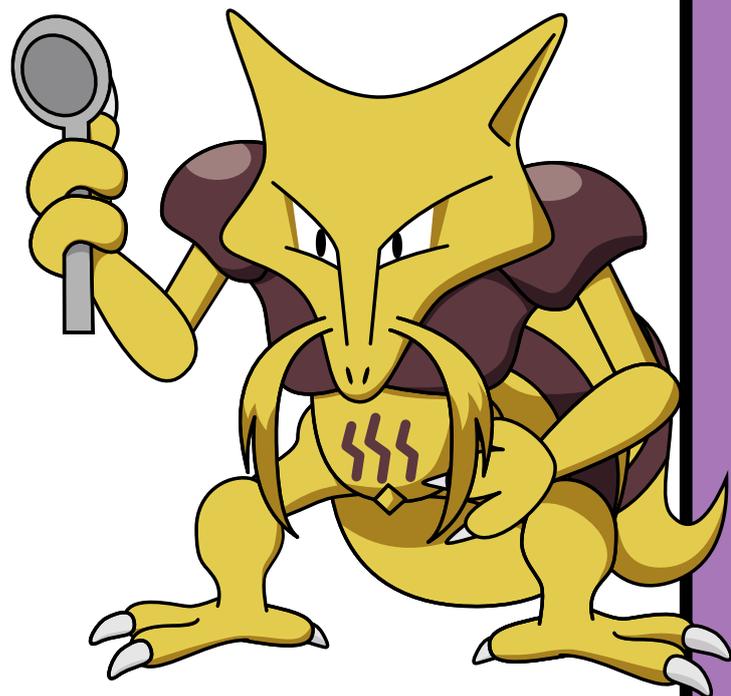
General Advice

This chapter is there to help the Professor run the game for the Trainers. It's here to provide the necessary rules and procedures, but also to give you some advice on how to make running this game both simple and enjoyable. From now on, when the text says 'you', it is referring to you, the Professor, and not the Trainers.

Everyone's on the Same Side

It is tempting to think of the relationship between the Professor and the Trainers as adversarial. After all, you provide the challenges the others have to 'beat'. However, you're not playing against the other players—you represent the world the Trainers inhabit, and this world can be as friendly or as antagonistic as makes sense within the greater narrative. You are the other players' eyes and ears, which means they need to trust you. They need to know that what you tell them is accurate and that you're not trying to trick them.

This is why you should always discuss the difficulty of an action. What a Trainer might think is an easy action, you might consider to be exceedingly difficult. This mismatch won't be some clever gotcha, but means there's been failure in communication. If the difficulty is decided by consensus, the Trainer will know that success or failure is a logical result of their actions and not the result of you trying to screw them over.



Create Situations, Not scenes

Always keep in mind that as the Professor you're here to decide how the world reacts to the actions of the players. You're not the director of a film or the writer of a novel. Things can, will, and should happen which you did not account for and the game will be better for it. The other players don't have preconceived notions of what should happen during a session, so why would you? Finding out what happens together tends to be a lot more fun for everyone.

To prepare for this, never decide beforehand what the Trainers have to do or how a specific character or situation will react to their actions. Creating a predefined script or flowchart only limits your options during gameplay.

What you can do is decide what will happen at a location if the Trainers don't intervene. Know who the characters and Pokémon involved are, what their motivations are, and what they hope will happen. After you introduce the Trainers to the situation, consider how everyone reacts to their actions. This way, you're not trying to write the story from the Trainers' point of view and thereby taking away the other players' agency.

On a smaller scale, you should try to **create problems, not solutions**. It's not your job as the Professor to come up with solutions—that's what the other players are for! This is especially important if you expect problems to have just a single solution or a predefined set of solutions. Very few problems in the real world have just one solution (and some may not even have a solution). If you limit the number of solutions, you limit the other players' creativity and risk turning the game into endless trial and error. Even if you'd allow for other solutions, you're still wasting valuable planning time with something that shouldn't be planned for. Seeing what kind of outlandish solutions the other players come up with is one of the great joys of running a game, don't ruin it for yourself.

On a larger scale, this also means you should **create a world, not a story**. Don't plan every important scene for the rest of the adventure. Otherwise, you'll constantly be struggling to keep the Trainers on the rails. Instead, plan major things that will happen within the world if the Trainers don't get involved. If the Trainers do get involved, they might be able to change things, but if they don't, so be it. This makes the world feel real and motivates the players to take a more active role in the world instead of expecting the world to come to them.

Restrictions Breed Creativity

One of the weird things about the human brain is that it's far better at coming up with new ideas and creative solutions when it's faced with restrictions. Having too many options often leads to decision paralysis. For this reason, it can be handy to set yourself some restrictions when coming up with encounters, locations, characters, and so on.

One handy source of restrictions is randomness. Having a table determine which Pokémon show up, what a Gym focuses on, or what kind of encounter happens during travel forces you to adapt that result to the world and the situation at hand. Having a specific question to answer is easier than first having to come up with a question to ask.

Keep Things Small and Simple

This system isn't designed for large-scale conflicts, grandiose legendary quests, and complicated political situations. It's usually best to focus on local problems. The trend in later Pokémon games of having the main character be responsible for essentially saving the world (or even the universe) makes it hard to take the stakes seriously. It also makes it essentially impossible for the Trainers to fail, since ending the world would also end the campaign. Helping out the people and Pokémon of a small town tends to feel a lot more personal and engaging.

Embrace the Freedom

This game features some pretty strict procedures for handling things such as travelling and training Pokémon. This doesn't mean those have to be the entire game. If the Trainers want to do something other than training their Pokémon or fighting Gyms (and what they want to do seems interesting and fun), let them. They can always go back to wandering the wilds and beating up Gym leaders later.

You can also encourage the Trainers to go beyond the somewhat narrow confines of the system, especially if you feel that things are starting to fall into a rut. Try to give the Trainers a new goal to pursue or a new challenge to overcome. Maybe there's a rumour of a mysterious Pokémon sighting in a specific location on the map? Maybe someone they know is in another settlement and needs their help? Perhaps an enemy team (see later) has taken over a settlement? Perhaps a Gym leader has gone missing and the Trainers have to find them first? Whatever strikes your fancy! It'd be especially neat if this new quest follows organically from previous events or interactions, or maybe even from backstory elements established during character creation. The Other Activities section has some guidelines for creating quests. You can also turn to the Pokémon manga and anime for inspiration.

Don't be afraid to mix things up or to step away from procedures. All these procedures are simply guidelines—use them as handrails, not as straightjackets.



Printing

You can find a folder with all the printer-ready files on [the game's web page](#). All of these files are designed for A4 paper. (This means that if you print them on whatever weird paper size North America and almost nobody else uses, there's going to be a big white border.)

Be aware that if you want to print everything, you're looking at some 100 pieces of paper, so you might want to go to a print shop for this.

Important Files

Pokémon Sheets.pdf

The Pokémon Sheets are arranged so that when they are printed doubled-sided, each Pokémon has its second-stage evolution on the back (if possible). Once you cut the paper in half, you should have a Pokémon Sheet of every single Pokémon without wasting too much paper. You can hand these out whenever someone catches a Pokémon.

Trainer Cards.pdf

Each Trainer card has room on the back for answers to the Trainer creation questions. There's also a list of every possible Trainer class ability on the following pages if you want to just cut them out and paste them on the Card, as well as an array of trainer sprites. You don't necessarily have to print these.

Items.pdf

The items should not be printed double-sided, which is why there's a blank page after each page. Cut out each individual item so you can easily hand them to the Trainers once they acquire that item. You should probably print these once for each Trainer.

Optional Files

You don't *need* to print the other files—they only serve as reference, mostly for you as the Professor. If you think you can manage having everything on a computer and checking that computer during play, you can ignore them. That being said, they are quite handy to have on hand, so make sure that not printing them is a deliberate decision.

Pokédex.pdf

The Pokédex has everything you need to use Pokémon as the Professor, from their simplified battle sheets to their Pokédex entries. You can simply check this file on a computer, but printing it makes it easier to quickly have each relevant Pokémon at the ready. The pages are designed in such a way that the Pokédex entry is always on the back of the simplified battle sheet. (You wouldn't want a different Pokémon on the back, since you might need a Pokémon from the front and from the back, which means you'd have to constantly turn the page during battle.)

Professor Summary and Tables.pdf

This file is designed to make your life as the Professor a lot easier. It has reminders for some of the more important rules as well as all the most important tables you might need. Having a printed Travel Wheel (see later) also makes it easier to track things.

Rules Summary.pdf

This is a simple overview of the most important rules. It's handy to have at least one of these at the table, but if it's your first time playing, giving one of these pages to each player may not be a bad idea.

Battle Grid - Hexes.pdf

This is the default battle grid for trainer battles. You don't need to print this one if you have a better solution or if you really want to use squares.

Creating a World

Before you can start playing, you first need to develop the world you'll be playing in. This means coming up with towns, regions, trainers, and so on. But don't fret, most of this stuff can be done quite quickly and sometimes even during play.

The Central City

The first place you need to come up with is the central city. This is a central location the Trainers might visit quite often. Ideally, it's also the place where the adventure begins. That doesn't mean every Trainer has to be from here, but it's here that the trainer team forms.

The central city should have a few important buildings and institutions, such as a university, laboratory, radio tower, department store, museum, stadium, monument, or restaurant. It could even be home to the headquarters of some shady organisation.

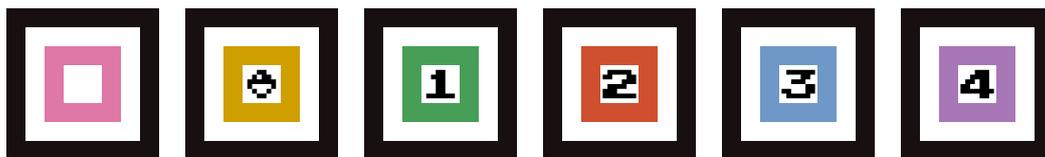
It should also have one or more Gyms—ideally of a higher rank to make sure the Trainers don't immediately try to take it on (and to give them some incentive to head back here). Try to think of the Gym Leader(s) while designing the city to perhaps make them important figures within the city. [\(How to design Gym Leaders is explained a little later on.\)](#)

You don't need a map of the central city, but be sure to have a list of the notable buildings and associated people ready.

The World Map

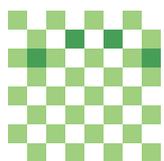
Before the adventure starts, you also need a map for your world. You don't necessarily need a complete map yet—you can get by with the area surrounding the central city for quite a while—but planning everything now probably makes things easier in the long run.

The world map is made up of separate squares. Each of these squares either represents a settlement or the wilderness.

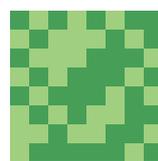


Settlement squares look like this. The number in the middle represents the difficulty of the Pokémon Gym in that settlement. Settlements without anything in the middle don't have a Gym. Settlements with a Poké Ball symbol are central cities, as discussed above. The settlement with a 4 in the middle is home to the Championship.

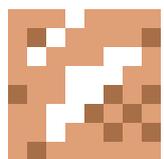
Wilderness squares represent the different biomes of the world.



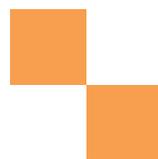
Grasslands



Forests

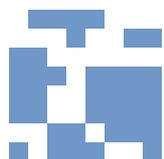


Mountains

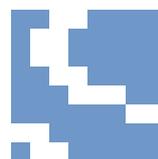


Urban

(Likely abandoned ruins)



Lakes



The Sea

Each of these biome squares has a number in the bottom right corner. This number represents the difficulty of the terrain and the general power level of the Pokémon and trainers you can find there:



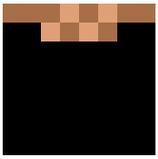
Easy



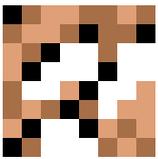
Normal



Hard



One weird biome type is caves. Only cave entrances are marked on the map. Once the Trainers enter a cave entrance, they are considered underground until they reach another cave entrance of the same difficulty. Each square they travel through while doing so (including the squares with the cave entrance) counts as a cave with the difficulty level of the cave entrance. They essentially act as passageways through the map and may help the Trainers get around difficult or impossible terrain.

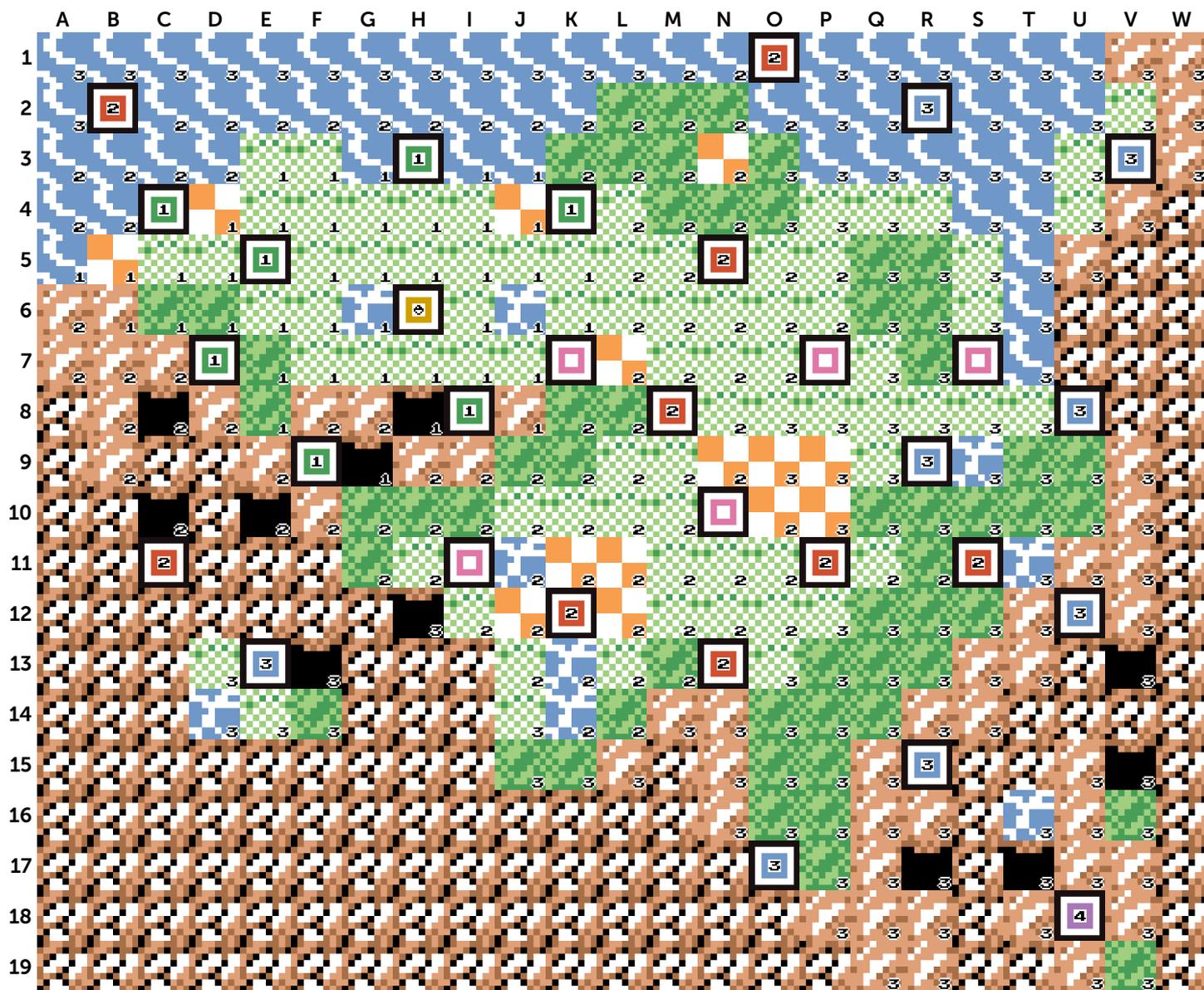


Some terrain is considered impassable, as marked with the square on the right.

You can assemble a world map using these squares in whatever way you like, but here are some things to keep in mind:

- ⊖ Make sure that every settlement with a Gym can be reached from the central city without having to go through terrain with a higher difficulty than that Gym (i.e. a settlement with a 1 should be reachable by only passing through wilderness with a 1).
- ⊖ Don't make it possible to reach a settlement of a certain difficulty without having to go through terrain of that difficulty.
- ⊖ Don't put a settlement more than 4 squares away from any other settlement. Having to travel through more than 4 days of wilderness is quite a big ask.
- ⊖ Don't put only a single square between two settlements—this makes things a bit too easy.
- ⊖ Try not to put nearby settlements on the same line. If there's no direct line, the Trainers have a choice for which route to take.
- ⊖ Add at least 3 settlements with a low-rank Gym, 5 with a medium-rank Gym and 4 with a high-rank Gym.
- ⊖ Try to make sure each combination of biome and difficulty is represented somewhere.

If you don't want to bother with all this, don't worry, there are a few default maps provided in the Print folder (you can find a download link here: heavenlyspoon.org/pocket-monster-adventures). There's an example in the Adventure chapter, but here's another one for good measure:



It can help to base your world on an existing country or region. The scale doesn't really matter in that case, just make sure you represent the different biomes somehow. Kanto, for example, is based on the Kanto region of Japan.

And don't forget, the world is somewhat post-apocalyptic and low-tech, so no need to account for trains, planes, or automobiles.

Other Towns and Cities

Now it's time to come up with the other settlements. This shouldn't take long if you don't want it to, but if you want to really flesh out the world, this is the place to do it.

If a Trainer doesn't want to be from a central city, you can always offer them the chance to describe their hometown. That saves you the trouble of coming up with that location's details—you just need to put it somewhere on the world map.

The main things you need for a settlement are one or more prominent locations and something that makes this settlement memorable.

A prominent location can be a Pokémon Gym, but there should ideally be more than just a Gym. If you need some suggestions, you can use the table below.

d12	Prominent Location
1	A big department store or market square.
2	A big stadium, either for Pokémon battles or some kind of sport.
3	A castle, temple, or other historic building.
4	A famous monument of some sort, perhaps a tower or statue.
5	A laboratory where a Trainer might be able to revive fossils.
6	A museum, perhaps with fossils or tech from a previous age.
7	A Pokémon zoo or safari zone.
8	A port, factory, mine, or other prominent workplace.
9	A power plant, radio tower, or other high-tech building.
10	A spa or resort, where Pokémon and their trainers can relax.
11	A spiritual site or graveyard of some sort.
12	A university or centre of learning, probably Pokémon-focussed.

In addition to the prominent location, you ideally also want something that makes the town in general memorable. A prominent location can help a lot with this—a town with a prominent mine might be a mining town built into the side of a mountain, for example—but if you want some more general ideas, you can use the table below.

d12 **What Makes This Settlement Special?**

-
- 1 An unusual organisation is active within the settlement.

 - 2 It (often) experiences some weird and unusual weather.

 - 3 It has a bad reputation, perhaps deservedly so.

 - 4 It has a weird and unusual architectural style.

 - 5 It has been plagued by a specific problem for a while now.

 - 6 It is focused almost exclusively on a specific kind of Pokémon.

 - 7 It is home to a famous or infamous trainer.

 - 8 It's built on top of or next to a notable environmental feature.

 - 9 It's known for a famous festival (which happens quite often).

 - 10 It's known for producing a specific product (perhaps jewellery?).

 - 11 Its fashion style is unique and instantly recognisable.

 - 12 Its inhabitants follow an unusual custom.

The fun thing about this table is that you can rope in the Trainers. Once they arrive at a settlement which you didn't plan for, you can roll on the table and ask them to describe what's so special about this location. It's of course up to you to then roll with the punches.

And that's pretty much it—everything else you should be able to come up with on the spot. For the inhabitants of the settlement, check out the next section.

And don't forget, when fleshing out a location, try to involve Pokémon as much as possible.

Items Table

When in a settlement, the Trainers may wish to spend their Poké in a Pokémon Mart. To quickly determine what's for sale, simply roll on the table below a few times (roll d6 times if you can't decide). Use whichever column (Easy, Normal, or Hard) seems most appropriate for the location. Trainers can also sell items at half the listed price.

d20	Easy	₪	Normal	₪	Hard	₪
1	TM01 Mega Punch	6	Roll on Easy		Roll on Easy	
2	TM03 Swords Dance	4	TM02 Dark Wave	6	Roll on Normal	
3	TM04 Whirlwind	2	TM05 Mega Kick	6	Roll on Normal	
4	TM07 First Aid	4	TM06 Toxic	8	TM08 Body Slam	8
5	TM09 Take Down	4	TM11 Bubble Beam	8	TM10 Double-Edge	8
6	TM12 Water Gun	2	TM13 Ice Beam	8	TM14 Blizzard	10
7	TM16 Pay Day	10	TM17 Submission	6	TM15 Hyper Beam	12
8	TM28 Dig	4	TM18 Drag Off	6	TM21 Mega Drain	10
9	TM30 Teleport	2	TM19 Seismic Toss	8	TM22 Solar Beam	10
10	TM31 Mimic	4	TM20 Rage	4	TM23 Dragon Rage	10
11	TM32 Double Team	2	TM24 Thunderbolt	8	TM25 Thunder	10
12	TM33 Reflect	2	TM29 Psychic	8	TM26 Earthquake	8
13	TM34 Foul Odour	4	TM37 Flamethrower	8	TM27 Fissure	10
14	TM35 Metronome	4	TM41 Night Shade	8	TM36 Flood	8
15	TM40 Dive Bomb	6	TM47 Overrun	6	TM38 Fire Blast	10
16	TM39 Swift	4	TM48 Rock Slide	8	TM43 Sky Attack	10
17	TM42 Acid	4	Fire Stone	4	TM46 Psywave	8
18	TM44 Rest	4	Leaf Stone	4	TM49 Tri Attack	8
19	TM45 Thunder Wave	4	Water Stone	4	Moon Stone	6
20	TM50 Substitute	4	Thunder Stone	4	Heart Stone	6



NPCs

Non-player characters or NPCs are the characters controlled by the Professor. Most of these are of little consequence and probably don't even need a name, but some can play a huge role in the lives of the Trainers. Don't bother fleshing out every NPC the Trainers could meet, but be prepared to flesh them out when the need arises.

Whenever possible, try to link an NPC to a Pokémon in some way. Most NPCs should have a Pokémon assisting them or should at least be stroking a Persian while talking to the Trainers. Ideally, the world should feel like one where humans and Pokémon live together in harmony, which means settlements shouldn't just be limited to humans.

For important NPCs, try to give them a defining personality trait. This trait can help you determine how the NPC interacts with the Trainers. Are they rude, friendly, standoffish, cool, stressed, cheery, or just plain sad? [You can use the Trainer tables \(see later\) for some more personality suggestions.](#)

And finally, try to give each important NPC some kind of quirk. What makes this person unique? What makes it so that both you and the other players will remember them in the future? This definitely doesn't have to be a funny accent or physical feature—it can be an interesting life story, a unique way of looking at the world, or anything else which might set them apart and make them memorable.

A way to quickly make an NPC interesting is to give them some sort of connection to someone in the party. You can rely on the questions answered by the Trainers during Trainer creation for this. If you need a ruffian of some sort and one of the Trainers' answers mentions a ruffian, they've basically done the work for you!

If you can't come up with a fitting connection to one of the Trainers, don't worry, they can do that for you. To help with this, you can roll on the following table (or pick one if it seems especially fitting). You then announce that the chosen connection applies to one of the Trainers. One of them then decides that the connection applies to them and elaborates on how the connection was established. The table also includes some questions you can ask to further clarify the connection.

d8

NPC Connection

They absolutely hate someone in the trainer team.

- 1 What happened which caused this hate?
 How justified does it seem to you?

Someone in the team negatively impacted their life.

- 2 What did you do and why? Was it on purpose?
 Have they forgiven you?

They once wronged someone in the team.

- 3 What did they do? Why do you think they did it?

They worked, trained or studied with someone in the team.

- 4 Were you equals? Who was more experienced?

They once went on a journey with someone in the party.

- 5 How did you find each other?
 What did you do and how successful were you?

They once tried and failed to help someone in the team.

- 6 How did they help and how disastrous was this?

They used to be a friend or partner of someone in the team.

- 7 How did you two meet?
 When and how did you grow apart?

They absolutely adore someone in the party.

- 8 How did this adoration come to be?
 How does your character feel about this?
-

Pokémon

One type of NPC requires some very special attention—the Pokémon, the actual stars of the show!

These Pokémon aren't just a collection of Moves and stats, they're supposed to be living, thinking entities, capable of feeling emotions and making decisions. Always keep that in mind during play!



Pokémon don't talk, they just make noises. This means roleplaying them usually involves describing what they're doing and what emotion they're showing. (You can certainly try to act out the Pokémon noises, but you definitely don't have to.)

The Trainers' Pokémon

Ideally, the Pokémon the Trainers have collected are their friends and companions, but considering each Trainer will eventually have 6 of them, that can lead to upwards of 18 extra characters to keep track of!

Try to incorporate the Pokémon as much as possible whenever something is happening. Perhaps ask each Trainer which Pokémon they have out of its Poké Ball at the start of a scene. (Have them stick to a single Pokémon to keep this simple.) This helps you incorporate these Pokémon into the scene and reminds the Trainers that they have a Pokémon with them which might be able to contribute. (You can even use one of the chosen Pokémon to initiate an encounter. "Your Rattata seems to smell something and darts into the bushes...", for example.)

When the Trainers are dealing with a situation which doesn't directly involve their Pokémon, it's usually best to let them control their own Pokémon freely. That is, if they ask their Pokémon to do something, the Pokémon just does that. Don't overcomplicate things.

If the situation does directly involve a Trainer's Pokémon, it's probably easiest if you take on the role of that Pokémon to ensure the Trainer isn't forced to roleplay with themselves. That being said, it's also possible to have another Trainer roleplay as that Pokémon. This is especially handy if a Trainer has a Pokémon they always have out of its Poké Ball—their signature Pokémon, if you will. You can assign the roleplaying of that Pokémon to another Trainer. That way, you have one fewer character to roleplay and the other Trainer hopefully becomes more interested in what happens with that Pokémon.

You'll probably find that players will happily take on the role of a Pokémon, since it's not especially high-stakes but still gives them an opportunity to do some extra roleplaying.

Bonding Moments

If you notice that the Trainers seem to treat their Pokémon mostly as stats on a sheet and not as actual companions, you can try to introduce some bonding moments.

Whenever there's a lull in the action—or perhaps at the end of every travel day—ask one of the Trainers to randomly select one of their Pokémon. Then, you and the other Trainers give a possible element of the current location, such as a campfire, waterfall, shooting star, café, or stack of boxes. The Trainer then chooses one (or more) of these elements and describes a short scene that involves the Trainer, the chosen Pokémon, and the chosen element. (This can involve some roleplaying, but it doesn't have to.) Make sure that some part of the chosen Pokémon's character gets revealed somehow. Are they playful? Adventurous? Easily spooked? Don't be afraid to ask further questions if you feel like there's more to be gleaned from this scene. (You can, of course, repeat this with another Trainer, especially if you don't want the other Trainers to feel left out.)

Gym Leaders

Gym Leaders are some of the most important NPCs the trainers will meet. Not only do the Trainers need to defeat these Gym Leaders if they wish to gain levels, the Gym Leaders also act as pivotal figures within their settlement.

When you design a settlement with a Pokémon Gym, try to design the Gym Leader alongside it. The Leader should feel like they belong in the settlement and should ideally be a respected member of society there.

The first thing you need for a Gym Leader is a **signature Move**. This is a Move the Gym Leader has mastered and, in doing so, has gained the ability to create TMs for (either as machines or as mystical objects, whichever fits their vibe better). To determine a Leader's signature Move, roll on the Item Table until you get a TM (or just pick one you like). Be sure to use the column of the Gym leader's rank (*Easy for a low-rank Gym Leader, and so on*).

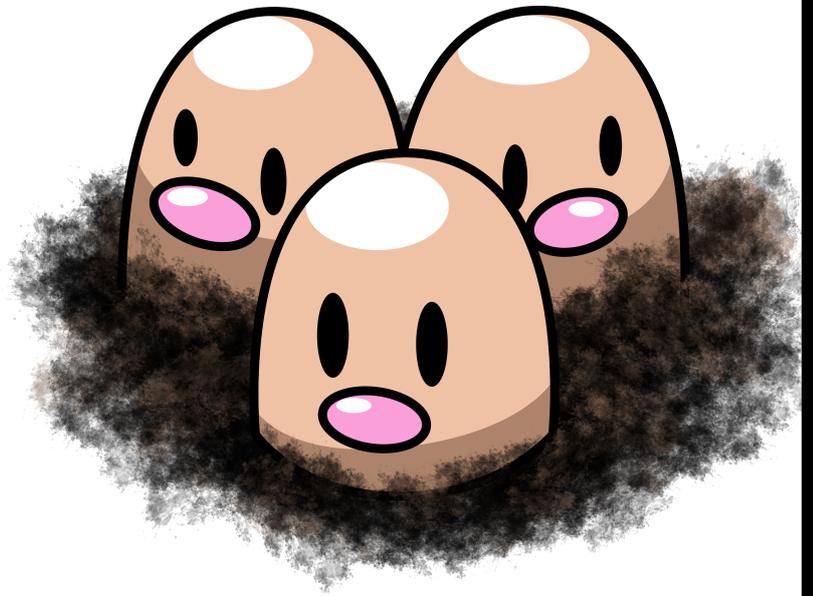
Once you've got your Move, it's time to theme the Gym Leader around it. Water Gun? They might be 'cowboy' who uses a Horsea in lieu of a weapon. Pay Day? A stereotypical fat cat. Mega Punch? Maybe someone with anger management issues.

It is then time to pick their **Pokémon**. Each Gym Leader should have either two or three Pokémon. The Power of these Pokémon should match the Leader's rank. However, you can pick one Pokémon of a higher Power. This is the Leader's so-called **ace**—their powerful and defining Pokémon. Be sure to pick Pokémon which can learn the Gym Leader's signature Move as a TM, or at the very least look like they could plausibly learn this Move. You don't need to restrict yourself to a specific type, but some sort of coherent theme would be nice.

Also, don't forget the Gym Leader's rank. A low-rank Gym Leader should be less impressive than a high-rank one.

Lackeys

Since this game is designed for multiple Pokémon to face off against each other, each Gym Leader should have one or two lackeys (depending on whether the trainer team consists of two or three members—you always want an equal number of trainers on both sides).



These lackeys should follow the same general theme as the Gym Leader and should have their own team of Pokémon of the same number as the Gym Leader. Their Pokémon don't need to be able to learn the Gym Leader's signature Move, but make sure they fit the same general vibe.

If there are two lackeys, consider giving them one of the following classic double act combinations.

d12	Similar	d12	Contrasting
1	Act like bodyguards	7	Brains and brawn
2	Always repeating the Leader	8	Good cop and bad cop
3	Constant wisecrackers	9	Grumpy and cheerful
4	Eerily identical twins	10	Optimist and pessimist
5	Share one brain cell	11	Short and tall
6	The Leader's biggest fans	12	Talkative and quiet

Champions

Once the Trainers have beaten 8 Gyms, they can take on the championship. This involves beating 4 expert trainer teams in succession—an Elite Four, if you will. Each of these teams has the same number of trainers as the challengers.

The rules for these battles are pretty much the same as those for Gym Leaders (see later), but designing these teams is a bit different.

For each team, decide on a theme. This shouldn't simply be a Pokémon type. Perhaps a specific biome, fashion style, music genre, scientific discipline, type of sword, knitting pattern—whatever strikes your fancy. Try to think of two or three different aspects of this theme, then create a team member based on each of those aspects. Assign each of them 3 fully-evolved Pokémon. (There can be overlap). You can give each champion a few TMs if you feel so inclined, but you don't have to.

You may want to designate one of the team members as the team leader—or at the very least as the one who does most of the talking.

Between each championship battle, the Trainers have time to rest, recuperate, and strategise. You can use this rest time to introduce them to the next team and perhaps create some animosity.

Once all 4 of these elite teams have been defeated without losing, the Trainers reach the rank of Pokémon Master. This doesn't have to be the end of the game, but it might be a good place to stop. Ask each player what the rest of their life looks like—and maybe use their team as an elite team in a future campaign.

It might be worth designing at least one of these teams at the very start of the campaign. This allows you to tease the championship throughout the campaign and gives you characters to use for special encounters (see later).

Enemy Team

The original games introduced us to Team Rocket, a shady organisation which used Pokémon for nefarious means. Having a similar team in your world can help flesh it out and give the Trainers something to oppose.

To design an enemy team, you need a goal, a general theme, a name, and a leader. It can also be handy to give them a settlement as HQ.

The team's **goal** should make sense for the world and be somewhat believable and achievable. (Don't make it something ridiculous like flooding the world or resetting spacetime.) Possible examples include a team dedicated to bringing back the industrial revolution and 'undoing' the apocalypse, or a team dedicated to creating a more centralised government—perhaps a monarchy of some sort.

The enemy team should never resort to violence to achieve their goal. They may not care about conservation or cooperation, but the core tenet of peace is sacrosanct. Any disagreements have to be settled with Pokémon battles.

Next, you need a general **theme** for this enemy team. Something which makes their members and operations recognisable. A team dedicated to bringing back industry could dress like railroad workers or industrialists, and a team dedicated to creating a monarchy could dress like knights and nobility.

The enemy team's **name** doesn't have to include the word 'team'. While 'Team Engine' might make sense for the industrialists, they could easily be called the Metalworkers, the Consortium of Gears (or COG for short) or even simply The Industrialists.

The **leader** or leaders can be whatever makes sense for the organisation. Treat them as a high-ranking Gym Leader for the purposes of battling them. They can even be an actual Gym Leader!

Rivals

One last special type of NPC you may wish to introduce are rivals. These are trainers (or trainer teams) pursuing the same goals as the Trainers. While they don't have to be antagonistic, they do have to, at the very least, want to succeed at the cost of the Trainers.

The main function of rivals is to have a familiar face. If the Trainers only ever face different trainers each time, they might all start to blend together. A recurring opponent can add more opportunities for roleplaying and character growth.

You can, of course, come up with these rivals from scratch, but there are a few other possible sources of inspiration for them. The first one is the questions asked of the Trainers during trainer creation. There are sure to arise a few possible rival characters from those questions. You might even be able to put them on the same rival team (assuming this makes narrative sense).

Another good wellspring for rivals are random trainers. Whenever the Trainers lose a battle while adventuring—especially if it's a decisive defeat—consider whether the victorious trainer or team would make a good rival.

Once you have one or more rivals established, it's time to sprinkle them throughout the adventure. Every time you roll for an encounter and it doesn't seem interesting enough, use a rival instead. Anytime the Trainers arrive in a settlement and you don't have anything interesting for them to do—guess what, there's a rival there!

Try to keep track of which Pokémon the rivals use and evolve them if necessary. You can even run them as if they were Trainers instead of using the simplified battle rules explained later.

Pokémon Battles

As the professor, the regular battle rules would be needlessly complex to use for every single battle. You have to control multiple Pokémon at the same time and haven't had the chance to build up experience with them! On top of this, you don't really have to worry about PP, which would make things a bit unfair. To solve this issue, you can use the simplified Pokémon rules for most battles. These save you a lot of time and effort and ensure that the game runs smoothly.

Simplified Pokémon Rules

Each Pokémon has a simplified battle sheet which can be found in the References chapter. You can find a printable version in the extra files.

Venomoth No. 049

HP 8 Def 3 Spd 4

Fly, Flash

Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

1 Tackle Normal 3+ 

2

3 4 Psybeam Psychic !1 
5 6 Deals 2 hits.
6: Confusion.

7 Healing Pollen Grass !2 

8 Recovers 2 HP from this
9 Pokémon and each target.

10 Psychic Psychic !2 
11 Deals 3 hits.
12

The battle sheet is designed to select the Pokémon's declared Move for you. This helps against analysis paralysis and also makes it so you don't have to care about PP. You simply roll a d12 at the start of each round for each Pokémon you control in the battle. The result of this d12 determines the declared Move of the Pokémon. For example, if you roll a 5 for Venomoth, it declares Psybeam.

Some of the possible results are green. These indicate Basic Moves, i.e. Moves which wouldn't cost PP to use. If a Pokémon is affected by Disable, declare one of those Moves instead of rolling.

When it's the Pokémon's turn, roll a d6 to determine the effect of the Move. If the result of the d6 is equal to or lower than the Threshold, the attack fails. For example, Venomoth's Psychic fails if you roll a 1 or 2.

For Regular Moves, add the result of the d6 to the number followed by a + to determine the damage dealt. For example, Venomoth's Tackle deals 3 damage + whatever the result of the d6 was.

If a Move would do nothing, use the Move with the next highest number below the result instead, going down until you reach a viable Move. For example, if Venomoth's Healing Pollen seems pointless because there are no damaged Pokémon, pick Psybeam instead.

If the effect of a Move is unclear, take a look at the Pokémon's full battle sheet to find a slightly longer version of the Move's effect. If that doesn't clear things up, come up with a ruling that makes sense to you and the other players. It's fine, these rules aren't strict laws.

This entire system roughly follows the damage and success odds of the Pokémon used by the Trainers. However, since everything uses a single d6, the possible damage ranges and success odds are reduced somewhat. This means Moves can be less or more consistent than you might expect.

Other than the attacks, the battle sheet has all the relevant stats for a Pokémon battle. Attack and Special aren't included, since those are already incorporated into the Moves. The Pokémon's Weaknesses and Resistances can be found next to its type(s). Its abilities, if any, can be found above those.

The printable versions of the battle sheets have the Pokémon's Pokédex information on the reverse side. This means you can always flip the page to get extra information about the Pokémon (Most battles include multiple kinds of Pokémon, which would make it quite annoying to put Pokémon on both sides of the page.)

Trainer Battles

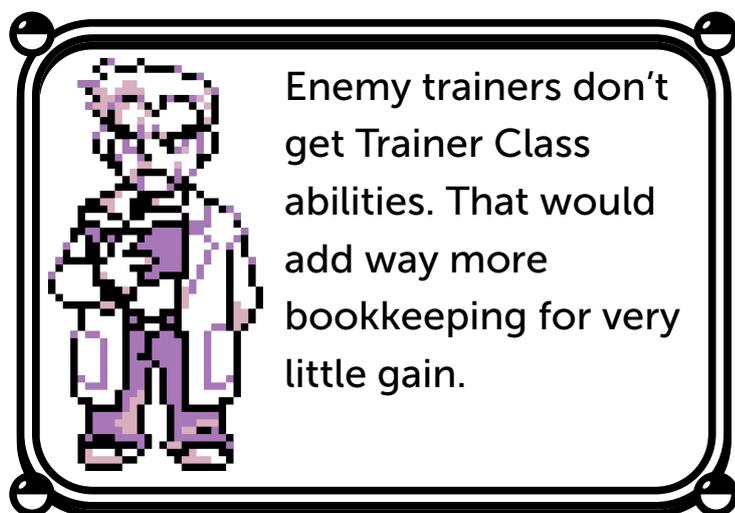
If the Trainers face off against a single trainer, that trainer sends out a number of Pokémon equal to the number of Trainers. (How to pick which Pokémon the trainer uses is explained later on.) Once there's only a single Pokémon left on either side of the field, the other side wins the battle. (Even if that lone Pokémon could take on all the other remaining Pokémon, doesn't matter, them's the rules.)

If the Trainers face off against another team, try to make the team the same size to keep things simple. The base rules obfuscate this a little, but you run the world—you can make this happen.

- If there are 2 Trainers, each trainer selects three of their Pokémon before the battle.
- If there are 3 Trainers, each trainer selects two of their Pokémon before the start of the battle.

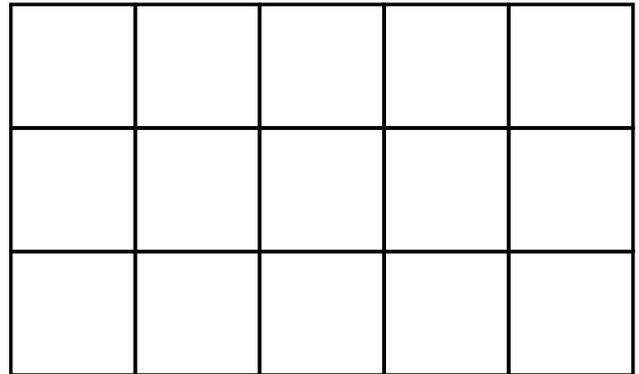
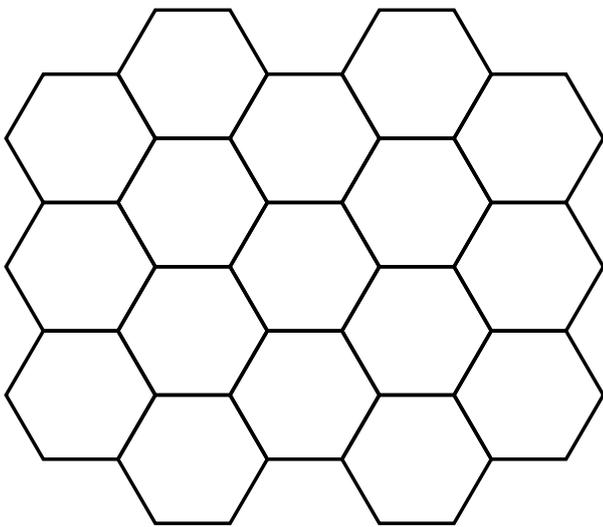
Once a Pokémon faints, that Pokémon's trainer gets to send out a new Pokémon at the start of the next round. If all Pokémon of a single trainer have fainted, another trainer can send out a Pokémon instead. It's especially important that each Trainer can participate in the battle for as long as possible. You don't want someone sitting on the sidelines waiting for the other Trainers to finish the battle.

Battles out in the wilderness normally come with a wager. This wager is equal to the number of Pokémon used times the difficulty of the battle (¥1 for easy, ¥2 for medium, and ¥3 for hard). If the Trainers win, they double their stake. If they lose, they lose their stake.



The Battle Arena

Each official battle is fought on a battle arena. This is a loosely defined area within which the battle is fought. You can use one of two shapes, one using hexagons (which are awesome) and one using squares (which aren't, but if you really want to use them, you can). You can find printable versions of either of these in the printable files.



The Trainers can send out their Pokémon on any of the 5 tiles on their side of the field. Those are their starting tiles. Switching out Pokémon and sending out new Pokémon also has to be done from those tiles.

The trainers who initiated the challenge (i.e. the challengers) have to send out their Pokémon first.

Use whatever makes sense to represent each of the 4 or 6 Pokémon. If you've got figurines to work with, great! If you don't, no problem! Use beads, buttons, coins, keys, dice, LEGO, bits of paper, crude drawings, or whatever else you have on hand. Just make sure you can clearly differentiate each Pokémon.

Based on the biome the Trainers are travelling through, you can also add some obstacles to the arena. Put them anywhere in the arena, but make sure you don't put more than 1 obstacle in any of the starting squares. Those squares can't be used to send out Pokémon until the obstacle is cleared.

To determine which obstacles to place and how many, you can use the following guidelines. Subtract 1 from the result when using squares instead of hexes:

- Forest: 1d6 shrubs
- Mountain: 1d4 rocks
- Caves: the arena is shrouded in darkness + 1d4 rocks
- Lakes / The Sea: 1d8 water tiles (the battles are done on islands)

To represent obstacles, use whatever's easy. Anything vaguely green can serve as shrubs (or maybe even just some cotton?), any rocks can serve as rocks, and some blue pieces of paper can represent water.

Wild Battles

Wild battles don't have to conform to any rules. However, to keep things simple, each Trainer only has time to send out a single Pokémon. This Pokémon can't be switched. When it faints, it goes back to its Poké Ball and the Trainer can no longer participate in the battle. A wild battle doesn't automatically end unless each of the Trainers' Pokémon have fainted.

The arena doesn't have to be the same size and shape as the arena for trainer battles. Use whatever makes sense for you and whatever is easy. If you don't have an easy way of making different shapes, don't bother and just stick to the default shape. You can still add way more obstacles than normal if you want to mix things up.

Use any number of Pokémon you like (although more than 4 will probably be difficult to manage). These can be of the same kind if you want to make things easier on yourself.

Once there's only a single Pokémon left, one of the Trainers can catch it. If all Pokémon have fainted, they can also catch fainted Pokémon, but have to use a Revive to do so.

Legendary Battles

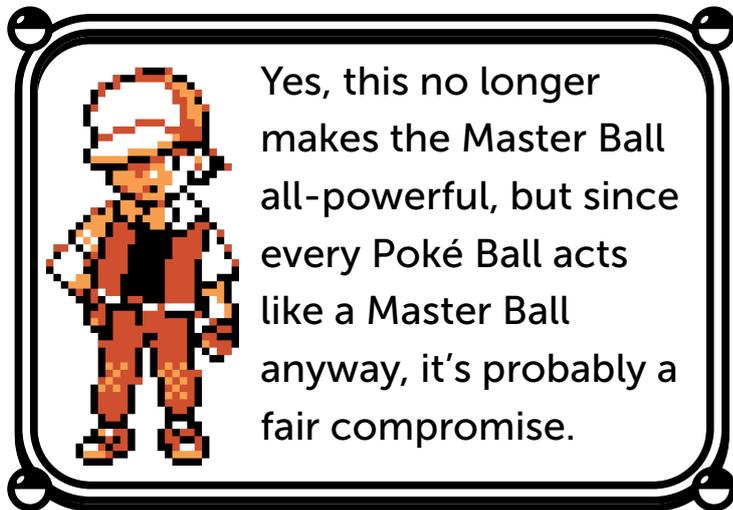
If you want to have the Trainers fight a legendary Pokémon, the usual battle rules probably won't be very exciting. Battles that are 1 vs 2 or even 1 vs 3 are rarely fair, even if the lone Pokémon is a bit more powerful. To solve this issue, you can turn the battle into a legendary battle.

In a legendary battle, the legendary Pokémon can declare multiple attacks in the same round. If it starts the battle against three opponents, it attacks once at the start of the round and once at the end of the round in addition to its regular attack. If the battle starts with just two opponents, it only does an additional attack at the end of the round (*before end-of-round things happen*).

In addition, the legendary Pokémon has multiple HP bars equal to the number of opponents. Once the Pokémon drops to 0 HP, if it still has a HP bar left, it goes back to full HP, loses all effects and conditions, and the round ends then and there (*resolve all end-of-round effects*).

A Trainer can only catch a legendary Pokémon with a Master Ball if that Pokémon is on its final HP bar. Before that, it can't be caught. (*It can also be caught using a Master Ball once the Pokémon has fainted.*)

To add a bit more spice to the battle, you can also introduce hazard spaces. These are dangerous spaces generated by the legendary Pokémon. If another Pokémon ends its turn on one of those spaces or moves through it (*enters it and leaves it on the same turn*), it takes 2 hits. These can be interpreted as hailstorms for Articuno, fire tornadoes for Moltres, lightning strikes for Zapdos, for example. At the end of the round, move these spaces around in any way you like.



Gym Battles

Gym battles should be more impactful than just a random trainer battle. This means they require a bit more work on your part.

A quick reminder: Trainers can only challenge a Gym if they have the correct number of badges:

- If they have 1 or fewer badges (0 stars), they can only challenge low-rank Gyms (those with a 1 on the map).
- If they have 2, 3, or 4 badges (1 star), they can only challenge medium-rank Gyms (those with a 2 on the map).
- If they have 5, 6 or 7 badges (2 stars), they can only challenge high-rank Gyms (those with a 3 on the map).
- Once they have 8 badges, they can only challenge the Championship (with a 4 on the map).

Once the Trainers challenge a Gym, you should already have an idea of which Pokémon the Gym Leader and their lackey(s) use. Check the NPC section for guidelines on this.

The Leader and their lackey(s) each use 2 or 3 Pokémon. The choice is yours. If there are only 2 Trainers, 3 is probably the better choice. If there are 3 Trainers, it's up to you how much effort you want to put in. You can also have them use more than 3 Pokémon if you want a really long and drawn-out fight.

The same general rules as for a normal battle apply. Most importantly, once a side is down to a single Pokémon, the other side has won.

During the Gym battle, you run the Gym leader as if you were a Trainer. This means you need to pull out the full Pokémon sheets of each of their Pokémon. Don't use the full list of available Moves, though. Try to be reasonable. A low-rank Gym Leader won't use Moves above :L3 and a mid-rank one won't use Moves above :L6. The exception is the Leader's ace, which should have access to stronger Moves.

Additionally, each Gym Leader has access to their signature TM Move. They can use this Move an unlimited number of times.

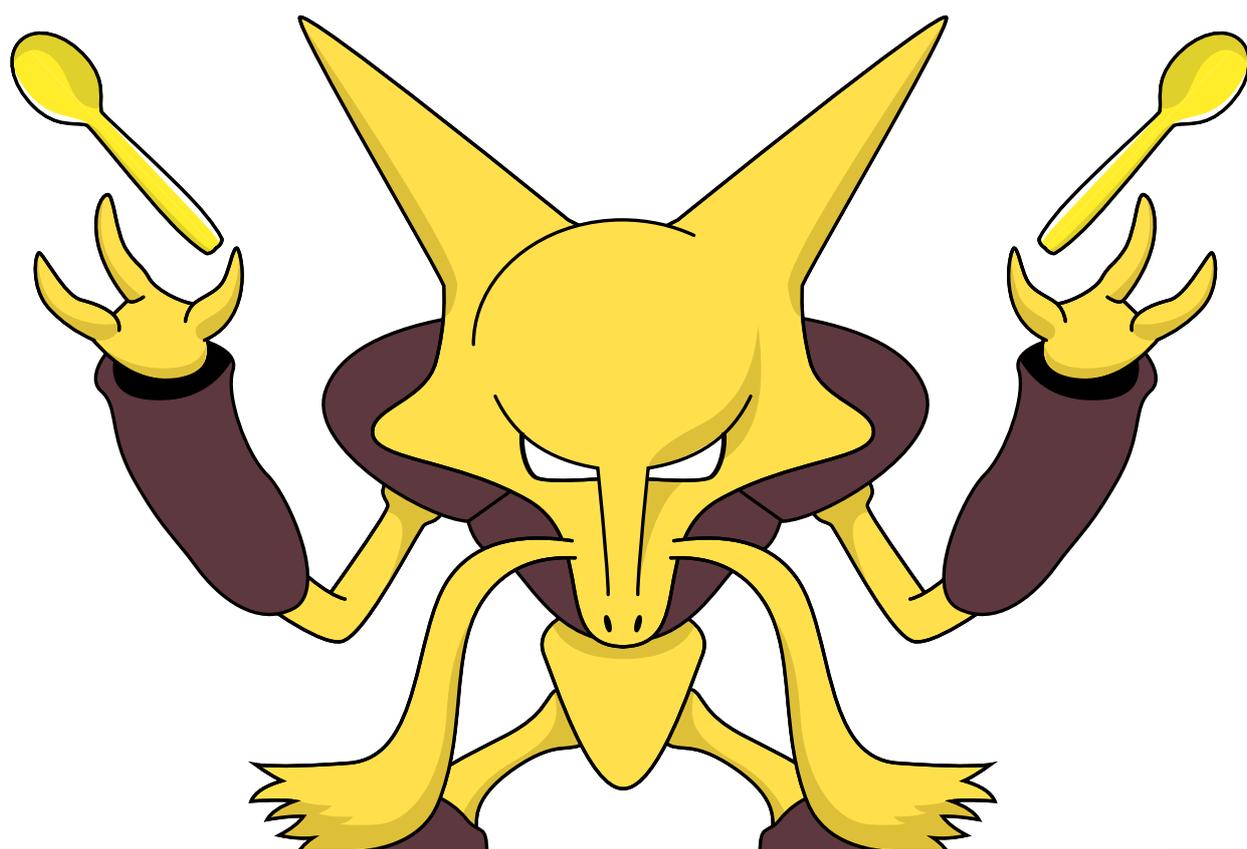
For the lackey(s), you can either run them like regular trainers and use the simplified sheets, or run them like the Gym Leader. This second option takes more effort on your part, but might be worth it if you want to present the Trainers with more of a challenge.

The battle arena should have the same shape as that of a regular trainer battle. Feel free to include whatever obstacles make sense for the Gym Leader's general vibe.

After the battle, if the Trainers have defeated the Gym Leader, they can learn the Gym's secret training methods and go up a level. Now, whenever they train at a Gym, their Pokémon can learn more Moves.

Each Trainer also wins a copy of the Leader's signature TM as a prize for defeating the Gym Leader.

If the trainers lose the battle, they have to challenge another Gym before they can challenge this one again.



Travel Procedures

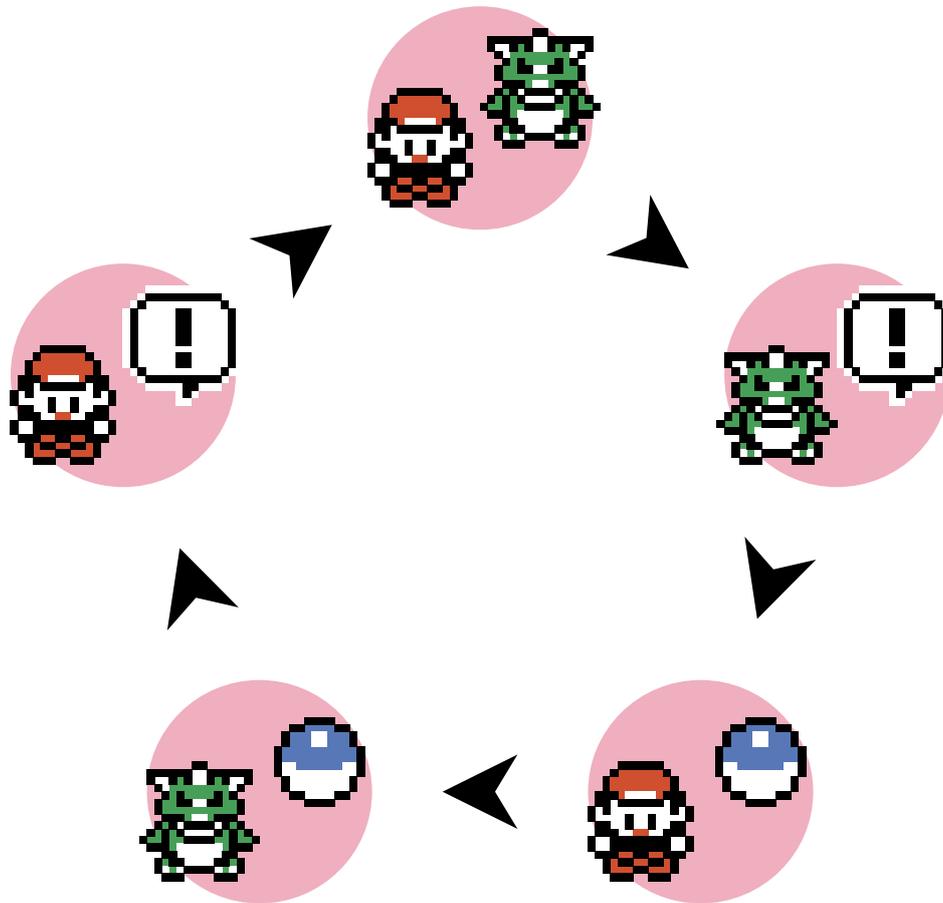
Travelling through the wilderness is a large part of the game. Thankfully, this section has a bunch of simple procedures to save you from constantly having to think of new things to encounter.

The default travel rules are as follows. Most of this is also explained in the Adventure chapter:

- While travelling on the world map, crossing a square takes an in-game day. The Trainers can't move diagonally on the map, they can only go to adjacent squares.
- During each travel day, the Trainers face a series of encounters. The whats and hows are explained in a bit.
- Resting happens at the edge of a square.
- Once the Trainers have reached the edge of a settlement, they can enter that settlement on the next day and spend however long they wish to there.
- The Trainers can choose to spend a day just wandering around a square and go back to the same edge to rest.
- Once the Trainers have no more Revives left, they have to travel back to the last settlement they visited. They don't face any encounters along the way while doing so.

The Travel Wheel

To determine what happens while adventuring, you can use the Travel Wheel:

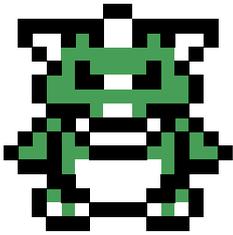


The travel wheel is designed to generate random encounters during a regular travel day. To use it, choose a starting spot, ideally the spot where the last day ended (or just pick the top one). Then, for each encounter, roll two d6s. The lowest of the two results determines how many spots to move on the wheel. The encounter associated with that spot happens. Then, after resolving that encounter, roll and move again. On a double 6, don't move on the wheel and instead initiate a special encounter, as explained later.

If, after any encounter, you've made one full rotation (i.e. you ended up back where you started or passed that spot), the travel day ends and there are no more encounters. (For example, the day ends after rolls of 2, 2, and 1, or after rolls of 2, 2, and 2. You still resolve the encounter of this final roll.)

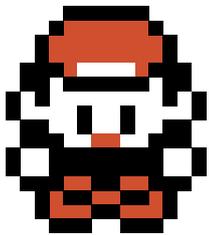
Encounter Elements

Each spot on the travel wheel contains two encounter elements which you can combine (with a bit of improv) into a single encounter. The elements are as follows:



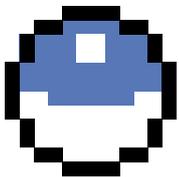
Pokémon

One or more Pokémon are involved in the encounter. Each habitat has its own table of Pokémon that appear there to help you determine which Pokémon. This list also includes fossils and evolution stones, which can replace a Pokémon during these encounters.



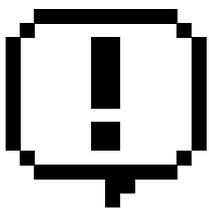
Trainer

One or more trainers are involved in the encounter. Each habitat has a table of trainers you can roll on to determine the Trainer's class, personality, and Pokémon.



Item

A TM or evolution stone is involved in the encounter (roll on the Items table). The trainer or Pokémon may have just discovered it or could be carrying or protecting it. When in doubt, just make them battle the Trainers for it?



Other

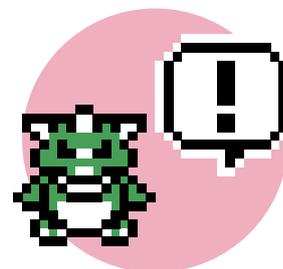
Something other than a local Pokémon, trainer, or item is involved in the encounter. You can use the Other Encounter Elements Table for this.

It's up to you to combine these two elements into a single encounter. Not every encounter needs to be dangerous or result in a Pokémon battle. Think of the elements involved and how they could interact. You can also involve the habitat. Maybe something is happening up in a tree while in a forest or on an island while on the sea?

For items and other, there's only a singular table. For Pokémon and trainers, each habitat has its own unique table. To help you build an encounter using these tables, here's some advice for each of the possible combinations.

Pokémon + Other

A Pokémon has found itself in a precarious situation. When this result comes up, try your very best not to turn it into a simple battle. Try to think of a situation in which the rolled Pokémon (or a group of the rolled Pokémon) is either in trouble or is causing trouble.

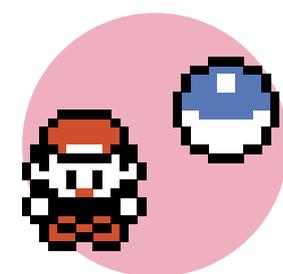


Resolving the situation should be an easy way for one of the Trainers to befriend the Pokémon and to catch it without needing to battle it.

If you need additional help coming up with this encounter, have a quick read of the Pokémon's Pokédex entry. It should give you a general idea of how the Pokémon usually behaves and what it cares about.

Trainer + Item

A trainer has a special item of some sort. This should probably be a simple battle encounter unless you immediately have a better idea for it. The stake of battle should be the item. If the Trainers win, they win the item. If they lose, they have to pay Poké equal to half the cost of the item.



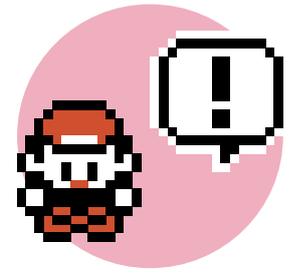
Pokémon + Item

A (group of) Pokémon has found a mysterious item. They might be quite protective of it. You can turn this into a simple battle, but it might be more interesting if the Trainers have to earn the Pokémon's trust in some way. Don't be afraid of having the Pokémon run away if the Trainers mess up somehow.



Trainer + Other

A trainer has a problem. This encounter can involve some kind of immediate danger, but it could also simply involve the trainer asking for help with a problem. Don't try to turn this kind of encounter into a battle unless that's the only obvious thing it could be.

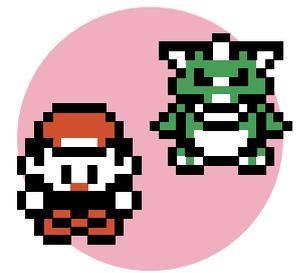


To keep things simple, only roll for a single Pokémon for the trainer. Only that Pokémon is an active part of the encounter—any other Pokémon they may have are safely stored in their Poké Balls.

If the Trainers save the trainer or help the trainer with their problem, they may get a reward. This can be some Poké (when in doubt, give each trainer Poké equal to the difficulty of the location), an item (roll on the item table in that case), a Pokémon (probably the one that's been out of its Poké Ball), or anything else you can come up with. That being said, they don't necessarily need to hand out a reward. Oftentimes, helping people is a reward in its own right. In that case, definitely make note of this trainer so that you can use them at a later point when you need someone to help the Trainers, perhaps as a guide in a city or as a deus ex machina in a perilous situation.

Trainer + Pokémon

A (group of) Pokémon and a trainer have found themselves entangled in some kind of situation. Maybe the trainer is trying to catch the Pokémon? Maybe the Pokémon has been causing problems for the trainer? Maybe the Pokémon actually belongs to the trainer and is in trouble?



When in doubt, simply have the trainer be threatened by the Pokémon in some way and perhaps give the Trainers the chance to fight off the Pokémon. Another option is to simply roll on the Other Encounter Elements table for an additional suggestion.

Special Encounters

When you roll two 6s on the travel wheel, a special encounter happens. This should be anything which seems exciting enough, but here's a short table of suggestion for if you need help. You can combine it with the Other Encounter Elements table for extra suggestions.

d4

Special Encounter

A legendary Pokémon appears. Pick a fitting one or roll a d8:

- | | | | |
|---|-------------------|----------------|-----------------|
| 1 | 1. #144 Articuno | 2. #145 Zapdos | 3. #146 Moltres |
| | 4. #149 Dragonite | 5. #150 Mewtwo | 6. #151 Mew |
| | 7. #S21 Jaggu | 8. #S22 Gyaoon | |

2 An elite trainer shows up, perhaps a Champion.

3 The Trainers find a Master Ball (as part of an encounter).

4 The Trainers find mythical, long-lost ancient ruins.



Other Encounter Elements Table

Use this table when 'other' is one of the encounter elements. You can also use this table for any other results of the Travel Wheel if you otherwise have no idea how to turn the results into an encounter.

d20	Encounter Element
1	A blocked road, such as a collapsed bridge or sudden cliff face.
2	A clear path in otherwise difficult terrain.
3	A difficult path, such as a marsh, narrow gorge, or dense woods.
4	A gathering or meeting of some sort.
5	A mysterious location, such as a ruin from an old civilisation.
6	A natural disaster, such as a flood, landslide, or eruption.
7	A Pokémon from another (nearby) biome, perhaps lost.
8	A precarious situation, such as a fallen tree, ravine, or waterfall.
9	A remote or abandoned building, structure, or campsite.
10	A secret cave, hole, door, or passageway.
11	A small isolated community or singular building.
12	An abandoned vehicle from the old civilisation, such as a train.
13	An acquaintance or someone the Trainers have heard of.
14	An area overgrown with plants of some sort, perhaps thorns.
15	An enemy team's involvement in some way.
16	Bad weather, such as fog, rain, hail, or lightning.
17	Pollution or dangerous leftovers from the old civilisation.
18	When combined with a Pokémon: another Pokémon.
19	When combined with a trainer: two more trainers to form a
20	trainer team. They definitely want to battle.

Habitat Tables

Each habitat has different Pokémon and trainers you might encounter, which is why the tables for Pokémon and trainers have been split based on habitat. Each of these tables has an additional split based on difficulty. Determining the habitat and difficulty of a region is part of the map-making process discussed earlier in the chapter.

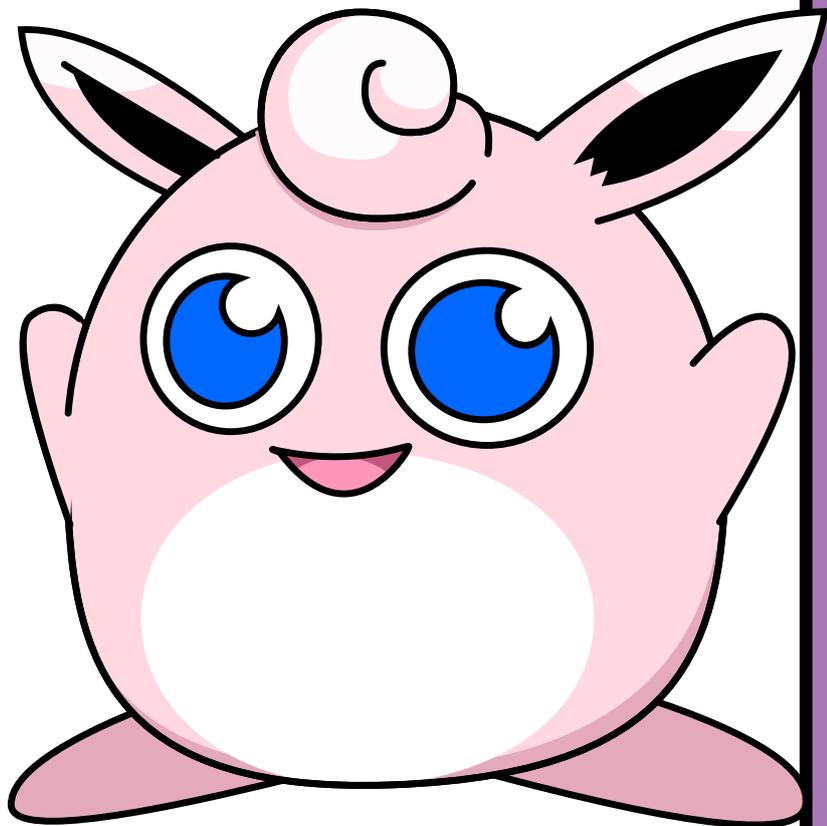
Pokémon Tables

Each habitat has a list of Pokémon which show up there (under normal circumstances). To use the table, determine the difficulty of the current area (easy, normal, or hard) and then roll a d20. If you want to include different kinds of Pokémon in the encounter, you can also roll multiple d20s. It's fine to just use multiple of the same kind of Pokémon, though. This makes it a lot easier (and quicker) to manage the encounter as the Professor.

Sometimes, more or less powerful Pokémon show up. Simply roll on a higher or lower level table if those come up.

If the result of the roll is a fossil or evolution Stone, incorporate it into the encounter, then roll again until you get an actual Pokémon.

Certain Pokémon and items on the table aren't part of the original games (the ones that aren't solid black). If you don't want to use those, simply roll again.



Trainer Tables

The trainer tables are a bit more complex. To use them, first roll a d8 to determine the trainer's class. For example, on the Grasslands table, if you roll a 5, the Trainers encounter a Juggler:

5 Juggler		1 Jolly	2 Skilled	3 Bored	4 Ostentatious	
Mankey #056	Drowzee #096	Exeggcute #102	Kadabra #064	Hypno #097	Exeggutor #103	Alakazam #065
Poliwag #060	Seel #086	Mr. Mime #122	Poliwhirl #061	Dewgong #087	Primeape #057	Poliwrath #062

Then, roll a couple of d6s to determine the trainer's Pokémon. In an easy region, you use the 6 leftmost Pokémon as possible results, for a normal region, you use the middle 6 Pokémon (those between the lines), and for a hard region, you use the rightmost 6.

For example, for an easy Juggler encounter, the results would be as follows:

1: Mankey 2: Drowzee 3: Exeggcute
4: Poliwag 5: Seel 6: Mr. Mime

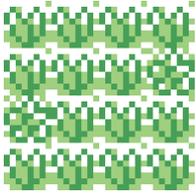
And for a hard encounter, they would be:

1: Hypno 2: Exeggutor 3: Alakazam
4: Dewgong 5: Primeape 6: Poliwrath

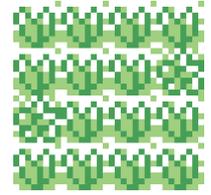
You can also roll a d4 to determine the trainer's mood, personality, or general vibe. This might help you come up with an interesting encounter and could give you something to help you roleplay as this trainer. For example, if you roll a 3, the Juggler would be bored (for whatever reason).

You can also use these tables to create a trainer team. Just roll the d8 two or three times based on the number of trainers in the team.





Grasslands



d20	Easy	Normal	Hard
1	#016 Pidgey	Roll on Easy	Roll on Normal
2	#019 Rattata	Roll on Easy	Roll on Normal
3	#019 Rattata	Roll on Easy	Roll on Normal
4	#021 Spearow	Roll on Easy	Roll on Normal
5	#023 Ekans	Roll on Easy	Roll on Normal
6	#029 Sandshrew	#020 Raticate	#022 Fearow
7	#029 Nidoran ♀	#020 Raticate	#024 Arbok
8	#032 Nidoran ♂	#030 Nidorina	#028 Sandslash
9	#037 Vulpix	#033 Nidorino	#040 Wigglytuff
10	#039 Jigglypuff	#044 Gloom	#053 Persian
11	#043 Oddish	#058 Growlithe	#078 Rapidash
12	#052 Meowth	#077 Ponyta	#085 Dodrio
13	#058 Growlithe	#077 Ponyta	#113 Chansey
14	#063 Abra	#108 Lickitung	#114 Tangela
15	#084 Doduo	#111 Rhyhorn	#115 Kangaskhan
16	#096 Drowzee	#S14 Flaaffy	#125 Electabuzz
17	#133 Eevee	#S17 Skiploom	#128 Tauros
18	#S13 Mareep	Thunder Stone	#135 Jolteon
19	#S16 Hoppip	Roll on Hard	#136 Flareon
20	Roll on Normal	Roll on Hard	#S18 Jumpluff



1 Beauty

1 Arrogant 2 Scared 3 Happy 4 Concerned

Rattata #019	Oddish #043	Exeggcute #102	Pidgeotto #017	Gloom #044	Wigglytuff #040	Raichu #026
Jigglypuff #039	Bellsprout #069	Clefairy #035	Ivysaur #002	Weepinbell #070	Clefable #036	Exeggutor #103

2 Bug Catcher

1 Sneaky 2 Obsessive 3 Young 4 Sleepy

Caterpie #010	Metapod #011	Paras #046	Butterfree #012	Scyther #123	Pinsir #127	Parasect #047
Weedle #013	Kakuna #014	Venonat #048	Beedrill #015	Pinsir #127	Venomoth #049	Kabutops #141

3 Cue Ball

1 Rude 2 Relaxed 3 Gentle 4 Hostile

Machop #066	Mankey #056	Seel #086	Machoke #067	Primeape #057	Dewgong #087	Machamp #068
Geodude #074	Tentacool #072	Ekans #023	Graveler #075	Tentacruel #073	Arbok #024	Golem #076

4 Gambler

1 Eager 2 Cunning 3 Silly 4 Destitute

Poliwag #060	Horsea #116	Krabby #098	Poliwhirl #061	Seadra #117	Blastoise #009	Poliwrath #062
Psyduck #054	Squirtle #007	Seel #086	Wartortle #008	Golduck #055	Kingler #099	Vaporeon #134

5 Juggler

1 Jolly 2 Skilled 3 Bored 4 Ostentatious

Mankey #056	Drowzee #096	Exeggcute #102	Kadabra #064	Hypno #097	Exeggutor #103	Alakazam #065
Poliwag #060	Seel #086	Mr. Mime #122	Poliwhirl #061	Dewgong #087	Primeape #057	Poliwrath #062

6 Psychic

1 Quiet 2 Scary 3 Aware 4 Mysterious

Exeggcute #102	Venonat #048	Drowzee #096	Golduck #055	Venomoth #049	Exeggutor #103	Alakazam #065
Psyduck #054	Slowpoke #079	Kadabra #064	Mr. Mime #122	Slowbro #080	Hypno #097	Starmie #121

7 Tamer

1 Strict 2 Brave 3 Cruel 4 Boastful

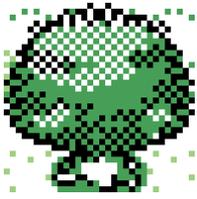
Meowth #052	Ekans #023	Psyduck #054	Rhyhorn #111	Arbok #024	Rhydon #112	Tauros #128
Sandshrew #027	Phanpy #S09	Exeggcute #102	Ponyta #077	Sandslash #028	Donphan #S10	Persian #053

8 Youngster

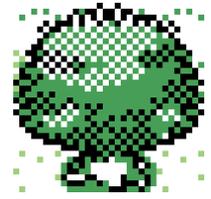
1 Naive 2 Brash 3 Bold 4 Precocious

Rattata #019	Rattata #019	Ekans #023	Raticate #020	Arbok #024	Flareon #136	Snorlax #143
Nidoran♂ [†] #032	Tyker #S02	Sandshrew #027	Nidorino #033	Sandslash #028	Straigar #S03	Nidoking #034





Forests



d20	Easy	Normal	Hard
1	#001 Bulbasaur	Roll on Easy	Roll on Normal
2	#010 Caterpie	Roll on Easy	Roll on Normal
3	#010 Caterpie	Roll on Easy	Roll on Normal
4	#011 Metapod	Roll on Easy	Roll on Normal
5	#013 Weedle	Roll on Easy	Roll on Normal
6	#013 Weedle	#002 Ivysaur	#003 Venusaur
7	#014 Kakuna	#012 Butterfree	#018 Pidgeot
8	#016 Pidgey	#012 Butterfree	#024 Arbok
9	#023 Ekans	#015 Beedrill	#026 Raichu
10	#025 Pikachu	#015 Beedrill	#045 Vileplume
11	#041 Zubat	#017 Pidgeotto	#047 Parasect
12	#043 Oddish	#044 Gloom	#049 Venomoth
13	#046 Paras	#061 Poliwhirl	#057 Primeape
14	#048 Venonat	#070 Weepinbell	#071 Victreebel
15	#056 Mankey	#108 Lickitung	#103 Exeggutor
16	#069 Bellsprout	#123 Scyther	#114 Tangela
17	#102 Exeggcute	#127 Pinsir	#123 Scyther
18	#133 Eevee	Leaf Stone	#127 Pinsir
19	#S02 Tyker	Roll on Hard	#143 Snorlax
20	Roll on Normal	Roll on Hard	#S03 Straigar



1 Bird Keeper

1 Talented 2 Rich 3 Obsessive 4 Panicking

Pidgey #016	Pidgey #016	Spearow #021	Pidgeotto #017	Fearow #022	Pidgeot #018	Aerodactyl #142
Spearow #021	Psyduck #054	Doduo #084	Farfetch'd #083	Dodrio #085	Golduck #055	Luxwan #S06

2 Bug Catcher

1 Stealthy 2 Patient 3 Bashful 4 Quick

Caterpie #010	Metapod #011	Paras #046	Butterfree #012	Scyther #123	Scyther #123	Parasect #047
Weedle #013	Kakuna #014	Venonat #048	Beedrill #015	Pinsir #127	Venomoth #049	Kabutops #141

3 Cooltrainer

1 Arrogant 2 Smart 3 Tricky 4 Competent

Bulbasaur #001	Staryu #120	Ponyta #077	Ivysaur #002	Jynx #124	Jolteon #135	Venusaur #003
Growlithe #058	Pikachu #025	Kadabra #064	Nidorina #030	Chansey #113	Arcanine #059	Kangaskhan #115

4 Jr. Trainer

1 Proud 2 Blunt 3 Shy 4 Stubborn

Bellsprout #069	Spearow #021	Jigglypuff #039	Weepinbell #070	Tangela #114	Wigglytuff #040	Victreebel #071
Meowth #052	Rattata #019	Growlithe #058	Raticate #020	Fearow #022	Persian #053	Arcanine #059

5 Scientist

1 Awkward 2 Brainy 3 Lost 4 Distracted

Voltorb #100	Grimer #088	Kabuto #140	Porygon #137	Weezing #110	Kabutops #141	Omastar #139
Magnemite #081	Koffing #109	Omanyte #138	Ditto #132	Magneton #082	Electrode #101	Aerodactyl #142

6 Super Nerd

1 Jovial 2 Excited 3 Creepy 4 Pedantic

Eevee #133	Vulpix #037	Magnemite #081	Butterfree #012	Scyther #123	Flareon #136	Jolteon #135
Grimer #088	Koffing #109	Psyduck #054	Beedrill #015	Pinsir #127	Vaporeon #134	Magneton #082

7 Tamer

1 Callous 2 Humble 3 Snarky 4 Snobbish

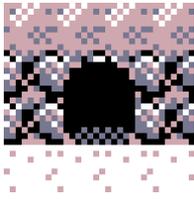
Meowth #052	Ekans #023	Psyduck #054	Tangela #114	Arbok #024	Kangaskhan #115	Chansey #113
Sandshrew #027	Rattata #019	Lickitung #108	Raticate #020	Sandslash #028	Golduck #055	Persian #053

8 Youngster

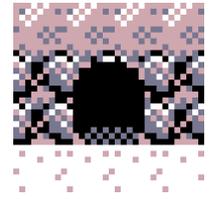
1 Wide-eyed 2 Kind 3 Playful 4 Gullible

Rattata #019	Zubat #041	Paras #046	Raticate #020	Golbat #042	Parasect #047	Victreebel #071
Oddish #043	Eevee #133	Lickitung #108	Gloom #044	Pinsir #127	Espeon #S19	Umbreon #S20





Caves



d20	Easy	Normal	Hard
1	#035 Clefairy	Roll on Easy	Roll on Normal
2	#041 Zubat	Roll on Easy	Roll on Normal
3	#041 Zubat	Roll on Easy	Roll on Normal
4	#041 Zubat	Roll on Easy	Roll on Normal
5	#041 Zubat	Roll on Easy	Roll on Normal
6	#046 Paras	#041 Zubat	#036 Clefable
7	#046 Paras	#041 Zubat	#042 Golbat
8	#050 Diglett	#041 Zubat	#042 Golbat
9	#050 Diglett	#042 Golbat	#047 Parasect
10	#050 Diglett	#042 Golbat	#047 Parasect
11	#066 Machop	#042 Golbat	#051 Dugtrio
12	#074 Geodude	#067 Machoke	#051 Dugtrio
13	#074 Geodude	#075 Graveler	#068 Machamp
14	#079 Slowpoke	#075 Graveler	#076 Golem
15	#079 Slowpoke	#093 Haunter	#080 Slowbro
16	#092 Gastly	#095 Onix	#095 Onix
17	#S07 Wooper	#132 Ditto	#099 Kingler
18	Dome Fossil	Moon Stone	#124 Jynx
19	Helix Fossil	Roll on Hard	#S08 Quagsire
20	Roll on Normal	Roll on Hard	Old Amber



1 Burglar

1 Jumpy 2 Deceitful 3 Sharing 4 Secretive

Diglett #050	Meowth #052	Growlithe #058	Ponyta #077	Persian #053	Dugtrio #051	Weezing #110
Sandshrew #027	Koffing #109	Vulpix #037	Onix #095	Magmar #126	Sandslash #028	Arcanine #059

2 Channeller

1 Creepy 2 Friendly 3 Quiet 4 Possessed

Gastly #092	Cubone #104	Gastly #092	Haunter #093	Jynx #124	Cloyster #091	Ninetales #038
Gastly #092	Vulpix #037	Haunter #093	Haunter #093	Marowak #105	Lapras #131	Gengar #094

3 Gambler

1 Shifty 2 Callous 3 Playful 4 Old

Vulpix #037	Growlithe #058	Growlithe #058	Ponyta #077	Magmar #126	Charizard #006	Rapidash #078
Vulpix #037	Charmander #004	Ponyta #077	Charmeleon #005	Ninetales #038	Arcanine #059	Flareon #136

4 Hiker

1 Sleepy 2 Cold 3 Hurt 4 Brave

Machop #066	Diglett #050	Onix #095	Machoke #067	Dugtrio #051	Rhydon #112	Machamp #068
Geodude #074	Jigglypuff #039	Rhyhorn #111	Graveler #075	Onix #095	Wigglytuff #040	Golem #076

5 PokéManiac

1 Weird 2 Happy 3 Scared 4 Obsessive

Charmander #004	Slowpoke #079	Rhyhorn #111	Charmeleon #005	Slowbro #080	Rhydon #112	Charizard #006
Cubone #104	Mareep #S13	Lickitung #108	Flaaffy #S14	Marowak #105	Ampharos #S15	Lapras #131

6 Scientist

1 Busy 2 Famous 3 Talkative 4 Glib

Voltorb #100	Grimer #088	Kabuto #140	Porygon #137	Weezing #110	Kabutops #141	Omastar #139
Magnemite #081	Koffing #109	Omanyte #138	Ditto #132	Magneton #082	Mimseo #S21	Aerodactyl #142

7 Super Nerd

1 Lonely 2 Educated 3 Groovy 4 Sarcastic

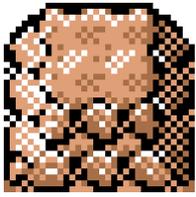
Magnemite #081	Voltorb #100	Growlithe #058	Porygon #137	Magneton #082	Ninetales #038	Arcanine #059
Grimer #088	Koffing #109	Psyduck #054	Ponyta #077	Muk #089	Electrode #101	Weezing #110

8 Youngster

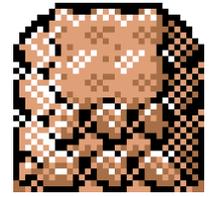
1 Very Lost 2 Rude 3 Polite 4 Inquisitive

Rattata #019	Pikachu #025	Eevee #133	Raticate #020	Raichu #026	Flareon #136	Kangaskhan #115
Nidoran ♀ #029	Warfurs #S04	Pikachu #025	Nidorina #030	Onix #095	Wearlycan #S05	Nidoqueen #031





Mountains



d20	Easy	Normal	Hard
1	#004 Charmander	Roll on Easy	Roll on Normal
2	#004 Charmander	Roll on Easy	Roll on Normal
3	#021 Spearow	Roll on Easy	Roll on Normal
4	#021 Spearow	Roll on Easy	Roll on Normal
5	#023 Ekans	Roll on Easy	Roll on Normal
6	#027 Sandshrew	#005 Charmeleon	#006 Charizard
7	#027 Sandshrew	#005 Charmeleon	#022 Fearow
8	#039 Jigglypuff	#030 Nidorina	#024 Arbok
9	#066 Machop	#033 Nidorino	#028 Sandslash
10	#066 Machop	#067 Machoke	#031 Nidoqueen
11	#066 Machop	#067 Machoke	#034 Nidoking
12	#074 Geodude	#075 Graveler	#038 Ninetales
13	#074 Geodude	#075 Graveler	#068 Machamp
14	#104 Cubone	#106 Hitmonlee	#076 Golem
15	#133 Eevee	#111 Rhyhorn	#105 Marowak
16	#133 Eevee	#S17 Skiploom	#112 Rhydon
17	#S04 Warfurs	Fire Stone	#126 Magmar
18	#S09 Phanpy	Moon Stone	#143 Snorlax
19	#S16 Hoppip	Roll on Hard	#S05 Wearslycan
20	Roll on Normal	Roll on Hard	#S10 Donphan



1 Bird Keeper

1 Weird

2 Careless

3 Stern

4 Carefree

Pidgey #016	Pidgey #016	Spearow #021	Pidgeotto #017	Fearow #022	Pidgeot #018	Aerodactyl #142
Spearow #021	Psyduck #054	Doduo #084	Farfetch'd #083	Dodrio #085	Golduck #055	Luxwan #S06

2 Blackbelt

1 Focussed

2 Distracted

3 Exhausted

4 Unaware

Machop #066	Poliwag #060	Mankey #056	Poliwhirl #061	Hitmonlee #106	Primeape #057	Poliwrath #062
Machop #066	Geodude #074	Machoke #067	Graveler #075	Hitmonchan #107	Golem #076	Machamp #068

3 Cooltrainer

1 Famous

2 Witty

3 Aloof

4 Ruthless

Charmander #004	Bellsprout #069	Rhyhorn #111	Charmeleon #005	Electabuzz #125	Flareon #136	Charizard #006
Seel #086	Drowzee #096	Poliwhirl #061	Weepinbell #070	Scyther #123	Rhydon #112	Snorlax #143

4 Hiker

1 Tired

2 Strong

3 Calm

4 Happy

Machop #066	Diglett #050	Onix #095	Machoke #067	Dugtrio #051	Rhydon #112	Machamp #068
Geodude #074	Jigglypuff #039	Rhyhorn #111	Graveler #075	Onix #095	Wigglytuff #040	Golem #076

5 Jr. Trainer

1 Tenacious

2 Brave

3 Panicking

4 Prepared

Oddish #043	Ekans #023	Pikachu #025	Gloom #044	Arbok #024	Raichu #026	Vileplume #045
Pidgey #016	Sandshrew #027	Clefairy #035	Pidgeotto #017	Sandslash #028	Clefable #036	Pidgeot #018

6 PokéManiac

1 Nerdy

2 Startled

3 Curious

4 Elite

Charmander #004	Slowpoke #079	Rhyhorn #111	Charmeleon #005	Slowbro #080	Rhydon #112	Charizard #006
Cubone #104	Hoppip #S15	Lickitung #108	Skiploom #S16	Marowak #105	Jumpluff #S17	Lapras #131

7 Psychic

1 Calm

2 Insidious

3 Tricky

4 Eccentric

Exeggcute #102	Venonat #048	Drowzee #096	Golduck #055	Venomoth #049	Exeggutor #103	Alakazam #065
Psyduck #054	Slowpoke #079	Kadabra #064	Mr. Mime #122	Slowbro #080	Hypno #097	Starmie #121

8 Rocker

1 Loud

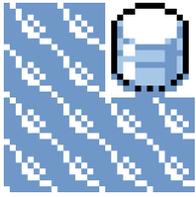
2 Melodious

3 Distracted

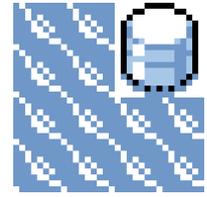
4 Carefree

Cubone #104	Jigglypuff #039	Voltorb #100	Onix #095	Electrode #101	Wigglytuff #040	Raichu #026
Zubat #041	Pikachu #025	Magnemite #081	Golbat #042	Magneton #082	Electabuzz #125	Jolteon #135





The Sea



d20	Easy	Normal	Hard
1	#007 Squirtle	Roll on Easy	Roll on Normal
2	#072 Tentacool	Roll on Easy	Roll on Normal
3	#072 Tentacool	Roll on Easy	Roll on Normal
4	#072 Tentacool	Roll on Easy	Roll on Normal
5	#072 Tentacool	Roll on Easy	Roll on Normal
6	#072 Tentacool	#008 Wartortle	#009 Blastoise
7	#079 Slowpoke	#072 Tentacool	#073 Tentacruel
8	#086 Seel	#072 Tentacool	#018 Pidgeot
9	#086 Seel	#072 Tentacool	#080 Slowbro
10	#090 Shellder	#072 Tentacool	#087 Dewgong
11	#090 Shellder	#072 Tentacool	#091 Cloyster
12	#098 Krabby	#073 Tentacruel	#099 Kingler
13	#098 Krabby	#073 Tentacruel	#103 Exeggutor
14	#116 Horsea	#083 Farfetch'd	#117 Seadra
15	#116 Horsea	#083 Farfetch'd	#119 Seaking
16	#118 Goldeen	#093 Haunter	#121 Starmie
17	#120 Staryu	#147 Dratini	#130 Gyarados
18	#120 Staryu	Water Stone	#131 Lapras
19	#129 Magikarp	Roll on Hard	#134 Vaporeon
20	Roll on Normal	Roll on Hard	#148 Dragonair



1 Beauty

1 Confused 2 Vain 3 Sleepy 4 Relaxing

Horsea #116	Dratini #147	Goldeen #118	Dragonair #148	Seaking #119	Seadra #117	Cloyster #091
Poliwag #060	Squirtle #007	Staryu #120	Wartortle #008	Starmie #121	Vaporeon #134	Lapras #131

2 Cooltrainer

1 Charming 2 Confident 3 Tactful 4 Competitive

Squirtle #007	Vulpix #037	Porygon #137	Wartortle #008	Magmar #126	Vaporeon #134	Blastoise #009
Exeggcute #102	Dratini #147	Machoke #067	Nidorino #033	Lapras #131	Exeggutor #103	Tauros #128

3 Engineer

1 Bitter 2 Angry 3 Mistrustful 4 Jolly

Krabby #098	Diglett #050	Grimer #088	Porygon #137	Magneton #082	Dugtrio #051	Electabuzz #125
Voltorb #100	Rattata #019	Magnemite #081	Raticate #020	Electrode #101	Muk #089	Kingler #099

4 Fisher

1 Bored 2 Scared 3 Chatty 4 Frustrated

Magikarp #129	Horsea #116	Goldeen #118	Krabby #098	Cloyster #091	Seadra #117	Starmie #121
Shellder #090	Tentacool #072	Staryu #120	Tentacruel #073	Seaking #119	Kingler #099	Gyarados #130

5 Gentleperson

1 Wealthy 2 Careful 3 Polite 4 Grumpy

Nidoran♀ #029	Pikachu #025	Ponyta #077	Nidorina #030	Raichu #026	Nidoking #034	Rapidash #078
Nidoran♂ #032	Meowth #052	Farfetch'd #083	Nidorino #033	Persian #053	Nidoqueen #031	Arcanine #059

6 Sailor

1 Tough 2 Seasick 3 Alert 4 Dutiful

Shellder #090	Machop #066	Tentacool #072	Machoke #067	Cloyster #091	Kingler #099	Machamp #068
Pikachu #025	Horsea #116	Krabby #098	Staryu #120	Seadra #117	Raichu #026	Lapras #131

7 Scientist

1 Gloomy 2 Brave 3 Pensive 4 Ecstatic

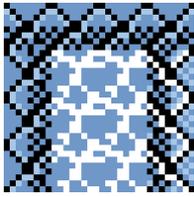
Voltorb #100	Grimer #088	Kabuto #140	Porygon #137	Weezing #110	Kabutops #141	Omastar #139
Magnemite #081	Koffing #109	Omanyte #138	Ditto #132	Magneton #082	Electrode #101	Aerodactyl #142

8 Swimmer

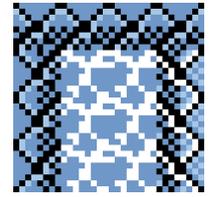
1 Eager 2 Swift 3 Carefree 4 Exhausted

Squirtle #007	Shellder #090	Staryu #120	Wartortle #008	Tentacruel #073	Cloyster #091	Blastoise #009
Poliwag #060	Horsea #116	Goldeen #118	Poliwhirl #061	Seadra #117	Starmie #121	Poliwrath #062





Lakes



d20	Easy	Normal	Hard
1	#007 Squirtle	Roll on Easy	Roll on Normal
2	#016 Pidgey	Roll on Easy	Roll on Normal
3	#016 Pidgey	Roll on Easy	Roll on Normal
4	#054 Psyduck	Roll on Easy	Roll on Normal
5	#054 Psyduck	Roll on Easy	Roll on Normal
6	#060 Poliwhirl	#008 Wartortle	#009 Blastoise
7	#060 Poliwhirl	#012 Butterfree	#018 Pidgeot
8	#060 Poliwhirl	#017 Pidgeotto	#022 Fearow
9	#098 Krabby	#061 Poliwhirl	#022 Fearow
10	#118 Goldeen	#061 Poliwhirl	#049 Venomoth
11	#118 Goldeen	#061 Poliwhirl	#055 Golduck
12	#118 Goldeen	#083 Farfetch'd	#055 Golduck
13	#129 Magikarp	#083 Farfetch'd	#062 Poliwrath
14	#129 Magikarp	#119 Seaking	#062 Poliwrath
15	#129 Magikarp	#147 Dratini	#119 Seaking
16	#129 Magikarp	#S12 Azumarill	#119 Seaking
17	#129 Magikarp	Water Stone	#130 Gyarados
18	#S07 Wooper	Moon Stone	#131 Lapras
19	#S11 Marill	Roll on Hard	#148 Dragonair
20	Roll on Normal	Roll on Hard	#S08 Quagsire



1 Biker (on a jet ski)

1 Brave 2 Reckless 3 Brutish 4 Cool

Ekans #023	Voltorb #100	Grimer #088	Hitmonlee #106	Muk #089	Electrode #101	Arbok #024
Poliwag #060	Tentacool #072	Koffing #109	Poliwhirl #061	Weezing #110	Tentacruel #073	Poliwrath #062

2 Blackbelt

1 Focussed 2 Angry 3 Punchy 4 Calm

Machop #066	Poliwag #060	Mankey #056	Poliwhirl #061	Hitmonlee #106	Primeape #057	Poliwrath #062
Machop #066	Geodude #074	Machoke #067	Graveler #075	Hitmonchan #107	Golem #076	Machamp #068

3 Fisher

1 Lethargic 2 Feisty 3 Motivated 4 Angry

Magikarp #129	Poliwag #060	Goldeen #118	Poliwhirl #061	Dragonair #148	Blastoise #009	Poliwrath #062
Magikarp #129	Squirtle #007	Dratini #147	Wartortle #008	Seaking #119	Lapras #131	Gyarados #130

4 Hiker

1 Stuck 2 Wet 3 Chipper 4 Reckless

Machop #066	Diglett #050	Onix #095	Machoke #067	Dugtrio #051	Rhydon #112	Machamp #068
Geodude #074	Jigglypuff #039	Rhyhorn #111	Graveler #075	Onix #095	Wigglytuff #040	Golem #076

5 Jr. Trainer

1 Crafty 2 Playful 3 Scoundrel 4 Silly

Poliwag #060	Goldeen #118	Seel #086	Poliwhirl #061	Seadra #117	Nidoking #034	Poliwrath #062
Rattata #019	Horsea #116	Tentacool #072	Raticate #020	Seaking #119	Nidoqueen #031	Tentacruel #073

6 Swimmer

1 Quick 2 Strong 3 Elegant 4 Fun

Squirtle #007	Goldeen #118	Staryu #120	Wartortle #008	Golduck #055	Lapras #131	Blastoise #009
Poliwag #060	Marill #S11	Horsea #116	Poliwhirl #061	Seaking #119	Azumarill #S12	Poliwrath #062

7 Tamer

1 Smug 2 Snarky 3 Restless 4 Honest

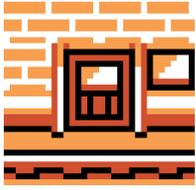
Meowth #052	Ekans #023	Psyduck #054	Rhyhorn #111	Arbok #024	Rhydon #112	Victreebel #071
Sandshrew #027	Bellsprout #069	Raticate #020	Weepinbell #070	Sandslash #028	Golduck #055	Persian #053

8 Youngster

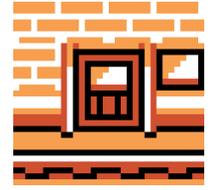
1 Bashful 2 Stubborn 3 Moody 4 Cheerful

Rattata #019	Slowpoke #079	Pidgeotto #017	Raticate #020	Slowbro #080	Venusaur #003	Vaporeon #134
Pidgey #016	Wooper #S07	Wooper -#007	Farfetch'd #083	Tangela #114	Quagsire #S08	Pidgeot #018





Urban



d20	Easy	Normal	Hard
1	#016 Pidgey	Roll on Easy	Roll on Normal
2	#016 Pidgey	Roll on Easy	Roll on Normal
3	#092 Gastly	Roll on Easy	Roll on Normal
4	#019 Rattata	Roll on Easy	Roll on Normal
5	#019 Rattata	Roll on Easy	Roll on Normal
6	#019 Rattata	#017 Pidgeotto	#018 Pidgeot
7	#021 Spearow	#020 Raticate	#022 Fearow
8	#037 Vulpix	#020 Raticate	#053 Persian
9	#052 Meowth	#064 Kadabra	#078 Rapidash
10	#058 Growlithe	#067 Machoke	#082 Magneton
11	#077 Ponyta	#093 Haunter	#089 Muk
12	#081 Magnemite	#101 Electrode	#097 Hypno
13	#081 Magnemite	#107 Hitmonchan	#101 Electrode
14	#088 Grimer	#110 Weezing	#105 Marowak
15	#100 Voltorb	#122 Mr. Mime	#110 Weezing
16	#104 Cubone	#132 Ditto	#110 Weezing
17	#109 Koffing	#137 Porygon	#124 Jynx
18	#109 Koffing	Heart Stone	#125 Electabuzz
19	#133 Eevee	Roll on Hard	#126 Magmar
20	Roll on Normal	Roll on Hard	#143 Snorlax



1 Beauty

1 Charming 2 Vain 3 Aloof 4 Caring

Rattata #019	Pidgey #016	Pikachu #025	Pidgeotto #017	Raticate #020	Wigglytuff #040	Raichu #026
Pikachu #025	Bulbasaur #001	Staryu #120	Ivysaur #002	Clefable #036	Pidgeot #018	Starmie #121

2 Biker

1 Tactless 2 Sporty 3 Laid-back 4 Rebellious

Rattata #019	Voltorb #100	Grimer #088	Raticate #020	Muk #089	Electrode #101	Tauros #128
Sandshrew #027	Doduo #084	Koffing #109	Lickitung #108	Weezing #110	Dodrio #085	Sandslash #028

3 Burglar

1 Scheming 2 Startled 3 Generous 4 Paranoid

Diglett #050	Meowth #052	Growlithe #058	Ponyta #077	Persian #053	Dugtrio #051	Weezing #110
Sandshrew #027	Koffing #109	Vulpix #037	Onix #095	Magmar #126	Sandslash #028	Arcanine #059

4 Cue Ball

1 Enraged 2 Boorish 3 Helpful 4 Foolish

Machop #066	Mankey #056	Seel #086	Machoke #067	Primeape #057	Dewgong #087	Machamp #068
Geodude #074	Tentacool #072	Ekans #023	Graveler #075	Tentacruel #073	Arbok #024	Golem #076

5 Engineer

1 Restless 2 Grumpy 3 Lazy 4 Withdrawn

Krabby #098	Diglett #050	Grimer #088	Porygon #137	Magneton #082	Dugtrio #051	Electabuzz #125
Voltorb #100	Rattata #019	Magnemite #081	Raticate #020	Electrode #101	Muk #089	Kingler #099

6 Gentleperson

1 Arrogant 2 Pompous 3 Elitist 4 Friendly

Nidoran♀ #029	Pikachu #025	Ponyta #077	Nidorina #030	Raichu #026	Nidoking #034	Rapidash #078
Nidoran♂ #032	Meowth #052	Farfetch'd #083	Nidorino #033	Persian #053	Nidoqueen #031	Arcanine #059

7 Juggler

1 Bitter 2 Daring 3 Smug 4 Playful

Mankey #056	Drowzee #096	Exeggcute #102	Kadabra #064	Hypno #097	Exeggutor #103	Alakazam #065
Poliwag #060	Seel #086	Mr. Mime #122	Poliwhirl #061	Dewgong #087	Primeape #057	Poliwrath #062

8 Rocker

1 Mellow 2 Popular 3 Desperate 4 Energetic

Cubone #104	Jigglypuff #039	Voltorb #100	Lickitung #108	Electrode #101	Wigglytuff #040	Raichu #026
Zubat #041	Pikachu #025	Magnemite #081	Golbat #042	Magneton #082	Electabuzz #125	Jolteon #135



Other Activities

Trainers aren't always travelling through the wilderness. Once they find themselves in the comfort of a town or city, there's no need to keep track of PP and Revives, which gives them the chance to freely explore the settlement, interact with NPCs, and train their Pokémon at a Gym.

Most of these things don't really need procedures. If the Trainers want to visit a landmark or talk to an NPC, simply figure out together what that would look like and what would happen. This section only lists activities that might be harder to improvise.

Training Pokémon

While in a town or city, the Trainers have the time and space to train with their Pokémon. This allows them to tame Pokémon they caught while travelling or received from another trainer. While this is normally done at a Pokémon Gym, you can let the Trainers train their Pokémon in a settlement without a Gym (but maybe let them explain where).

Training a Pokémon can take anywhere from a couple of days to a couple of months, whatever makes sense for your campaign.

Once a Pokémon has been trained, it listens to its Trainer's commands (i.e. the Trainer can pick its Moves during battle) and it can use Moves up to the Trainer's level.

A Trainer can train at a Gym after defeating the Gym Leader to unlock additional Moves for each of their Pokémon.

What all this means is that you can basically assume that a Pokémon can use Moves up to its Trainer's level once the Trainers have visited a town or city with that Pokémon.

Quests

Sometimes, the Trainers may find themselves embroiled in some sort of plot or find someone in need of help. In that case, you can present them with a quest—a sort of mission which they can complete for a reward. While a quest can definitely take place within a town or city, it can also send the Trainers to a different town or city, or even to somewhere in the wilderness. If you sent the Trainers to another settlement or into the wilderness, consider adding a **time limit** of less than 10 days to make sure they don't dilly-dally too much.

The **reward** for completing a quest can be a powerful TM, a rare Pokémon, an evolution stone, or anything else that might interest the Trainers. If the quest is big enough, you could even give a Master Ball as a reward! That being said, you don't need a reward if the result of the quest would be of interest to the Trainers anyway.

If you don't have any inspiration, you can roll a d6 and a d10 on the following tables to help spark your imagination. Combine the verb and noun, then think of what the quest could be referring to.

d6	Verb
1	Acquire (something from)
2	Find
3	Help or hinder
4	Investigate
5	Protect (from)
6	Rescue (from)

d10	Noun
1	A regular NPC or group
2	A Gym Leader or champ.
3	An enemy team
4	A special item
5	Another town or city
6	Some kind of monument
7	A wilderness location
8	A wild Pokémon
9	An NPC's Pokémon
10	A legendary Pokémon

Mythical Quests

If you want to send the Trainers on a bigger quest, you can have them hunt for a legendary Hidden Machine containing Moves which are a lot more powerful (and/or dangerous) than normal Moves.

First, pick a space on the world map which seems remote enough—at least 2 spaces away from any town or city. The spot would ideally be located either within the mountains or on an island and within a hard-difficulty region (one with a 3). Pick one of the HMs to be hidden there:

Coldsnap HM14

Ice  d10 

Deals 2 hits and inflicts Sleep.

PP:

Thunderstorm HM25

Electric  d10 

Deals 3 hits and inflicts Paralysis.

PP:

Wildfire HM38

Fire  d10 

Deals 3 hits and inflicts Poison.

PP:

Then, it's time to spread some rumours. Have an NPC mention that old stories tell of mysterious activity at that space. Give the NPCs an old map or travel diary which points to that space. Have a trainer they meet on the road mention that they barely escaped that space.

If the Trainers travel to the edge of that space, they can search for the HM. To do this, roll encounters as if the Trainers were travelling through that space. Try to link each encounter to the HM in some way. After three encounters have been resolved successfully (and the hints they give, if any, have been followed), they encounter the legendary bird associated with the HM (Articuno for Coldsnap, Zapdos for Thunderstorm, and Moltres for Wildfire). If the Trainers defeat the bird in a legendary battle, it flies off and reveals the location of the HM.

An HM is a glowing sphere, noticeably bigger than a normal TM. It does not count toward the carry limit for TMs. A Pokémon can use an HM if it can use a TM with the same number as that HM (e.g. a Pokémon that can use TM14 Blizzard can use HM14 Coldsnap).

Exploring Lairs

If you want to give the Trainer a real challenge within a city, or if you need a hideout for an enemy team, you can let the Trainers explore a lair.

Creating a Lair

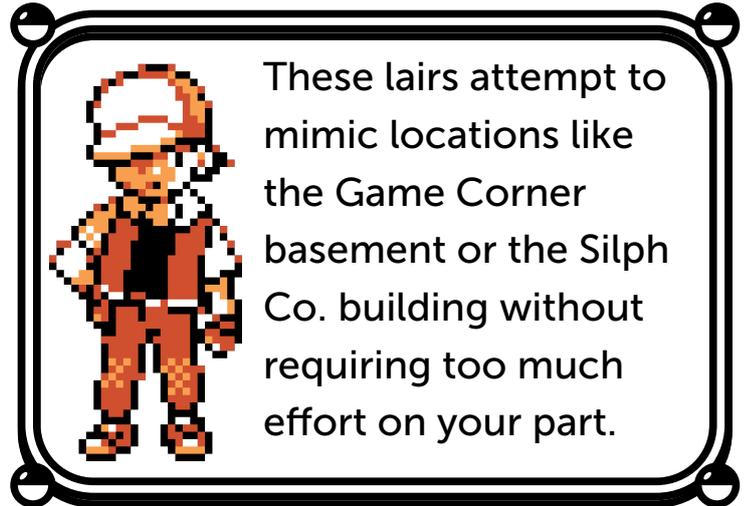
First, come up with a theme for this lair. To do so, answer at least the following questions:

- **Who operates this lair?** This is probably an enemy team, but it can be any organisation the Trainers may wish to thwart or investigate.
- **Where is it located?** An old office building? A forgotten sewer system? A medieval castle? A cave network? A crayon factory?
- **What's the goal?** Do the trainers have to stop the enemy's team's nefarious plans? Are they trying to acquire a specific item? Are they trying to rescue someone? Is it the final destination of a quest? Or are they just trying to gather some information?

Once all that has been answered, it's time to start designing.

Based on who operates the lair, come up with a list of plausible Pokémon for low-level trainers and high-level trainers of that organisation. You can use the trainer lists of the different habitats for this. *For example, if it's a secret team based on technology, you can use Engineers from the Sea and/or Urban habitats.*

Then, it's time to design the lair's layout. Get a square grid, 4 columns wide and around 5 rows high (*use 3 or 4 for small lairs and more than 5 for really big lairs*). Then, use the following tables to design the lair.



d12	Rooms			
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

2d6	Room Type
1	Hallway / Stairs
2	Foyer / Lounge
3	Storage room
4	Baracks
5	Arena
6	Special Room

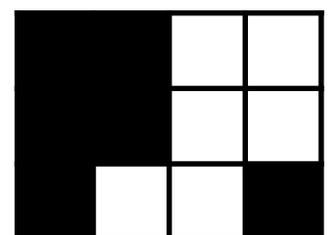
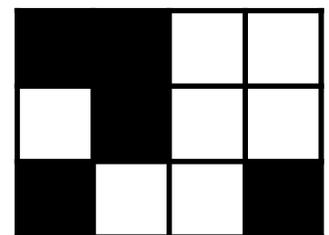
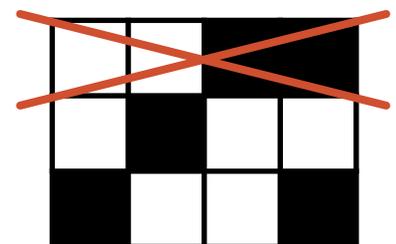
d4	Types of Key
1	Actual key
2	Control switch
3	Passcode
4	Guard's friend

2d8	Contents
1	Low-level trainer
2	Nothing*
3	Low-level team
4	High-level trainer
5	Non-trainer NPC
6	High-level team
7	2d6 ₣ (in stuff?)
8	TM

* Replace with a low-level team if an alarm is raised.
 (Replace all with a high-level team if an alarm has been raised twice or more.)

For each row—starting with the bottom one—roll a d12 on the Rooms table. Colour in that row until it matches the result. The white squares represent rooms, the black squares are inaccessible. If the result would make it so there's no path of white squares from the bottom of the map to the top, use the result below it instead. For example, for the map on the right, result 2 closes off the path from bottom of the lair, so result 3 should be used instead.

Continue this process until all rows are filled. If any rooms become inaccessible, simply remove them from the map. E.g. the room on the left should be removed.



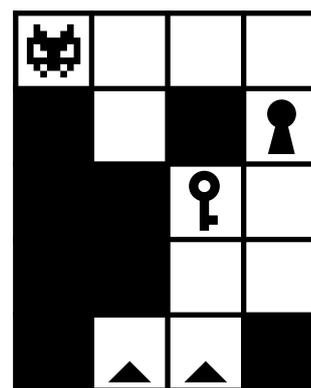
Once the layout is finished, pick up to two rooms at the bottom of the lair as possible entrances. Then, change three rooms into a **Lock**, **Key**, and **Boss** room.

- A **Lock room** is usually inaccessible until the Trainers find the matching Key room. Try to put it at a narrow passageway so that the Trainers are forced to go through it if they want to reach the end.
- A **Key room** contains the method of opening the Lock room. The table above has a list of possible keys. This room should be accessible without going through the Lock room.
- The **Boss room** is the final room of the lair. It probably contains the organisation's (local) boss, who the Trainers likely have to defeat to clear the lair. Put it at a suitable spot behind the Lock room, in what seems like it would be the final room of the lair. *This usually means somewhere in the top row.*

A bigger lair can have more than 1 matching Lock and Key room, and maybe even more than 1 Boss room. For small lairs, Lock and Key rooms probably aren't necessary.

A finished lair map should look something like the example on the right.

You're always free to change anything about the lair you don't like. The example lair, for example, is rather linear, with only one real path to the Boss room. If that isn't to your liking, consider adding or removing a few rooms or even starting over.



Each room has a type and contents. You can use the Room Type and Contents tables for these: roll the associated dice twice and pick the lower result. You can fill in the details for each of the rooms now or—if you have faith in your improv skills—fill them in while at the table.

Running a Lair

A lair acts a lot like a self-contained bit of wilderness. This means that the Trainers start with 6 Revives each. Once those Revives run out, they have to leave and the lair goes into high-alert, which would make it hard for the Trainers to re-enter the lair until some time has passed (presumably only after they've left the city and come back). The same is true if they leave the lair for any other reason.

Once it's time to enter the lair, you can let the Trainers figure out what's behind each entrance by using Pokémon Actions to sneak around. If they fail, they won't know what's inside or maybe even alert some guards. They can also barge in without scouting.

Each time the Trainers enter a room, they encounter the contents of that room. If you didn't determine those beforehand, you can roll on the Contents table now. Roll a d8 twice and pick the option associated with the lower result. Also determine the room type by rolling two d6s and picking the lower result. Describe the room and its contents based on these results, try to make the location feel plausible.

Not every room in the lair has to be the same size, the map is just a abstraction of the lair's layout. Use whatever size makes sense for the room type and situation. Also, try to incorporate the theme of the dungeon. In a sewer system, a 'foyer' should probably be a large vaulted area instead of an actual room.

While in a room, the players can travel to adjacent rooms. The physical location of these rooms doesn't have to match those on the map—ideally, they wouldn't, since that would make it easier for the Trainers to know which way leads to the Boss room. Just try not to warp spacetime too much while describing the layout.

The trainers can try to scout out adjacent rooms before entering. Be sure to ask them how they do this, and perhaps even which Pokémon and move they're using. A failed scout might raise the alarm (see later).



If a room contains a **trainer** or **trainer team**, the Trainers should be able to go through that room by challenging them to battle. (The room can have non-trainer NPCs as well if that would make it more interesting.)

For low-level trainers, use Pokémon teams of difficulty 1 or 2—keeping the general power level of the Trainers and the location in mind. For high-level trainers, use teams of difficulty 2 or 3. (The same rules as for the wilderness apply: a single trainer uses 1 Pokémon for each Trainer, a team consists of the same number of trainers as there are players, and each trainer uses 2 Pokémon.)

If the Trainers win, the enemy should graciously accept without making a fuss—they're still decent human beings. If the Trainers lose the battle, they're forced to flee to the previous room and the victors raise an alarm. Replace the victors with a high-level enemy team (they presumably get called in to investigate). After the alarm has been raised, the next time the trainers would encounter 'Nothing' in a room (excluding previously explored rooms), they encounter a low-level trainer team instead. Once this happens, the alarm is no longer raised.

If an alarm would be raised while an alarm has already been raised, any room the Trainers enter next contains a high-level team (instead of any other encounter). Any alarms stop after encountering this team. If the Trainers lose to this team, they get booted out of the lair.

The Trainers don't have to battle. They can also try to distract the enemy using whatever Pokémon action(s) they think make sense. If they sneak past an enemy, that enemy is still there, so if they re-enter the room, they'll have to sneak past them again (or actually challenge them this time). If the sneaking fails, the alarm is raised and they have to battle the trainers they tried to sneak past. If they struggle, consider letting them off the hook with just a battle or just a raised alarm.

As a rule of thumb, set the difficulty for distracting a single trainer to 3 and for distracting a team to 4. Increase this difficulty by 1 when dealing with high-level trainers.

If the room contains **Poké** or a **TM**, try to think of a reason why. What's it doing here? Is it stored somewhere special? Would it require some kind of action to get to? If you can't think of anything, whatever, it's apparently just lying there!

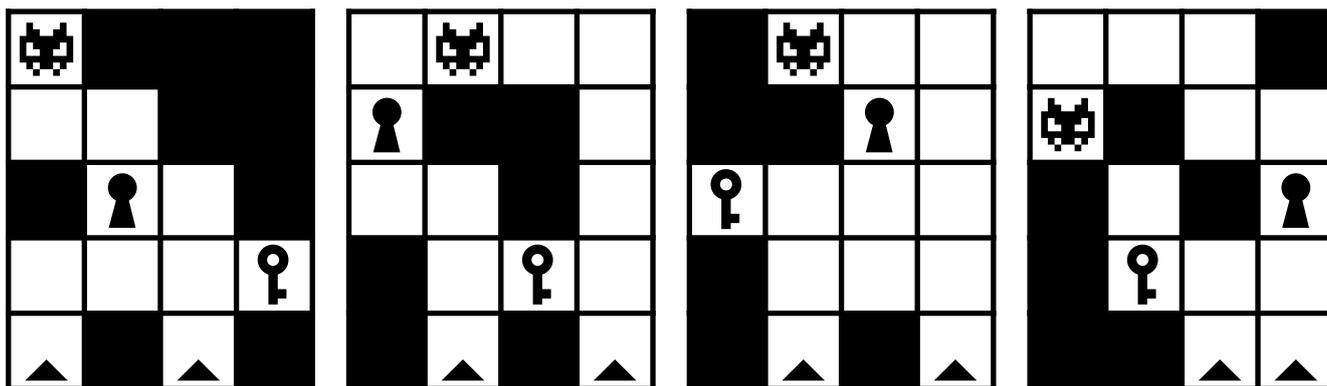
If the room contains a **non-trainer NPC**, consider who they are and how they got here. Are they friend or foe?

If the Trainers are adjacent to a **Lock room**, inform them that the entrance to that room is locked and what the lock looks like. If they found the Key room, they should be able to unlock it. They can also try to break through the lock using a Pokémon action. The difficulty for this action should probably be a 4 unless the strategy seems especially clever. On a failure, the alarm is raised. On a struggle, they don't break through, but the alarm isn't raised. On a success, the lock is broken and the alarm is raised.

Once the Trainers enter a **Key room**, they can try to find the key. If there are trainers in this room, they probably have the key. Otherwise, try to think of how the Trainers would be able to find the key. Perhaps they need to succeed at some kind of action or risk raising the alarm?

For the **Boss room**, you probably don't need to roll for the contents, since those should be clear based on the goal. When in doubt, treat the boss (and their assistants) as a high-level trainer team. Maybe give the boss a cool signature Pokémon. Once the boss has been defeated, the lair is completed and the Trainers succeed at whatever their goal was.

Example Lairs



Extra Pokémon

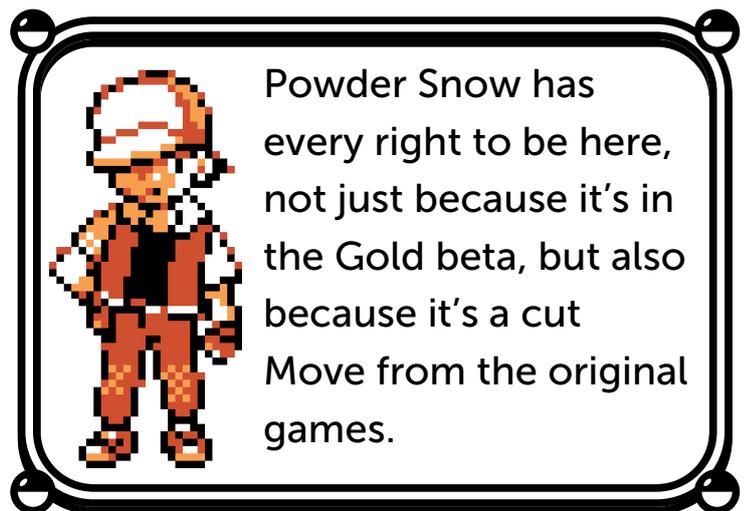
Some of the Pokémon included in this game aren't part of the original 151. To make sure the extra Pokémon still fit the look and feel of the originals, the only Pokémon that have been added were either part of the original 190 Pokémon designed for Red and Green, part of the Pokémon included in the Spaceworld demos for Pokémon Gold, or generation II Pokémon which evolve into one of those Pokémon.

Some of the beta Pokémon never got to become real Pokémon, such as Tyker and Straigar, which were actually part of the beta versions of both gen 1 and gen 2. Hopefully, the Pokédex entries for those Pokémon can help give you an idea of what they're all about.

Some beta Pokémon have made it to official releases. However, the beta designs are used as much as possible. This especially impacts the look of the Hoppip line and Umbreon's type, which is now Poison. This more closely fits its original design inspirations and Pokédex entries.

The Moves these new Pokémon use are mostly Moves they learn in the beta versions. No new Moves have been added to accommodate them.

Two gen 1 beta designs—Jaggu and Gyaoon—have been added as legendary Pokémon.



Extra Trainer Classes

If you're willing to use these extra Pokémon, a few extra trainer classes become available. These are classes from beta versions of Red or Gold.

Firefighter



Starter Pokémon



Wooper

#S06



Phanpy

#S08



Marill

#S10

Abilities

In battle: Each of your Pokémon's Moves which can hit 2 spaces away can also hit up to 3 spaces away and doesn't have to follow a straight line while doing so. (The Move still can't go through obstacles.)

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

Questions

- 1 What specific event caused you to want to become a firefighter?
- 2 Who are some prominent members of your fire brigade?

Soldier



Starter Pokémon



Tyker

#S01



Warfurs

#S03



Mareep

#S12

Abilities

In battle: When one of your Pokémon moves as part of its movement, it can move any number of adjacent allied Pokémon in that same direction (assuming they can occupy their new space).

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

Questions

- 1 Why was there a demand for a soldier in this peaceful world?
- 2 What eternal friendship did you forge in your time soldiering?

Sporter



Starter Pokémon



Phanpy

#S08



Marill

#S10



Hoppip

#S15

Abilities

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.

Questions

- 1 How did you first discover your love of sports?
- 2 Which sports team are you a member of? Name at least one other member of that team.

Teacher



Starter Pokémon



Wooper

#S06



Mareep

#S12



Hoppip

#S15

Abilities

In battle: If one of your Pokémon's Moves (including TM Moves) misses or fails, if PP was spent to try that Move, 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.

Questions

- 1 Why did you want to become a teacher? Who inspired you?
- 2 How big is your school? Are there many other teachers?

Miscellaneous

Other Ways of Getting Pokémon

The rules for catching a Pokémon have been discussed previously, but those aren't the only ways a Trainer can catch a Pokémon. For example, if the Trainers help a wild Pokémon, it might willingly join them without having to battle it.

Other trainers are also a great way of getting a new Pokémon. For example, another trainer may wish to trade one of their Pokémon or may hand over a Pokémon as a reward for helping them with a problem.

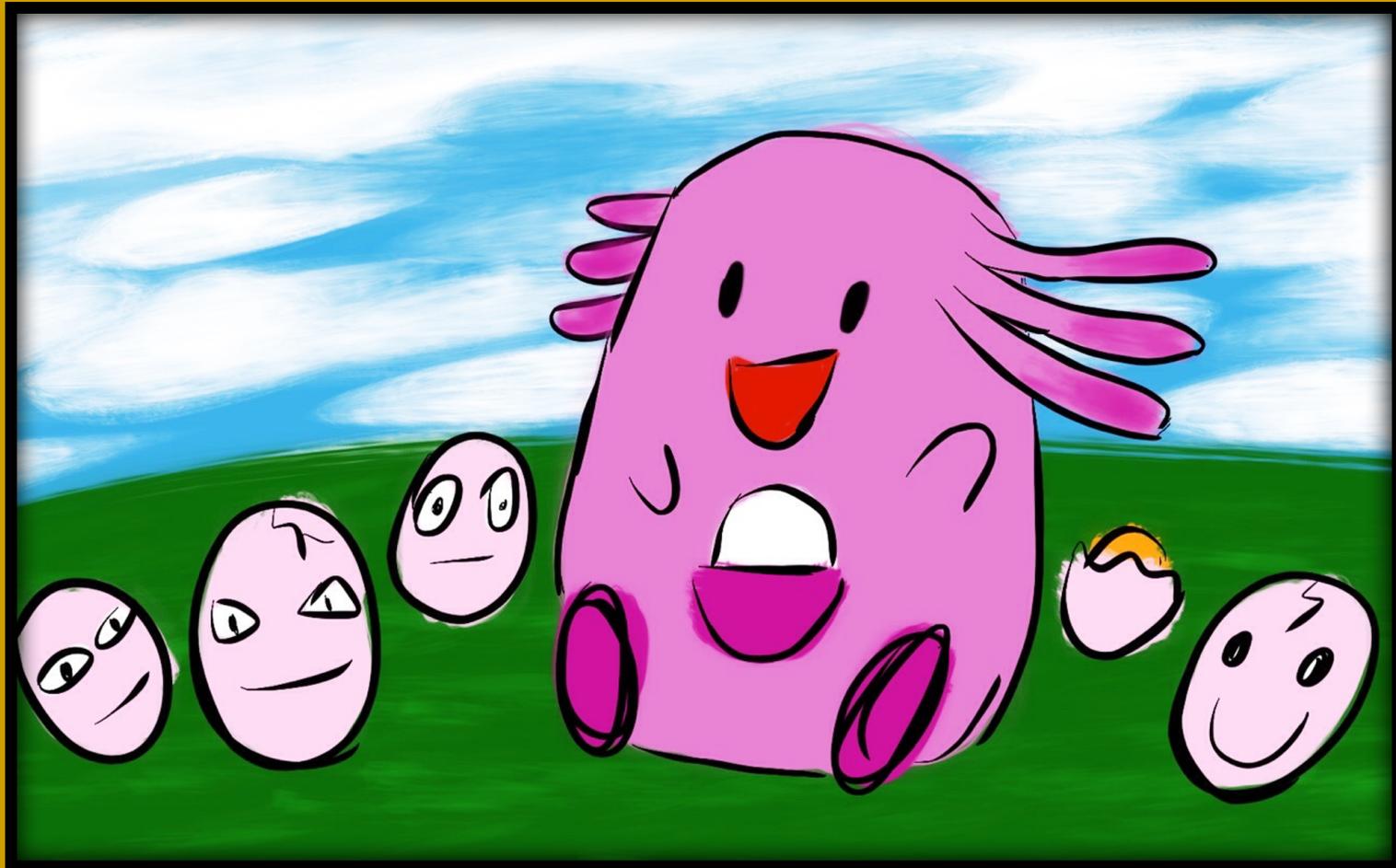
If one of the players really wants a Pokémon, having an encounter where they 'earn' it might be more rewarding than simply having them encounter that Pokémon in the wild. It's definitely worth considering!

Alternatives to Gyms

The rules assume that the Trainers will be focused on defeating Gyms. If that's not what you want the campaign to focus on, you'll need to find another way for the Trainers to gain levels. Want them to run a detective agency? Perhaps they gain a level after every case they solve. Want them to be superheroes? Gain a level after beating a villain. Whatever makes sense for your game.

Other Changes

No rule in this document is set in stone. If you want to change something, do it! Be careful not to break combat, but everything else can be changed without issue. The world is your Cloyster!



Reference



Bulbasaur



Grass Poison ▶ Ivysaur at :L3

HP: ○ ○ ○ ○ ○
5

Abilities: Cut
Size: Small

No. 001

Attack d6
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison	Ground	Flying x2
Psychic x2	Bug x2	Rock	Ghost	Dragon

Tackle :L1
Normal d4

Leech Seed :L1
Grass Eye d6

Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.
PP: ○ ○

Vine Whip :L2
Grass d6 !1

PP: ○ ○

Strange Powder :L3
Grass Eye d4

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP: ○ ○ ○ ○

Healing Pollen :L4
Grass Eye d6

Recovers 2 HP from this Pokémon and each target.
PP: ○ ○

Razor Leaf :L5
Grass d8 !2

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: ○ ○ ○ ○

Foul Odour :L6
Poison Eye d6

Deals 2 hits. This Pokémon and each target becomes Confused.
PP: ○ ○

Solar Beam :L7
Grass Eye d4

Charge for one round, then try to use this Move on the next. Deals 5 hits.
PP: ○ ○

Mega Drain :L8
Grass Eye d6

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.
PP: ○ ○

3 6 7 8 9 10
31 32 33 34

20 21 22 42 44 50



Ivysaur



Grass

Poison

▶ Venusaur at :L5

HP: ○ ○ ○ ○ ○ ○

6

Abilities: Cut

Size: Small

No. 002

Attack d8
 Defence 3
 Speed 2
 Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison	Ground	Flying x2
Psychic x2	Bug x2	Rock	Ghost	Dragon

Tackle :L1
 Normal d4



Leech Seed :L1
 Grass d6




Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: ○ ○

Vine Whip :L2
 Grass d6 !1



PP: ○ ○

Strange Powder :L3
 Grass d4




1: Paralysis. 2: Poison.
 3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Healing Pollen :L4
 Grass d6




Recovers 2 HP from this Pokémon and each target.

PP: ○ ○

Razor Leaf :L5
 Grass d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Foul Odour :L6
 Poison d6




Deals 2 hits. This Pokémon and each target becomes Confused.

PP: ○ ○

Solar Beam :L7
 Grass d4




Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: ○ ○

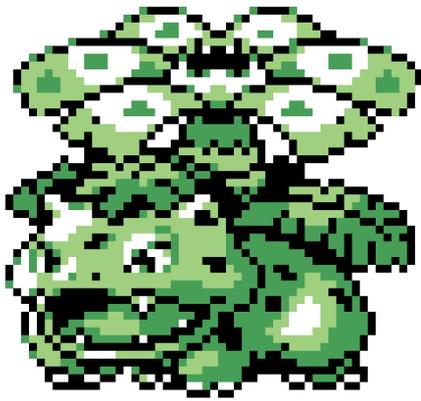
Mega Drain :L8
 Grass d6




Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○

3 6 7 8 9 10 20 21 22 31 32 33 34 42 44 47 50



Venusaur

Grass

Poison

HP: ○○○○○○○○
7

Abilities: Cut
Size: Large

No. 003

Attack d8
Defence 4
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison	Ground	Flying x2
Psychic x2	Bug x2	Rock	Ghost	Dragon

Tackle

Normal

d4



Leech Seed

Grass



d6



:L1

Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: ○○

Vine Whip

Grass

d6 !1



:L2

PP: ○○

Strange Powder

Grass



d4



:L3

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○○○○

Healing Pollen

Grass



d6



:L4

Recovers 2 HP from this Pokémon and each target.

PP: ○○

Razor Leaf

Grass

d8 !2



:L5

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○○○○

Foul Odour

Poison



d6



:L6

Deals 2 hits.
This Pokémon and each target becomes Confused.

PP: ○○

Solar Beam

Grass



d4



:L7

Charge for one round, then try to use this Move on the next.
Deals 5 hits.

PP: ○○

Mega Drain

Grass



d6



:L8

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○

3

6

7

8

9

10

15

20

21

22

31

32

33

34

42

44

47

50



Charmander



Fire

▶ Charmeleon at :L3

HP: ○ ○ ○ ○ ○
5

Abilities: Cut, Strength, Flash

Size: Tiny

No. 004

Attack d6
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Scratch

Normal

d4



Ember

Fire



d4



:L1

Deals 2 hits.
1: Poison.

PP: ○ ○ ○ ○

Smoke Screen

Normal



d4



:L2

Darkens the field for the rest of the battle.

PP: ○ ○ ○ ○

Rage

Normal

d6 !2



:L3

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○ ○ ○ ○

Heat Tackle

Fire

d10 !1



:L4

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Slash

Normal

d8 !2



:L5

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Flamethrower

Fire



d6



:L6

Deals 3 hits.
1: Poison.

PP: ○ ○ ○

Fire Spin

Fire



d12



:L7

Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○ ○ ○

Fire Blast

Fire



d8



:L8

Deals 4 hits.
1: Poison.

PP: ○

1 3 5 6 7 8 9 10

28

31 32 33

37 38 39

17 18 19 20

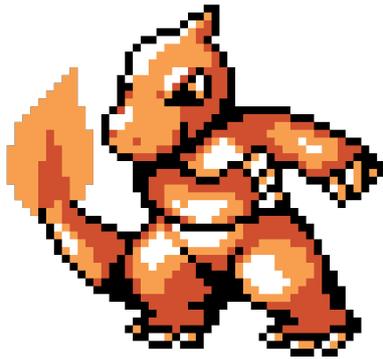
44

23

50



Charmeleon



Fire

▶ Charizard at :L6

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Cut, Strength, Flash
Size: Small

No. 005

Attack d8
Defence 3
Speed 3
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Scratch
Normal d4



Ember :L1
Fire d4




Deals 2 hits.
1: Poison.

PP: ○ ○ ○ ○

Smoke Screen :L2
Normal d4




Darkens the field for the rest of the battle.

PP: ○ ○ ○ ○

Rage :L3
Normal d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○ ○ ○ ○

Heat Tackle :L4
Fire d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Slash :L5
Normal d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Flamethrower :L6
Fire d6




Deals 3 hits.
1: Poison.

PP: ○ ○ ○

Fire Spin :L7
Fire d12




Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○ ○ ○

Fire Blast :L8
Fire d8




Deals 4 hits.
1: Poison.

PP: ○

1 3 5 6 7 8 9 10 17 18 19 20 23 28 31 32 33 37 38 39 44 50





Charizard

Fire Flying

HP: ○○○○○○
7

Abilities: Cut, Fly, Strength, Flash
Size: Medium

No. 006

Attack d8
 Defence 4
 Speed 4
 Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric x2	Grass -1
Ice x2	Fighting -1	Poison	Ground -1	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Scratch
 Normal d4

Ember
 Fire d4 :L1

Deals 2 hits.
1: Poison.

PP: ○○○○

Smoke Screen
 Normal d4 :L2

Darkens the field for the rest of the battle.

PP: ○○○○

Rage
 Normal d6 !2 :L3

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○○○○

Heat Tackle
 Fire d10 !1 :L4

Hit: This Pokémon loses 1 HP.

PP: ○○○○

Slash
 Normal d8 !2 :L5

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○○○○

Flamethrower
 Fire d6 :L6

Deals 3 hits.
1: Poison.

PP: ○○○○

Fire Spin
 Fire d12 :L7

Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○○○○

Fire Blast
 Fire d8 :L8

Deals 4 hits.
1: Poison.

PP: ○

- 1
- 3
- 5
- 6
- 7
- 8
- 9
- 10
- 15
- 17
- 18
- 19
- 20
- 23
- 26
- 27
- 28
- 31
- 32
- 33
- 37
- 38
- 39
- 40
- 44
- 50



Squirtle



Water

▶ Wartortle at :L3

HP: ○ ○ ○ ○ ○
5

Abilities: Surf, Strength
Size: Tiny

No. 007

Attack d6
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Tackle :L1
Normal d4



Bubble :L1
Water d4




Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Water Gun :L2
Water d4




Deals 2 hits.

PP: ○ ○ ○ ○ ○

Bite :L3
Normal d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○ ○ ○

Withdraw :L4
Water d1




This Pokémon can't take actions or take damage until the end of the next round.

PP: ○ ○ ○ ○ ○ ○ ○

Bubble Beam :L5
Water d6




Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Skull Bash :L6
Normal d10 !1



Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: ○ ○ ○ ○ ○

Hydro Pump :L7
Water d8




Deals 4 hits.

PP: ○ ○ ○ ○ ○ ○ ○ ○ ○

Flood :L8
Water d6




Deals 3 hits.

PP: ○ ○ ○ ○ ○ ○ ○ ○ ○

1 5 6 7 8 9 10 11 12 13 14 17 18 19 20 28 31 32 33 36 44 50



Wartortle



Water

► Blastoise at :L6

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Surf, Strength
Size: Small

No. 008

Attack d8
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Tackle :L1
Normal d4

Bubble :L1
Water d4

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Water Gun :L2
Water d4

Deals 2 hits.

PP: ○ ○ ○ ○

Bite :L3
Normal d6 !1

2: The target can't take actions this round.

PP: ○ ○ ○ ○

Withdraw :L4
Water d1

This Pokémon can't take actions or take damage until the end of the next round.

PP: ○ ○ ○ ○ ○ ○

Bubble Beam :L5
Water d6

Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○ ○

Skull Bash :L6
Normal d10 !1

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: ○ ○ ○

Hydro Pump :L7
Water d8

Deals 4 hits.

PP: ○

Flood :L8
Water d6

Deals 3 hits.

PP: ○ ○ ○

1 5 6 7 8 9 10 11 12 13 14 17 18 19 20 28 31 32 33 36 44 50



Caterpie

Bug

▶ Metapod at :L1

HP: ○ ○ ○ ○ ○
5



Size: Tiny

No. 010

Attack d4
Defence 3
Speed 2
Special d4

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric	Grass -1
Ice	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug	Rock x2	Ghost	Dragon

Tackle

Normal d4



String Shot

Bug  d4



Inflicts Paralysis.

PP: ○ ○ ○ ○ ○ ○



Metapod



Bug

► Butterfree at :L2

HP: ○ ○ ○ ○ ○
5

Size: Small

No. 011

Attack	d4
Defence	4
Speed	1
Special	d4

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric	Grass -1
Ice	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug	Rock x2	Ghost	Dragon

Tackle

Normal d4



String Shot

Bug  d4



Inflicts Paralysis.

PP: ○ ○ ○ ○ ○ ○ ○

Harden

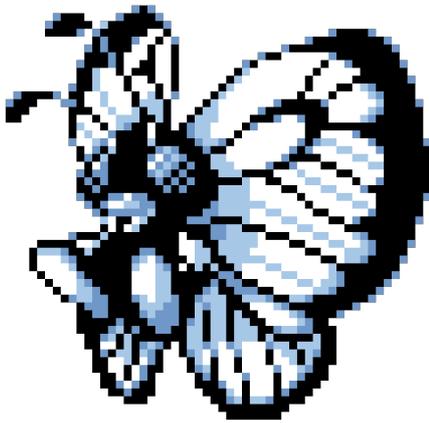
Normal  d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○ ○ ○ ○ ○





Butterfree

Bug

Flying

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Fly, Flash
Size: Small

No. 012

Attack d6
Defence 3
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric x2	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug -1	Rock x2	Ghost	Dragon

Tackle :L1
Normal d4



PP: ○ ○ ○ ○ ○ ○

String Shot :L1
Bug d4




Inflicts Paralysis.

PP: ○ ○ ○ ○ ○ ○

Confusion :L1
Psychic d4




Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: ○ ○ ○ ○

Strange Powder :L2
Grass d4




1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Supersonic :L2
Normal d6




Inflicts Confusion.

PP: ○ ○ ○ ○

Whirlwind :L3
Normal d4 !1



Hit: Pushes each target back 1 space (if that space is open).

PP: ○ ○ ○ ○

Healing Pollen :L3
Grass d6




Recovers 2 HP from this Pokémon and each target.

PP: ○ ○

Psybeam :L4
Psychic d4




Deals 2 hits.
1: Confusion.

PP: ○ ○ ○ ○

Mega Drain :L5
Grass d6




Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○

2 4 6 7 9 10 15 20 21 22 29 30 31 32 33 39 44 46 50



Weedle



Bug

Poison

► Kakuna at :L1

HP: ○ ○ ○ ○ ○
5

Size: Tiny

No. 013

Attack d4
Defence 3
Speed 2
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

x2

-1

Ice

Fighting

Poison

Ground

Flying

-1

x2

Psychic

Bug

Rock

Ghost

Dragon

x2

x2

Poison Sting

Poison d4



1: Poison.

String Shot

Bug d4



Inflicts Paralysis.

PP: ○ ○ ○ ○ ○ ○



Kakuna



Bug

Poison

▶ Beedrill at :L2

HP: ○ ○ ○ ○ ○
5

Size: Tiny

No. 014

Attack	d4
Defence	4
Speed	1
Special	d4

Weaknesses & Resistances:

Normal

Fire
x2

Water

Electric

Grass
-1

Ice

Fighting
-1

Poison

Ground

Flying
x2

Psychic

Bug
x2

Rock
x2

Ghost

Dragon

Poison Sting

Poison d4 

1: Poison.

String Shot

Bug  d4 

Inflicts Paralysis.

PP: ○ ○ ○ ○ ○ ○ ○

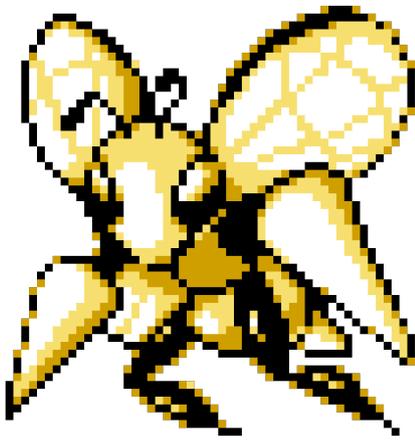
Harden

Normal  d1 

For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○ ○ ○ ○ ○ ○ ○





Beedrill

Bug

Poison

HP: ○ ○ ○ ○ ○ ○

6

Abilities: Cut, Fly

Size: Small

No. 015

Attack d8
 Defence 3
 Speed 4
 Special d6

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric	Grass -1
Ice	Fighting -1	Poison	Ground	Flying x2
Psychic	Bug x2	Rock x2	Ghost	Dragon

Poison Sting

Poison d4



1: Poison.

String Shot

Bug d4



Inflicts Paralysis.

PP: ○ ○ ○ ○ ○ ○

Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○ ○

Focus Energy

Normal d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○

Twineedle

Bug d6 !3



Use this Move twice against the same target.

4: Poison.

PP: ○ ○ ○ ○

Rage

Normal d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10.

PP: ○ ○ ○ ○

Pin Missile

Bug d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○ ○

Agility

Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Double Team

Normal d4



Whenever this Pokémon is targeted, flip a coin: heads = Miss, tails = this effect ends.

PP: ○ ○ ○

3

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21

31

32

33

39

44

50

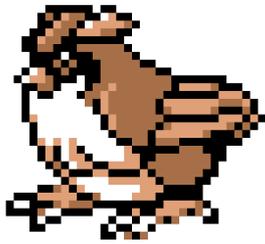


Pidgey

Normal

Flying

▶ Pidgeotto at :L3



HP: ○ ○ ○ ○ ○ ○
6

Abilities: Fly
Size: Tiny

No. 016

Attack d6
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			x2	-1
Ice	Fighting	Poison	Ground	Flying
x2			-1	
Psychic	Bug	Rock	Ghost	Dragon
	-1	x2	-1	

Tackle

Normal d4



Gust

Normal d6 !1



Hit: Pushes the target back 1 space if that space is open.

PP: ○ ○ ○ ○ ○

Sand-Attack

Normal d4 !2



Hit: Confusion.

PP: ○ ○ ○

Quick Attack

Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Whirlwind

Normal d4 !1



Hit: Pushes each target back 1 space (if that space is open).

PP: ○ ○ ○ ○

Razor Wind

Normal d10 !1



Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: ○ ○

Wing Attack

Flying d6 !1



PP: ○ ○ ○ ○ ○

Agility

Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Hurricane

Normal d10 !3



Hit: Pushes each target back 1 space (if that space is open).

PP: ○

4 6 7 9 10 20 31 32 33 39 40 43 44 50





Pidgeotto

Normal

Flying

▶ Pidgeot at :L6

HP: ○ ○ ○ ○ ○ ○ ○
7

Abilities: Fly

Size: Small

No. 017

Attack d6
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

x2

-1

Ice

Fighting

Poison

Ground

Flying

x2

-1

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

Tackle

Normal

d4



Gust

Normal

d6 !1



:L1

Hit: Pushes the target back 1 space if that space is open.

PP: ○ ○ ○ ○ ○

Sand-Attack

Normal

d4 !2



:L2

Hit: Confusion.

PP: ○ ○ ○

Quick Attack

Normal

d6 !1



:L3

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Whirlwind

Normal

d4 !1



:L4

Hit: Pushes each target back 1 space (if that space is open).

PP: ○ ○ ○ ○

Razor Wind

Normal

d10 !1



:L4

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: ○ ○

Wing Attack

Flying

d6 !1



:L5

PP: ○ ○ ○ ○ ○

Agility

Psychic



d4



:L6

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Hurricane

Normal

d10 !3



:L7

Hit: Pushes each target back 1 space (if that space is open).

PP: ○

4

6

7

9

10

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32

33

39

40

43

44

20

50





Pidgeot

Normal

Flying

HP: ○○○○○○
7

Abilities: Fly
Size: Medium

No. 018

Attack d8
Defence 4
Speed 5
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

x2

-1

Ice

Fighting

Poison

Ground

Flying

x2

-1

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

Tackle

Normal

d4



Gust

Normal

d6 !1



:L1

Hit: Pushes the target back 1 space if that space is open.

PP: ○○○○○

Sand-Attack

Normal

d4 !2



:L2

Hit: Confusion.

PP: ○○○

Quick Attack

Normal

d6 !1



:L3

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○○○○○

Whirlwind

Normal

d4 !1



:L4

Hit: Pushes each target back 1 space (if that space is open).

PP: ○○○○

Razor Wind

Normal

d10 !1



:L4

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: ○○

Wing Attack

Flying

d6 !1



:L5

PP: ○○○○○

Agility

Psychic



d4



:L6

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○○○○○

Hurricane

Normal

d10 !3



:L7

Hit: Pushes each target back 1 space (if that space is open).

PP: ○

4

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15

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43

44

50



Rattata



Normal

▶ Raticate at :L4

HP: ○ ○ ○ ○ ○
5

Size: Tiny

No. 019

Attack d6
Defence 3
Speed 4
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Tackle

Normal d4



Quick Attack

Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Bite

Normal d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○ ○ ○

Hyper Fang

Normal d8 !2



3: The target can't take actions this round.

PP: ○ ○ ○

Quick Turn

Normal d6 !1



After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○ ○

Focus Energy

Normal  d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○

Super Fang

Normal d4



If this Move would deal a hit, halve the target's current HP instead (rounded up).

PP: ○ ○

Poison Fang

Poison d8 !2



3: Poison.

PP: ○ ○

28

6

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11

12

14

39

20

44

24

25

50



Raticate



Normal

HP:
6

Size: Small

No. 020

Attack d8
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
 Ice Fighting Poison Ground Flying
 Psychic Bug Rock Ghost Dragon
x2
-1

Tackle

Normal

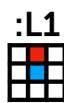
d4



Quick Attack

Normal

d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Bite

Normal

d6 !1



2: The target can't take actions this round.

PP:

Hyper Fang

Normal

d8 !2



3: The target can't take actions this round.

PP:

Quick Turn

Normal

d6 !1



After this Move, this Pokémon may move 1 space.

PP:

Focus Energy

Normal

d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP:

Super Fang

Normal

d4



If this Move would deal a hit, halve the target's current HP instead (rounded up).

PP:

Poison Fang

Poison

d8 !2



3: Poison.

PP:

28

6 7 8 9 10 11 12 13 14 15
31 32 39

20

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24 25

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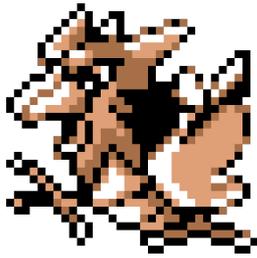


Spearow

Normal

Flying

► Fearow at :L4



HP: ○ ○ ○ ○ ○ ○

6

Abilities: Fly

Size: Tiny

No. 021

Attack d6
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

x2

-1

Ice

Fighting

Poison

Ground

Flying

x2

-1

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

Peck

Flying

d4



Screech

Normal



d4



:L1

Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○

Fury Attack

Normal

d4 !2



:L2

Use this Move three times against the same target.

PP: ○ ○ ○ ○

Quick Turn

Normal

d6 !1



:L3

After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○

Mimic

Normal



:L3

When revealed: Treat this Move as a copy of an ally's declared Move.

PP: ○ ○

Drill Peck

Flying

d8 !2



:L4

PP: ○ ○ ○ ○

Agility

Psychic



d4



:L5

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Dive Bomb

Flying

d8 !1



:L6

Disappear for one round, reappear in an open space and attack on the next round.

PP: ○ ○

4

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40

43

44

50





Fearow

Normal

Flying

HP: ○○○○○○○○
7

Abilities: Fly
Size: Medium

No. 022

Attack d10
Defence 4
Speed 4
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			x2	-1
Ice	Fighting	Poison	Ground	Flying
x2			-1	
Psychic	Bug	Rock	Ghost	Dragon
	-1	x2	-1	

Peck

Flying

d4



Screech

Normal



d4



:L1

Deals 2 hits.

PP: ○○○○○○

Fury Attack

Normal

d4 !2



:L2

Use this Move three times against the same target.

PP: ○○○○

Quick Turn

Normal

d6 !1



:L3

After this Move, this Pokémon may move 1 space.

PP: ○○○○

Mimic

Normal



:L3

When revealed: Treat this Move as a copy of an ally's declared Move.

PP: ○○

Drill Peck

Flying

d8 !2



:L4

PP: ○○○○

Agility

Psychic



d4



:L5

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○○○○

Dive Bomb

Flying

d8 !1



:L6

Disappear for one round, reappear in an open space and attack on the next round.

PP: ○○

4

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43

44

50



Ekans



Poison

▶ Arbok at :L4

HP: ○ ○ ○ ○ ○
5

Abilities: Strength
Size: Small

No. 023

Attack d6
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

x2 -1 -1 x2 x2

Tackle
Normal d4

Poison Sting :L1
Poison d4
1: Poison.
PP: ○ ○ ○ ○ ○

Wrap :L2
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: ○ ○ ○ ○ ○

Bite :L3
Normal d6 !1
2: The target can't take actions this round.
PP: ○ ○ ○ ○ ○

Glare :L3
Normal d4
Inflicts Paralysis.
PP: ○ ○ ○ ○ ○ ○ ○

Screech :L4
Normal d4
Deals 2 hits.
PP: ○ ○ ○ ○ ○ ○ ○

Poison Fang :L5
Poison d8 !2
3: Poison.
PP: ○ ○ ○ ○ ○

Acid :L6
Poison d4
Deals 2 hits.
PP: ○ ○ ○ ○ ○ ○ ○

26 27 28 6 7 8 9 10 18 20 21 31 32 42 44 48 50



Arbok

Poison

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Strength
Size: Medium

No. 024

Attack d10
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
				-1
Ice	Fighting	Poison	Ground	Flying
	-1	-1	x2	
Psychic	Bug	Rock	Ghost	Dragon
x2	x2			

Tackle

Normal

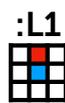
d4



Poison Sting

Poison

d4



:L1

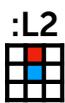
1: Poison.

PP: ○ ○ ○ ○ ○

Wrap

Normal

d4 !1



:L2

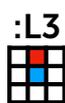
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○ ○ ○ ○ ○

Bite

Normal

d6 !1



:L3

2: The target can't take actions this round.

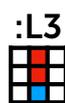
PP: ○ ○ ○ ○ ○

Glare

Normal



d4



:L3

Inflicts Paralysis.

PP: ○ ○ ○ ○ ○

Screech

Normal



d4



:L4

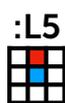
Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○ ○

Poison Fang

Poison

d8 !2



:L5

3: Poison.

PP: ○ ○

Acid

Poison



d4



:L6

Deals 2 hits.

PP: ○ ○ ○ ○ ○

6 7 8 9 10

15

18

20 21

26 27 28

31 32

42

44

48

50



Pikachu



Electric

▶ Raichu with ???

HP: ○ ○ ○ ○ ○
5

Abilities: Flash
Size: Tiny

No. 025

Attack d6
Defence 2
Speed 4
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Tackle

Normal

d4



Thunder Shock

Electric



d4



Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Quick Attack

Normal

d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Thunder Wave

Electric



d4



Inflicts Paralysis.

PP: ○ ○ ○ ○

Slam

Normal

d10 !3



PP: ○ ○ ○ ○

Swift

Normal



Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○

Chain Lightning

Electric



d4



Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: ○ ○ ○

Thunderbolt

Electric



d6



Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○

Thunder

Electric



d8

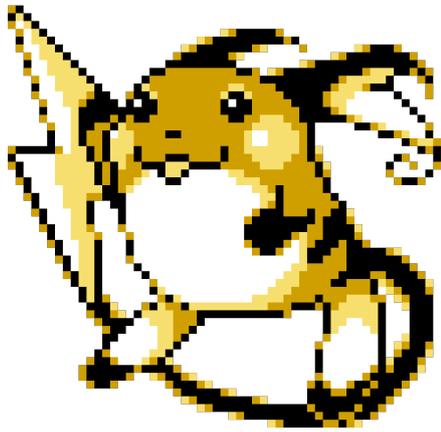


Deals 4 hits.
1: Paralysis.

PP: ○ ○

1 5 6 7 8 9 10 16 17 19 20 24 25 31 32 33 39 44 45 50





Raichu

Electric

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Small

No. 026

Attack d8
Defence 3
Speed 5
Special d10

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Tackle

Normal

d4



Thunder Shock

Electric



d4



Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Quick Attack

Normal

d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Thunder Wave

Electric



d4



Inflicts Paralysis.

PP: ○ ○ ○ ○

Slam

Normal

d10 !3



PP: ○ ○ ○ ○

Swift

Normal



Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○

Chain Lightning

Electric



d4



Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: ○ ○ ○

Thunderbolt

Electric



d6



Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○

Thunder

Electric



d8



Deals 4 hits.
1: Paralysis.

PP: ○ ○

1 5 6 7 8 9 10 15 16 17 19 20 24 25 31 32 33 39 44 45 50



Sandshrew



Ground

▶ Sandslash at :L4

HP: ○ ○ ○ ○ ○
5

Abilities: Cut, Strength
Size: Tiny

No. 027

Attack d8
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		x2	-1	x2
Ice	Fighting	Poison	Ground	Flying
x2		-1		
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Scratch

Normal d4



Sand-Attack

Normal d4 !2



Hit: Confusion.

PP: ○ ○ ○

Slash

Normal d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Poison Sting

Poison d4



1: Poison.

PP: ○ ○ ○ ○ ○

Swift

Normal



Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○

Fury Swipes

Normal d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○

Dig

Ground d10 !2



Disappear for one round, reappear in an open space and attack on the next round.

PP: ○ ○

Pin Missile

Bug d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○ ○

Sandstorm

Normal d8 !4



Hit: Confusion.

PP: ○ ○

3

6

7

8

9

10

17

18

19

20

26 27 28

31 32

39

44

48

50



Sandslash



Ground

HP: ○ ○ ○ ○ ○ ○ ○
7

Abilities: Cut, Strength
Size: Small

No. 028

Attack d10
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		x2	-1	x2
Ice	Fighting	Poison	Ground	Flying
x2		-1		
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Scratch
Normal d4

Sand-Attack :L1
Normal d4 !2

Hit: Confusion.

PP: ○ ○ ○

Slash :L2
Normal d8 !2

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Poison Sting :L3
Poison d4

1: Poison.

PP: ○ ○ ○ ○ ○

Swift :L3
Normal

Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○

Fury Swipes :L4
Normal d4 !2

Use this Move three times against the same target.

PP: ○ ○ ○

Dig :L5
Ground d10 !2

Disappear for one round, reappear in an open space and attack on the next round.

PP: ○ ○

Pin Missile :L6
Bug d4 !2

Use this Move three times against the same target.

PP: ○ ○ ○ ○

Sandstorm :L7
Normal d8 !4

Hit: Confusion.

PP: ○ ○

3 6 7 8 9 10 15 17 18 19 20 26 27 28 31 32 39 44 48 50



Nidoran ♀

Poison

▶ Nidorina at :L3



HP: ○ ○ ○ ○ ○ ○
6

Size: Tiny

No. 029

Attack d6
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass -1
Ice	Fighting -1	Poison -1	Ground x2	Flying
Psychic x2	Bug x2	Rock	Ghost	Dragon

Scratch

Normal d4



Poison Sting

Poison d4



1: Poison.

PP: ○ ○ ○ ○ ○

Bite

Normal d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○ ○ ○

Lure

Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: ○ ○ ○ ○ ○

Fury Swipes

Normal d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○

Poison Fang

Poison d8 !2



3: Poison.

PP: ○ ○

Double Kick

Fighting d6 !3



Use this Move twice against the same target.

PP: ○ ○ ○ ○ ○

6 7 8 9 10
31 32 33

14

42

44

20

24 25

50



Nidorina



Poison

► Nidoqueen with ???

HP: ○ ○ ○ ○ ○ ○ ○
7

Size: Small

No. 030

Attack d8
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
				-1
Ice	Fighting	Poison	Ground	Flying
	-1	-1	x2	
Psychic	Bug	Rock	Ghost	Dragon
x2	x2			

Scratch

Normal

d4



Poison Sting

Poison

d4



1: Poison.

PP: ○ ○ ○ ○ ○

Bite

Normal

d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○ ○ ○

Lure

Normal

👁️ d4



Move the target next to this Pokémon. The target can't move this round.

PP: ○ ○ ○ ○ ○

Fury Swipes

Normal

d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○

Poison Fang

Poison

d8 !2



3: Poison.

PP: ○ ○

Double Kick

Fighting

d6 !3



Use this Move twice against the same target.

PP: ○ ○ ○ ○ ○

6 7 8 9 10 11 12 13 14
31 32 33

20 24 25
42 44 47 50



Nidorano♂



Poison

▶ Nidorino at :L3

HP: ○ ○ ○ ○ ○ ○
6

Size: Tiny

No. 032

Attack d6
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass -1
Ice	Fighting -1	Poison -1	Ground x2	Flying
Psychic x2	Bug x2	Rock	Ghost	Dragon

Tackle
Normal d4

Poison Sting :L1
Poison d4

1: Poison.

PP: ○ ○ ○ ○ ○ ○

Horn Attack :L2
Normal d8 !2

PP: ○ ○ ○ ○ ○ ○

Focus Energy :L2
Normal d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○ ○

Fury Attack :L3
Normal d4 !2

Use this Move three times against the same target.

PP: ○ ○ ○ ○ ○ ○

Horn Drill :L4
Normal d12 !4

12: The target faints.

PP: ○

Double Kick :L5
Fighting d6 !3

Use this Move twice against the same target.

PP: ○ ○ ○ ○ ○ ○

6 7 8 9 10 14 20 24 25 31 32 33 42 44 50

Nidorino



Poison

▶ Nidoking with ???

HP: ○ ○ ○ ○ ○ ○ ○
7

Size: Small

No. 033

Attack d8
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass -1
Ice	Fighting -1	Poison -1	Ground x2	Flying
Psychic x2	Bug x2	Rock	Ghost	Dragon

Tackle

Normal d4



Poison Sting

Poison d4



1: Poison.

PP: ○ ○ ○ ○ ○

Horn Attack

Normal d8 !2



PP: ○ ○ ○ ○ ○

Focus Energy

Normal d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○

Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○ ○ ○

Horn Drill

Normal d12 !4



12: The target faints.

PP: ○

Double Kick

Fighting d6 !3



Use this Move twice against the same target.

PP: ○ ○ ○ ○ ○

6 7 8 9 10 11 12 13 14
31 32 33

20 24 25
42 44 47 50





Nidoking

Poison

Ground

HP: ○○○○○○
7

Abilities: Surf, Strength

Size: Medium

No. 034

Attack d10
Defence 4
Speed 4
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		x2	-1	
Ice	Fighting	Poison	Ground	Flying
x2	-1	-1	x2	
Psychic	Bug	Rock	Ghost	Dragon
x2	x2	-1		

Tackle :L1
Normal d4

PP: ○○○○○

Poison Sting :L1
Poison d4

1: Poison.

PP: ○○○○○

Horn Attack :L2
Normal d8 !2

PP: ○○○○○

Focus Energy :L2
Normal d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○○○○○

Fury Attack :L3
Normal d4 !2

Use this Move three times against the same target.

PP: ○○○○○

Thrash :L3
Normal d10 !1

Hit: This Pokémon becomes confused.

PP: ○○○○○

Drag Off :L4
Normal d8 !2

Hit: Pulls the target towards this Pokémon.

PP: ○○○

Horn Drill :L4
Normal d12 !4

!2: The target faints.

PP: ○

Double Kick :L5
Fighting d6 !3

Use this Move twice against the same target.

PP: ○○○○○

- 1 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 24 25
26 27 31 32 33 36 37 38 42 44 47 48 50



Clefairy



Normal

▶ Clefable with ???

HP: ○ ○ ○ ○ ○ ○ ○
7

Abilities: Strength, Flash

Size: Tiny

No. 035

Attack d4
Defence 2
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
x2
Psychic Bug Rock Ghost Dragon
-1

Pound

Normal d4



First Aid

Normal Eye d6



Recovers HP from the target equal to the result of the Move Die.

PP: ○ ○ ○

Sing

Normal Eye d6



Inflicts Sleep.

PP: ○ ○ ○

Double Slap

Normal d4 !1



Use this Move twice against the same target.

PP: ○ ○

Metronome

Normal Eye d6



1: Swap spaces. 2: Sleep.
3: 1 hit + Paralysis. 4: 2 hits.
5: 3 hits + Confusion. 6: 4 hits.

PP: ○ ○

Lure

Normal Eye d4



Move the target next to this Pokémon. The target can't move this round.

PP: ○ ○ ○ ○ ○

Comet Punch

Normal d6 !3



Use this Move twice against the same target.

PP: ○ ○ ○

Light Screen

Psychic Eye d4



Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○ ○ ○ ○ ○

Super Metronome

Normal Eye d6



1: Swap spaces. 2: Sleep.
3: 1 hit + Paralysis. 4: 2 hits.
5: 3 hits + Confusion. 6: 4 hits.

PP: ○

1 2 5 6 7 8 9 10 11 12 13 14 17 18 19 20 22 24 25
29 30 31 32 33 35 37 38 44 45 46 49 50



Clefable



Normal

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Strength, Flash
Size: Medium

No. 036

Attack d8
Defence 3
Speed 3
Special d10

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2
-1

Pound

Normal

d4



First Aid

Normal



d6



:L1

Recovers HP from the target equal to the result of the Move Die.

PP: ○ ○ ○

Sing

Normal



d6



:L2

Inflicts Sleep.

PP: ○ ○ ○

Double Slap

Normal

d4 !1



:L2

Use this Move twice against the same target.

PP: ○ ○

Metronome

Normal



d6



:L3

1: Swap spaces. 2: Sleep.
3: 1 hit + Paralysis. 4: 2 hits.
5: 3 hits + Confusion. 6: 4 hits.

PP: ○ ○

Lure

Normal



d4



:L4

Move the target next to this Pokémon. The target can't move this round.

PP: ○ ○ ○ ○ ○

Comet Punch

Normal

d6 !3



:L5

Use this Move twice against the same target.

PP: ○ ○ ○

Light Screen

Psychic



d4



:L6

Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○ ○ ○ ○ ○

Super Metronome

Normal



d6



:L7

1: Swap spaces. 2: Sleep.
3: 1 hit + Paralysis. 4: 2 hits.
5: 3 hits + Confusion. 6: 4 hits.

PP: ○

1 2 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 22 24 25
29 30 31 32 33 35 37 38 44 45 46 49 50



Vulpix



Fire

► Ninetales with ???

HP: ○ ○ ○ ○ ○
5

Abilities: Flash

Size: Tiny

No. 037

Attack d6
Defence 2
Speed 3
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle
Normal d4

Ember
Fire d4 :L1

Deals 2 hits.
1: Poison.

PP: ○ ○ ○ ○

Lure
Normal d4 :L2

Move the target next to this Pokémon. The target can't move this round.

PP: ○ ○ ○ ○ ○

Quick Attack
Normal d6 !1 :L2

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Roar
Normal d4 :L3

Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: ○ ○ ○ ○

Confuse Ray
Ghost d4 :L4

Inflicts Confusion.

PP: ○ ○

Flamethrower
Fire d6 :L5

Deals 3 hits.
1: Poison.

PP: ○ ○ ○

Fire Spin
Fire d12 :L6

Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○ ○ ○

Fire Blast
Fire d8 :L7

Deals 4 hits.
1: Poison.

PP: ○

2 6 7 8 9 10 20 28 31 32 33 37 38 39 41 44 50





Ninetales

Fire

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Medium

No. 038

Attack d8
Defence 4
Speed 4
Special d10

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle
Normal d4

Ember
Fire d4 :L1

Deals 2 hits.
1: Poison.

PP: ○ ○ ○ ○

Lure
Normal d4 :L2

Move the target next to this Pokémon. The target can't move this round.

PP: ○ ○ ○ ○ ○

Quick Attack
Normal d6 !1 :L2

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Roar
Normal d4 :L3

Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: ○ ○ ○ ○

Confuse Ray
Ghost d4 :L4

Inflicts Confusion.

PP: ○ ○

Flamethrower
Fire d6 :L5

Deals 3 hits.
1: Poison.

PP: ○ ○ ○

Fire Spin
Fire d12 :L6

Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○ ○ ○

Fire Blast
Fire d8 :L7

Deals 4 hits.
1: Poison.

PP: ○

2 6 7 8 9 10 15 20 28 31 32 33 37 38 39 41 44 50



Jigglypuff

Normal

▶ Wigglytuff with ???



HP: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
9 ○

Abilities: Strength, Flash

Size: Tiny

No. 039

Attack d6
Defence 2
Speed 1
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
x2
Psychic Bug Rock Ghost Dragon
-1

Pound

Normal d4



Sing

Normal d6

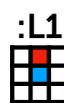


Inflicts Sleep.

PP: ○ ○ ○

Disable

Normal d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Do the Wave

Normal d4



Deals hits equal to the number of Pokémon adjacent to this Pokémon (incl. the target).

PP: ○ ○

Double Slap

Normal d4 !1



Use this Move twice against the same target.

PP: ○ ○

Rest

Psychic d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: ○ ○

Body Slam

Normal d10 !3



4: Paralysis.

PP: ○ ○ ○

First Aid

Normal d6



Recovers HP from the target equal to the result of the Move Die.

PP: ○ ○ ○

Double-Edge

Normal d12 !2



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

1 2 5 6 7 8 9 10 11 12 13 14 17 18 19 20 22 24 25
29 30 31 32 33 37 38 44 45 46 49 50





Wigglytuff

Normal

HP:
11

Abilities: Strength, Flash

Size: Small

No. 040

Attack d8
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
x2
Psychic Bug Rock Ghost Dragon
-1

Pound

Normal

d4



Sing

Normal



d6



Inflicts Sleep.

PP:

Disable

Normal



d4



:L1

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP:

Do the Wave

Normal

Eye d4



:L2

Deals hits equal to the number of Pokémon adjacent to this Pokémon (incl. the target).

PP:

Double Slap

Normal

d4 !1



:L3

Use this Move twice against the same target.

PP:

Rest

Psychic



d1



:L3

This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP:

Body Slam

Normal

d10 !3



:L4

4: Paralysis.

PP:

First Aid

Normal



d6



:L5

Recovers HP from the target equal to the result of the Move Die.

PP:

Double-Edge

Normal

d12 !2



:L6

Hit: This Pokémon loses 1 HP.

PP:

1 2 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 22 24 25
29 30 31 32 33 37 38 44 45 46 49 50



Zubat



Poison Flying ▶ Golbat at :L4

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Fly, Flash
Size: Small

No. 041

Attack d6
Defence 2
Speed 3
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			x2	-1
Ice	Fighting	Poison	Ground	Flying
x2	-1	-1	-1	
Psychic	Bug	Rock	Ghost	Dragon
x2		x2		

Tackle :L1
Normal d4



Leech Life :L1
Bug d4 !1



Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○

Supersonic :L1
Normal d6




Inflicts Confusion.

PP: ○ ○ ○ ○

Bite :L2
Normal d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○ ○

Confuse Ray :L3
Ghost d4




Inflicts Confusion.

PP: ○ ○

Wing Attack :L4
Flying d6 !1



PP: ○ ○ ○ ○ ○

Haze :L5
Ice d4




Removes all effects and conditions on this Pokémon and on each target.

PP: ○ ○ ○ ○ ○

Poison Fang :L6
Poison d8 !2



3: Poison.

PP: ○ ○

2 4 6 7 9 10 20 21 31 32 39 41 42 44 50





Golbat

Poison Flying

HP: ○○○○○○○○
7

Abilities: Fly, Flash
Size: Medium

No. 042

Attack	d8
Defence	4
Speed	4
Special	d8

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			x2	-1
Ice	Fighting	Poison	Ground	Flying
x2	-1	-1	-1	
Psychic	Bug	Rock	Ghost	Dragon
x2		x2		

Tackle Normal d4

Leech Life Bug d4 !1 :L1

Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○○

Supersonic Normal d6 :L1

Inflicts Confusion.

PP: ○○○○

Bite Normal d6 !1 :L2

2: The target can't take actions this round.

PP: ○○○○

Confuse Ray Ghost d4 :L3

Inflicts Confusion.

PP: ○○

Wing Attack Flying d6 !1 :L4

PP: ○○○○○

Haze Ice d4 :L5

Removes all effects and conditions on this Pokémon and on each target.

PP: ○○○○○

Poison Fang Poison d8 !2 :L6

3: Poison.

PP: ○○

Dark Wave Ghost d6 :L7

Deals 2 hits. Darkens the field until the end of the round.

PP: ○○

2 4 6 7 9 10 15 20 21 31 32 39 41 42 44 50



Oddish



Grass Poison ▶ Gloom at :L3

HP: ○ ○ ○ ○ ○
5

Abilities: Cut
Size: Tiny

No. 043

Attack d6
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison	Ground	Flying x2
Psychic x2	Bug x2	Rock	Ghost	Dragon

Tackle
Normal d4



Absorb
Grass d4




Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○ ○

Strange Powder :L2
Grass d4




1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Acid :L3
Poison d4




Deals 2 hits.

PP: ○ ○ ○ ○ ○

Mega Drain :L4
Grass d6




Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○

Foul Odour :L4
Poison d6




Deals 2 hits.
This Pokémon and each target becomes Confused.

PP: ○ ○

Petal Dance :L5
Grass d4




Deals 3 hits.
This Pokémon becomes Confused.

PP: ○ ○ ○ ○

Healing Pollen :L6
Grass d6




Recovers 2 HP from this Pokémon and each target.

PP: ○ ○

Solar Beam :L7
Grass d4




Charge for one round, then try to use this Move on the next.
Deals 5 hits.

PP: ○ ○

3 6 7 9 10 20 21 22 31 32 33 34 42 44 50



Gloom



Grass

Poison

▶ Vileplume with ???

HP:
6

Abilities: Cut
Size: Small

No. 044

Attack d8
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal

Fire
x2

Water
-1

Electric
-1

Grass
-1

Ice
x2

Fighting
-1

Poison

Ground

Flying
x2

Psychic
x2

Bug
x2

Rock

Ghost

Dragon

Tackle
Normal d4 

Absorb
Grass  d4 
Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.
PP:

Strange Powder :L2
Grass  d4 
1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP:

Acid :L3
Poison  d4 
Deals 2 hits.
PP:

Mega Drain :L4
Grass  d6 
Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.
PP:

Foul Odour :L4
Poison  d6 
Deals 2 hits.
This Pokémon and each target becomes Confused.
PP:

Petal Dance :L5
Grass  d4 
Deals 3 hits.
This Pokémon becomes Confused.
PP:

Healing Pollen :L6
Grass  d6 
Recovers 2 HP from this Pokémon and each target.
PP:

Solar Beam :L7
Grass  d4 
Charge for one round, then try to use this Move on the next.
Deals 5 hits.
PP:

3

6 7

9 10

31 32 33 34

42

44

20 21 22

50





Vileplume

Grass Poison

HP: ○○○○○○○○
7

Abilities: Cut
Size: Medium

No. 045

Attack d8
 Defence 5
 Speed 2
 Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison	Ground	Flying x2
Psychic x2	Bug x2	Rock	Ghost	Dragon

Tackle Normal d4

Absorb Grass d4

Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○○○

Strange Powder Grass d4 :L2

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○○○○

Acid Poison d4 :L3

Deals 2 hits.

PP: ○○○○○

Mega Drain Grass d6 :L4

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○

Foul Odour Poison d6 :L4

Deals 2 hits.
This Pokémon and each target becomes Confused.

PP: ○○

Petal Dance Grass d4 :L5

Deals 3 hits.
This Pokémon becomes Confused.

PP: ○○○○

Healing Pollen Grass d6 :L6

Recovers 2 HP from this Pokémon and each target.

PP: ○○

Solar Beam Grass d4 :L7

Charge for one round, then try to use this Move on the next.
Deals 5 hits.

PP: ○○

3 6 7 8 9 10 15 20 21 22 42 44 50

31 32 33 34



Paras



Bug

Grass

▶ Parasect at :L4

HP: ○ ○ ○ ○ ○

5

Abilities: Cut

Size: Tiny

No. 046

Attack d8
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug x2	Rock x2	Ghost	Dragon

Scratch

Normal

d4



Leech Life

Bug

d4 !1



:L1

Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○

Strange Powder

Grass



d4



:L2

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Spore

Grass



d4



:L3

Inflicts Sleep.

PP: ○ ○ ○

Healing Pollen

Grass



d6



:L4

Recovers 2 HP from this Pokémon and each target.

PP: ○ ○

Slash

Normal

d8 !2



:L5

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Mega Drain

Grass



d6



:L6

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○

3

28

6

7

8

9

10

31

32

33

34

20

21

22

44

50





Parasect

Bug

Grass

HP: ○○○○○○○○
7

Abilities: Cut
Size: Small

No. 047

Attack d10
Defence 4
Speed 2
Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug x2	Rock x2	Ghost	Dragon

Scratch

Normal

d4



Leech Life

:L1

Bug

d4 !1



Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○○

Strange Powder

:L2

Grass



d4



1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○○○○

Spore

Grass



d4



:L3

Inflicts Sleep.

PP: ○○○

Healing Pollen

:L4

Grass



d6



Recovers 2 HP from this Pokémon and each target.

PP: ○○

Slash

:L5

Normal

d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○○○○

Mega Drain

:L6

Grass



d6



Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○

3 6 7 8 9 10
28 31 32 33 34

15

20 21 22

44

50



Venonat



Bug

Poison

▶ Venomoth at :L5

HP: ○ ○ ○ ○ ○ ○

6

Abilities: Flash

Size: Small

No. 048

Attack d6
 Defence 3
 Speed 2
 Special d6

Weaknesses & Resistances:

Normal Fire x2 Water Electric Grass -1
 Ice Fighting -1 Poison Ground Flying x2
 Psychic Bug x2 Rock x2 Ghost Dragon

Tackle :L1
 Normal d4



Disable :L1
 Normal d4

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Supersonic :L1
 Normal d6

Inflicts Confusion.

PP: ○ ○ ○ ○

Leech Life :L2
 Bug d4 !1

Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○

Confusion :L2
 Psychic d4

Deals 2 hits and this Pokémon swaps spaces with the target.
 1: Confusion.

PP: ○ ○ ○ ○

Strange Powder :L3
 Grass d4

1: Paralysis. 2: Poison.
 3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Psybeam :L4
 Psychic d4

Deals 2 hits.
 1: Confusion.

PP: ○ ○ ○ ○

Healing Pollen :L5
 Grass d6

Recovers 2 HP from this Pokémon and each target.

PP: ○ ○

Psychic :L6
 Psychic d6

Deals 3 hits.

PP: ○ ○

2 6 7 9 10 20 21 22 29 31 32 33 34 41 42 44 46 50





Venomoth

Bug

Poison

HP: ○ ○ ○ ○ ○ ○ ○ ○
7

Abilities: Fly, Flash
Size: Medium

No. 049

Attack d8
Defence 3
Speed 4
Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric	Grass -1
Ice	Fighting -1	Poison	Ground	Flying x2
Psychic	Bug x2	Rock x2	Ghost	Dragon

Tackle

Normal d4



Disable

Normal d4



:L1

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Supersonic

Normal d6



:L1

Inflicts Confusion.

PP: ○ ○ ○ ○

Leech Life

Bug d4 !1



:L2

Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○

Confusion

Psychic d4



:L2

Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: ○ ○ ○ ○

Strange Powder

Grass d4



:L3

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Psybeam

Psychic d4



:L4

Deals 2 hits.
1: Confusion.

PP: ○ ○ ○ ○

Healing Pollen

Grass d6



:L5

Recovers 2 HP from this Pokémon and each target.

PP: ○ ○

Psychic

Psychic d6



:L6

Deals 3 hits.

PP: ○ ○

2

4

6

7

9

10

15

20

21

22

29

30

31

32

33

34

39

41

42

44

46

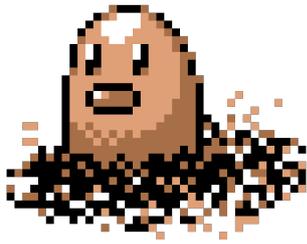
50



Diglett

Ground

▶ Dugtrio at :L4



HP: ○○○○
4

Abilities: Cut
Size: Tiny

No. 050

Attack d6
Defence 2
Speed 5
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		x2	-1	x2
Ice	Fighting	Poison	Ground	Flying
x2		-1		
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Scratch

Normal

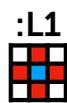
d4



Tremor

Ground

d6 !1



:L1

PP: ○○○○

Dig

Ground

d10 !2



:L2

Disappear for one round, reappear in an open space and attack on the next round.

PP: ○○

Sand-Attack

Normal

d4 !2



:L3

Hit: Confusion.

PP: ○○○

Slash

Normal

d8 !2



:L4

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○○○○

Earthquake

Ground

d10 !3



:L5

PP: ○○

Fissure

Ground

d12 !4



:L6

12: The targets faint.

PP: ○

26 27 28

6 7 8 9 10
31 32

44

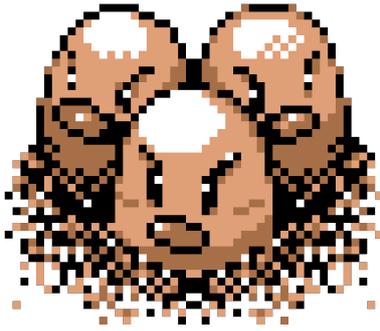
20

48

50



Dugtrio



Ground

HP:
5

Abilities: Cut
Size: Small

No. 051

Attack d10
Defence 3
Speed 6
Special d8

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		x2	-1	x2
Ice	Fighting	Poison	Ground	Flying
x2		-1		
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Scratch

Normal

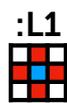
d4



Tremor

Ground

d6 !1



PP:

Dig

Ground

d10 !2



Disappear for one round, reappear in an open space and attack on the next round.

PP:

Sand-Attack

Normal

d4 !2



Hit: Confusion.

PP:

Slash

Normal

d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP:

Earthquake

Ground

d10 !3



PP:

Fissure

Ground

d12 !4



!2: The targets faint.

PP:

26 27 28

6 7 8 9 10
31 32

15

44

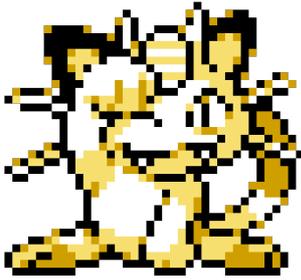
20

48

50



Meowth



Normal

► Persian at :L4

HP:
6

Size: Tiny

No. 052

Attack d6
Defence 2
Speed 4
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
x2
Psychic Bug Rock Ghost Dragon
-1

Scratch

Normal

d4



Bite

Normal

d6 !1



2: The target can't take actions this round.

PP:

Pay Day

Normal

d6 !1



Hit: Gain 1 Poké.

PP:

Screech

Normal

 d4



Deals 2 hits.

PP:

Pounce

Normal

d6 !1



Before rolling: This Pokémon can move 1 additional space.

PP:

Fury Swipes

Normal

d4 !2



Use this Move three times against the same target.

PP:

Slash

Normal

d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP:

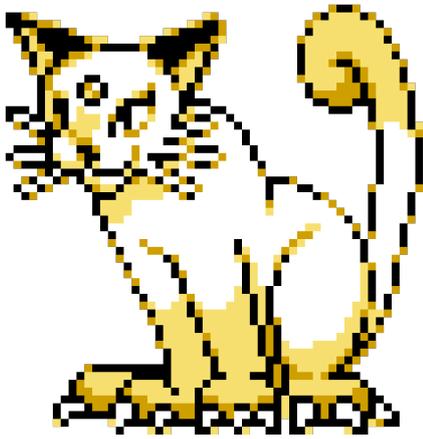
6 7 8 9 10 11 12
31 32

16 39

20 44

24 25 50





Persian

Normal

HP:
6

Abilities: Flash
Size: Small

No. 053

Attack d8
Defence 3
Speed 6
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass

Ice Fighting x2 Poison Ground Flying

Psychic Bug Rock Ghost -1 Dragon

Scratch

Normal

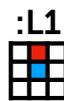
d4



Bite

Normal

d6 !1



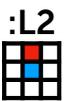
2: The target can't take actions this round.

PP:

Pay Day

Normal

d6 !1



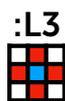
Hit: Gain 1 Poké.

PP:

Screech

Normal

d4



Deals 2 hits.

PP:

Pounce

Normal

d6 !1



Before rolling: This Pokémon can move 1 additional space.

PP:

Fury Swipes

Normal

d4 !2



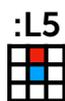
Use this Move three times against the same target.

PP:

Slash

Normal

d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP:

6 7 8 9 10 11 12

15 16 39

20 44

47

24 25 50



Psyduck



Water

► Golduck at :L5

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Surf, Strength

Size: Small

No. 054

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Scratch

Normal

d4



Confusion

Psychic



d4



:L1

Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: ○ ○ ○ ○

Disable

Normal



d4



:L2

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Amnesia

Psychic



d4



:L3

Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: ○ ○ ○ ○

Fury Swipes

Normal

d4 !2



:L4

Use this Move three times against the same target.

PP: ○ ○ ○

Psychic

Psychic



d6



:L5

Deals 3 hits.

PP: ○ ○

Hydro Pump

Water



d8



:L6

Deals 4 hits.

PP: ○

Super Psy

Psychic



d8



:L6

Deals 4 hits.

PP: ○

1 2 5 6 7 8 9 10 11 12 13 14 16 17 18 19 20
28 29 31 32 36 39 41 44 50





Golduck

Water

HP: ○○○○○○
7

Abilities: Surf, Strength
Size: Medium

No. 055

Attack d8
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Scratch :L1
Normal d4

Confusion :L1
Psychic d4

Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: ○○○○

Disable :L2
Normal d4

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○○○○

Amnesia :L3
Psychic d4

Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: ○○○○

Fury Swipes :L4
Normal d4 !2

Use this Move three times against the same target.

PP: ○○○○

Psychic :L5
Psychic d6

Deals 3 hits.

PP: ○○

Hydro Pump :L6
Water d8

Deals 4 hits.

PP: ○

Super Psy :L6
Psychic d8

Deals 4 hits.

PP: ○

Hyper Beam :L8
Normal d8

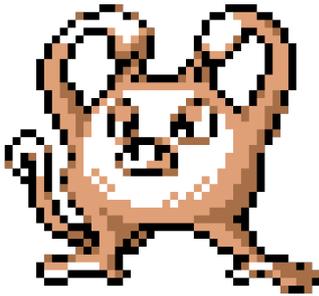
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP: ○

1 2 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
28 29 31 32 36 39 41 44 50



Mankey



Fighting

► Primeape at :L4

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Strength
Size: Tiny

No. 056

Attack d8
Defence 2
Speed 3
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
				x2
Psychic	Bug	Rock	Ghost	Dragon
x2	-1	-1		

Scratch

Normal

d4



Low Kick

Fighting

d6 !1



:L1

2: The target can't take actions this round.

PP: ○ ○ ○ ○

Karate Chop

Fighting

d6 !1



:L2

If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Fury Swipes

Normal

d4 !2



:L2

Use this Move three times against the same target.

PP: ○ ○ ○

Drag Off

Normal

d8 !2



:L3

Hit: Pulls the target towards this Pokémon.

PP: ○ ○ ○

Focus Energy

Normal

👁️ d1



:L4

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○

Screech

Normal

👁️ d4



:L4

Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○

Seismic Toss

Fighting

d8 !2



:L5

Hit: Moves the target to the opposite side of this Pokémon if that space is open.

PP: ○ ○ ○ ○

Thrash

Normal

d10 !1



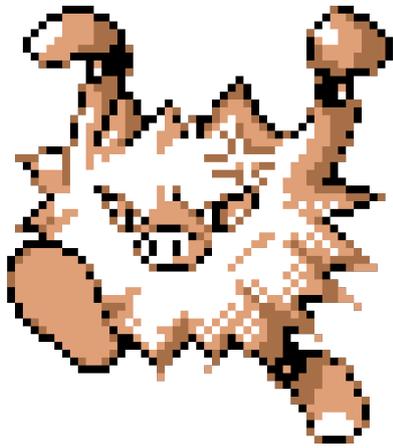
:L6

Hit: This Pokémon becomes confused.

PP: ○ ○ ○ ○

1 5 6 7 8 9 10 16 17 18 19 20 24 25
28 31 32 35 39 44 48 50





Primeape

Fighting

HP: ○○○○○○
7

Abilities: Strength
Size: Small

No. 057

Attack d10
Defence 3
Speed 5
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
				x2
Psychic	Bug	Rock	Ghost	Dragon
x2	-1	-1		

Scratch :L1
Normal d4

Low Kick :L1
Fighting d6 !1

2: The target can't take actions this round.

PP: ○○○○

Karate Chop :L2
Fighting d6 !1

If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP: ○○○○

Fury Swipes :L2
Normal d4 !2

Use this Move three times against the same target.

PP: ○○○

Drag Off :L3
Normal d8 !2

Hit: Pulls the target towards this Pokémon.

PP: ○○○

Focus Energy :L4
Normal d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○○○○○

Screech :L4
Normal d4

Deals 2 hits.

PP: ○○○○○○

Seismic Toss :L5
Fighting d8 !2

Hit: Moves the target to the opposite side of this Pokémon if that space is open.

PP: ○○○○

Thrash :L6
Normal d10 !1

Hit: This Pokémon becomes confused.

PP: ○○○○

1 5 6 7 8 9 10 15 16 17 18 19 20 24 25
28 31 32 35 39 44 48 50



Growlithe



Fire

▶ Arcanine with ???

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Small

No. 058

Attack d8
Defence 2
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle
Normal d4

Bite
Normal d6 !1 :L1

2: The target can't take actions this round.

PP: ○ ○ ○ ○

Roar
Normal 👁️ d4 :L1

Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: ○ ○ ○ ○

Ember
Fire 👁️ d4 :L2

Deals 2 hits.
1: Poison.

PP: ○ ○ ○ ○

Heat Tackle
Fire d10 !1 :L3

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Take Down
Normal d10 !1 :L3

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Agility
Psychic 👁️ d4 :L4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Flamethrower
Fire 👁️ d6 :L5

Deals 3 hits.
1: Poison.

PP: ○ ○ ○

Fire Blast
Fire 👁️ d8 :L8

Deals 4 hits.
1: Poison.

PP: ○

28 6 7 8 9 10 31 32 33 37 38 39 20 23 44 47 50





Arcanine

Fire

HP: ○○○○○○
7

Abilities: Flash
Size: Large

No. 059

Attack d10
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle

Normal

d4



Bite

Normal

d6 !1



:L1

2: The target can't take actions this round.

PP: ○○○○

Roar

Normal



d4



:L1

Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: ○○○○

Ember

Fire



d4



:L2

Deals 2 hits.
1: Poison.

PP: ○○○○

Heat Tackle

Fire

d10 !1



:L3

Hit: This Pokémon loses 1 HP.

PP: ○○○

Take Down

Normal

d10 !1



:L3

Hit: This Pokémon loses 1 HP.

PP: ○○○○

Agility

Psychic



d4



:L4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○○○○

Flamethrower

Fire



d6



:L5

Deals 3 hits.
1: Poison.

PP: ○○○

Fire Blast

Fire



d8



:L8

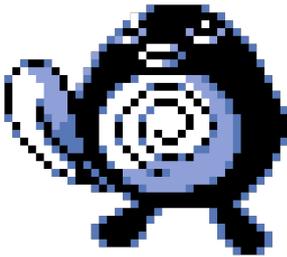
Deals 4 hits.
1: Poison.

PP: ○

28 30 31 32 33 37 38 39 44 47 50



Poliwag



Water

▶ Poliwhirl at :L3

HP: ○ ○ ○ ○ ○
5

Abilities: Surf
Size: Tiny

No. 060

Attack d6
Defence 2
Speed 4
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Tackle

Normal

d4



Bubble

Water



d4



:L1

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Hypnosis

Psychic



d6



:L2

Inflicts Sleep.

PP: ○ ○ ○ ○ ○

Water Gun

Water



d4



:L2

Deals 2 hits.

PP: ○ ○ ○ ○ ○

Double Slap

Normal

d4 !1



:L3

Use this Move twice against
the same target.

PP: ○ ○

Body Slam

Normal

d10 !3



:L4

4: Paralysis.

PP: ○ ○ ○

Amnesia

Psychic



d4



:L5

Restores all the PP of one of
this Pokémon's other Moves
(excluding TMs, only in battle).

PP: ○ ○ ○ ○ ○

Bubble Beam

Water



d6



:L6

Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

6 7 8 9 10 11 12 13 14

29

31 32

36

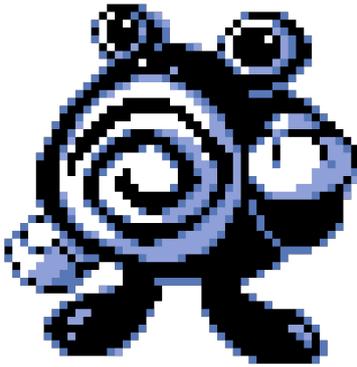
20

44

46

50





Poliwhirl

Water

▶ Poliwrath with ???

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Surf, Strength

Size: Small

No. 061

Attack d8
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Pound d4

Normal

Bubble :L1

Water

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Hypnosis :L2

Psychic

Inflicts Sleep.

PP: ○ ○ ○ ○

Water Gun :L2

Water

Deals 2 hits.

PP: ○ ○ ○ ○

Double Slap :L3

Normal

Use this Move twice against the same target.

PP: ○ ○

Body Slam :L4

Normal

4: Paralysis.

PP: ○ ○ ○

Amnesia :L5

Psychic

Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: ○ ○ ○ ○

Bubble Beam :L6

Water

Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○ ○

- 1 5 6 7 8 9 10 11 12 13 14 17 18 19 20 26 27 29 31 32 35 36 44 46 50





Poliwrath

Water Fighting

HP: ○○○○○○
7

Abilities: Surf, Strength
Size: Medium

No. 062

Attack d10
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying x2
Psychic x2	Bug -1	Rock -1	Ghost	Dragon

Pound
Normal d4

Bubble :L1
Water d4

Deals 2 hits.
1: Paralysis.

PP: ○○○○○

Hypnosis :L2
Psychic d6

Inflicts Sleep.

PP: ○○○○

Water Gun :L2
Water d4

Deals 2 hits.

PP: ○○○○

Double Slap :L3
Normal d4 !1

Use this Move twice against the same target.

PP: ○○

Body Slam :L4
Normal d10 !3

4: Paralysis.

PP: ○○○

Amnesia :L5
Psychic d4

Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: ○○○○

Bubble Beam :L6
Water d6

Deals 3 hits.
1: Paralysis.

PP: ○○○○

Special Punch :L7
Fighting d10 !3

PP: ○○

1 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 26 27 29 31 32 35 36 44 46 50



Abra



Psychic

▶ Kadabra at :L3

HP: ○○○○
4

Abilities: Flash
Size: Small

No. 063

Attack d4
Defence 2
Speed 4
Special d10

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
-1 -1 x2 x2

Teleport

Psychic

👁️ d4



Move to any open space.

1 5 6 7 8 9 10
29 30 31 32 33 35

17 19 20
41 44 45 46

49 50





Kadabra

Psychic

▶ Alakazam at :L6

HP: ○ ○ ○ ○ ○
5

Abilities: Flash
Size: Medium

No. 064

Attack d4
Defence 2
Speed 5
Special d12

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
	-1			
Psychic	Bug	Rock	Ghost	Dragon
-1	x2		x2	

Teleport

Psychic

Eye d4



Move to any open space.

Confusion

Psychic

Eye d4



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: ○ ○ ○ ○

Disable

Normal

Eye d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Psybeam

Psychic

Eye d4



Deals 2 hits.
1: Confusion.

PP: ○ ○ ○ ○

Recover

Normal

Eye d6



This Pokémon recovers HP equal to the result of the Move die.

PP: ○ ○ ○ ○

Psychic

Psychic

Eye d6



Deals 3 hits.

PP: ○ ○

Reflect

Psychic

Eye d4



Acts first, but skip movement.
This Pokémon is unaffected by Regular Moves this round.

PP: ○ ○ ○ ○

Super Psy

Psychic

Eye d8

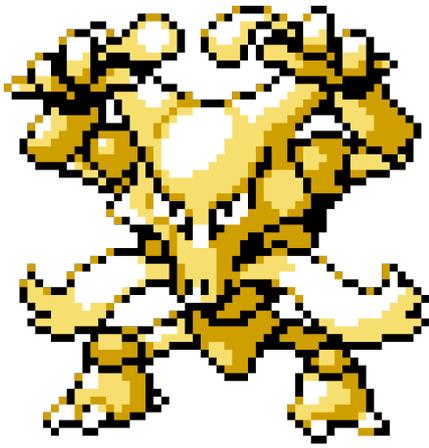


Deals 4 hits.

PP: ○

1 5 6 7 8 9 10 17 19 20 28 29 30 31 32 33 35 41 44 45 46 49 50





Alakazam

Psychic

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Medium

No. 065

Attack d4
Defence 3
Speed 6
Special d12

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
	-1			
Psychic	Bug	Rock	Ghost	Dragon
-1	x2		x2	

Teleport

Psychic

Eye d4



Move to any open space.

Confusion

Psychic

Eye d4



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: ○ ○ ○ ○

Disable

Normal

Eye d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Psybeam

Psychic

Eye d4



Deals 2 hits.
1: Confusion.

PP: ○ ○ ○ ○

Recover

Normal

Eye d6



This Pokémon recovers HP equal to the result of the Move die.

PP: ○ ○ ○ ○

Psychic

Psychic

Eye d6



Deals 3 hits.

PP: ○ ○

Reflect

Psychic

Eye d4



Acts first, but skip movement.
This Pokémon is unaffected by Regular Moves this round.

PP: ○ ○ ○ ○

Super Psy

Psychic

Eye d8



Deals 4 hits.

PP: ○

1 5 6 7 8 9 10 15 17 19 20 28 29 30 31 32 33 35 41 44 45 46 49 50



Machop



Fighting

► Machoke at :L3

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Strength
Size: Small

No. 066

Attack d8
Defence 3
Speed 2
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying x2
Psychic Bug Rock Ghost Dragon
x2 -1 -1

Jab
Fighting d4

Karate Chop :L1
Fighting d6 !1

If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Low Kick :L2
Fighting d6 !1

2: The target can't take actions this round.

PP: ○ ○ ○ ○

Focus Energy :L3
Normal Eye d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○

Drag Off :L4
Normal d8 !2

Hit: Pulls the target towards this Pokémon.

PP: ○ ○ ○

Seismic Toss :L4
Fighting d8 !2

Hit: Moves the target to the opposite side of this Pokémon if that space is open.

PP: ○ ○ ○ ○

Submission :L5
Fighting d10 !1

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Special Punch :L6
Fighting d10 !3

PP: ○ ○

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- 38
- 44
- 48
- 50



Machoke

Fighting

► Machop at :L6

HP: ○○○○○○
7

Abilities: Strength
Size: Medium

No. 067

Attack d10
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2 -1 -1

Jab
Fighting d4



Karate Chop :L1
Fighting d6 !1

If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP: ○○○○



Low Kick :L2
Fighting d6 !1

2: The target can't take actions this round.

PP: ○○○○



Focus Energy :L3
Normal  d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○○○○○



Drag Off :L4
Normal d8 !2

Hit: Pulls the target towards this Pokémon.

PP: ○○○



Seismic Toss :L4
Fighting d8 !2

Hit: Moves the target to the opposite side of this Pokémon if that space is open.

PP: ○○○○



Submission :L5
Fighting d10 !1

Hit: This Pokémon loses 1 HP.

PP: ○○○○



Special Punch :L6
Fighting d10 !3

PP: ○○



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Machamp

Fighting

HP: ○○○○○○○○
8

Abilities: Strength
Size: Medium

No. 068

Attack d12
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass

Ice Fighting Poison Ground Flying x2

Psychic Bug Rock Ghost Dragon

x2 -1 -1

Jab

Fighting

d4



Karate Chop

:L1

Fighting

d6 !1



If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP: ○○○○

Low Kick

:L2

Fighting

d6 !1



2: The target can't take actions this round.

PP: ○○○○

Focus Energy

:L3

Normal



d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○○○○○

Drag Off

:L4

Normal

d8 !2



Hit: Pulls the target towards this Pokémon.

PP: ○○○

Seismic Toss

:L4

Fighting

d8 !2



Hit: Moves the target to the opposite side of this Pokémon if that space is open.

PP: ○○○○

Submission

:L5

Fighting

d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○○○○

Special Punch

:L6

Fighting

d10 !3



PP: ○○

1 5 6 7 8 9 10 15 17 18 19 20 26 27 28 31 32 35 37 38 44 48 50



Bellsprout



Grass Poison ▶ Weepinbell at :L3

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Cut
Size: Small

No. 069

Attack d8
Defence 2
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison	Ground	Flying x2
Psychic x2	Bug x2	Rock	Ghost	Dragon

Constrict :L1
Normal d4
The target can't move this round.

Vine Whip :L1
Grass d6 !1
PP: ○ ○

Wrap :L2
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: ○ ○ ○ ○

Lure :L2
Normal d4
Move the target next to this Pokémon. The target can't move this round.
PP: ○ ○ ○ ○ ○

Strange Powder :L2
Grass d4
1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP: ○ ○ ○ ○

Acid :L3
Poison d4
Deals 2 hits.
PP: ○ ○ ○ ○ ○

Razor Leaf :L4
Grass d8 !2
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: ○ ○ ○ ○

Slam :L5
Normal d10 !3
PP: ○ ○ ○ ○

3 6 7 9 10 20 21 22 31 32 33 34 42 44 50

Weepinbell



Grass

Poison

▶ Victreebel with ???

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Cut
Size: Small

No. 070

Attack d10
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal

Fire
x2

Water
-1

Electric
-1

Grass
-1

Ice
x2

Fighting
-1

Poison

Ground

Flying
x2

Psychic
x2

Bug
x2

Rock

Ghost

Dragon

Constrict
Normal d4
The target can't move this round.

Vine Whip
Grass d6 !1
PP: ○ ○

Wrap
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: ○ ○ ○ ○

Lure
Normal d4
Move the target next to this Pokémon. The target can't move this round.
PP: ○ ○ ○ ○ ○

Strange Powder
Grass d4
1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP: ○ ○ ○ ○

Acid
Poison d4
Deals 2 hits.
PP: ○ ○ ○ ○ ○

Razor Leaf
Grass d8 !2
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: ○ ○ ○ ○

Slam
Normal d10 !3
PP: ○ ○ ○ ○

3 6 7 9 10 20 21 22 31 32 33 34 42 44 50



Victreebel

Grass

Poison

HP: ○○○○○○
7

Abilities: Cut
Size: Medium

No. 071

Attack d10
Defence 3
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison	Ground	Flying x2
Psychic x2	Bug x2	Rock	Ghost	Dragon

Constrict

Normal d4



The target can't move this round.

Vine Whip

Grass d6 !1



PP: ○○

Wrap

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○○○○

Lure

Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: ○○○○○

Strange Powder

Grass d4



1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○○○○○

Acid

Poison d4



Deals 2 hits.

PP: ○○○○○

Razor Leaf

Grass d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○○○○

Slam

Normal d10 !3



PP: ○○○○

3

6 7 8 9 10

15

20 21 22

31 32 33 34

42

44

50



Tentacool



Water

Poison

▶ Tentacruel at :L4

HP: ○ ○ ○ ○ ○
5

Abilities: Cut, Surf
Size: Small

No. 072

Attack d4
Defence 2
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass
Ice -1	Fighting -1	Poison -1	Ground x2	Flying
Psychic x2	Bug x2	Rock	Ghost	Dragon

Constrict

Normal d4



The target can't move this round.

Poison Sting

Poison d4



1: Poison.

PP: ○ ○ ○ ○ ○

Supersonic

Normal d6



Inflicts Confusion.

PP: ○ ○ ○ ○ ○

Water Gun

Water d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○

Acid

Poison d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○

Wrap

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○ ○ ○ ○ ○

Screech

Normal d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○ ○

Hydro Pump

Water d8



Deals 4 hits.

PP: ○

3

6

7

9

10

11

12

13

14

20

21

31

32

33

36

42

44

50



Tentacruel



Water

Poison

HP: ○ ○ ○ ○ ○ ○ ○ ○
7

Abilities: Cut, Surf
Size: Medium

No. 073

Attack d6
Defence 3
Speed 4
Special d12

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass
Ice -1	Fighting -1	Poison -1	Ground x2	Flying
Psychic x2	Bug x2	Rock	Ghost	Dragon

Constrict

Normal d4



The target can't move this round.

Poison Sting

Poison d4



1: Poison.

PP: ○ ○ ○ ○ ○

Supersonic

Normal  d6



Inflicts Confusion.

PP: ○ ○ ○ ○ ○

Water Gun

Water  d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○

Acid

Poison  d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○

Wrap

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○ ○ ○ ○ ○

Screech

Normal  d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○ ○

Hydro Pump

Water  d8



Deals 4 hits.

PP: ○

3

6

7

9

10

11

12

13

14

15

31

32

33

36

42

44

20

21

50



Geodude



Rock Ground ▶ Graveler at :L3

HP: ○ ○ ○ ○ ○
5

Abilities: Strength
Size: Tiny

No. 074

Attack d8
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal -1	Fire -1	Water x2	Electric -1	Grass x2
Ice x2	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock -1	Ghost	Dragon

Tackle
Normal d4



Rock Throw :L1
Rock d6 !1



PP: ○ ○ ○

Selfdestruct :L2
Normal d10



This Pokémon faints.
Hit: Deals 2 additional hits.

PP: ○

Tremor :L3
Ground d6 !1



PP: ○ ○ ○ ○

Harden :L4
Normal d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○ ○ ○ ○ ○

Earthquake :L4
Ground d10 !3



PP: ○ ○

Rock Slide :L5
Rock d8 !2



PP: ○ ○

Explosion :L6
Normal d12 !2



This Pokémon faints.
Hit: Deals 4 additional hits.

PP: ○

Fissure :L7
Ground d12 !4



12: The targets faint.

PP: ○

1 6 7 8 9 10 17 18 19 20 26 27 28 31 32 35 37 38 44 48 50





Graveler

Rock Ground ▶ Golem at :L6

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Strength
Size: Small

No. 075

Attack d10
 Defence 5
 Speed 2
 Special d4

Weaknesses & Resistances:

Normal -1	Fire -1	Water x2	Electric -1	Grass x2
Ice x2	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock -1	Ghost	Dragon

Tackle
 Normal d4



Rock Throw :L1
 Rock d6 !1



PP: ○ ○ ○

Selfdestruct :L2
 Normal d10



This Pokémon faints.
Hit: Deals 2 additional hits.

PP: ○

Tremor :L3
 Ground d6 !1



PP: ○ ○ ○ ○

Harden :L4
 Normal d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○ ○ ○ ○ ○

Earthquake :L4
 Ground d10 !3



PP: ○ ○

Rock Slide :L5
 Rock d8 !2



PP: ○ ○

Explosion :L6
 Normal d12 !2



This Pokémon faints.
Hit: Deals 4 additional hits.

PP: ○

Fissure :L7
 Ground d12 !4



12: The targets faint.

PP: ○

1 6 7 8 9 10 17 18 19 20 26 27 28 31 32 35 37 38 44 48 50



Golem



Rock Ground

HP: ○○○○○○○○
7

Abilities: Strength
Size: Medium

No. 076

Attack d10
Defence 6
Speed 2
Special d6

Weaknesses & Resistances:

Normal -1	Fire -1	Water x2	Electric -1	Grass x2
Ice x2	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock -1	Ghost	Dragon

Tackle
Normal d4



Rock Throw
Rock d6 !1



PP: ○○○

Selfdestruct
Normal d10



This Pokémon faints.
Hit: Deals 2 additional hits.

PP: ○

Tremor
Ground d6 !1



PP: ○○○○

Harden
Normal d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○○○○○○

Earthquake
Ground d10 !3



PP: ○○

Rock Slide
Rock d8 !2



PP: ○○

Explosion
Normal d12 !2



This Pokémon faints.
Hit: Deals 4 additional hits.

PP: ○

Fissure
Ground d12 !4



12: The targets faint.

PP: ○

1 5 6 7 8 9 10 15 17 18 19 20 26 27 28 31 32 35 37 38 44 48 50



Ponyta



Fire

▶ Rapidash at :L5

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Small

No. 077

Attack d8
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle

Normal

d4



Ember

Fire



d4



:L1

Deals 2 hits.
1: Poison.

PP: ○ ○ ○ ○

Quick Turn

Normal

d6 !1



:L2

After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○

Heat Tackle

Fire

d10 !1



:L3

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Stomp

Normal

d8 !2



:L4

3: The target can't take actions this round.

PP: ○ ○ ○ ○

Fire Spin

Fire



d12



:L5

Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○ ○ ○

Take Down

Normal

d10 !1



:L6

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Overrun

Normal

d8 !2



:L7

Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: ○ ○ ○

Agility

Psychic



d4



:L7

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

6 7 8 9 10

31 32 33

37 38 39

20

44

47

50





Rapidash

Fire

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Large

No. 078

Attack d10
 Defence 3
 Speed 5
 Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle
 Normal d4



Ember
 Fire d4 :L1




Deals 2 hits.
1: Poison.

PP: ○ ○ ○ ○

Quick Turn
 Normal d6 !1 :L2



After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○

Heat Tackle
 Fire d10 !1 :L3



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Stomp
 Normal d8 !2 :L4



3: The target can't take actions this round.

PP: ○ ○ ○ ○

Fire Spin
 Fire d12 :L5




Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○ ○ ○

Take Down
 Normal d10 !1 :L6



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Overrun
 Normal d8 !2 :L7



Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: ○ ○ ○

Agility
 Psychic d4 :L7




For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

6 7 8 9 10 15 20 31 32 33 37 38 39 44 47 50

Slowpoke



Water Psychic ▶ Slowbro at :L6

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Surf, Strength, Flash
Size: Medium

No. 079

Attack d6
Defence 3
Speed 1
Special d4

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting -1	Poison	Ground	Flying
Psychic -1	Bug x2	Rock	Ghost x2	Dragon

Tackle
Normal d4



Confusion :L1
Psychic d4



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: ○ ○ ○ ○

Disable :L2
Normal d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Headbutt :L3
Normal d8 !2



3: The target can't take actions this round.

PP: ○ ○ ○

Water Gun :L4
Water d4



Deals 2 hits.

PP: ○ ○ ○ ○

Lure :L4
Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: ○ ○ ○ ○ ○

Amnesia :L5
Psychic d4



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: ○ ○ ○ ○

Psychic :L6
Psychic d6



Deals 3 hits.

PP: ○ ○

6 7 8 9 10 11 12 13 14 16 18 20
26 27 28 29 30 31 32 33 36 37 38 39 41 44 45 46 49 50





Slowbro

Water Psychic

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Surf, Strength, Flash
Size: Medium

No. 080

Attack d8
 Defence 6
 Speed 1
 Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting -1	Poison	Ground	Flying
Psychic -1	Bug x2	Rock	Ghost x2	Dragon

Tackle
 Normal d4

Confusion :L1
 Psychic d4

Deals 2 hits and this Pokémon swaps spaces with the target.
 1: Confusion.
 PP: ○ ○ ○ ○

Disable :L2
 Normal d4

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.
 PP: ○ ○ ○ ○

Headbutt :L3
 Normal d8 !2

3: The target can't take actions this round.
 PP: ○ ○ ○

Water Gun :L4
 Water d4

Deals 2 hits.
 PP: ○ ○ ○ ○

Lure :L4
 Normal d4

Move the target next to this Pokémon. The target can't move this round.
 PP: ○ ○ ○ ○ ○

Amnesia :L5
 Psychic d4

Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).
 PP: ○ ○ ○ ○

Withdraw :L5
 Water d1

This Pokémon can't take actions or take damage until the end of the next round.
 PP: ○ ○ ○ ○ ○ ○

Psychic :L6
 Psychic d6

Deals 3 hits.
 PP: ○ ○

- 1 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
 26 27 28 29 30 31 32 33 36 37 38 39 41 44 45 46 49 50



Magnemite



Electric

► Magnetron at :L4

HP: ○○○○
4

Abilities: Fly, Flash
Size: Tiny

No. 081

Attack d4
Defence 4
Speed 2
Special d10

Weaknesses & Resistances:



Tackle

Normal

d4



Sonic Boom

Normal



d4



:L1

Always deals 2 hits, regardless of any effects.

PP: ○○○○

Thunder Shock

Electric



d4



:L2

Deals 2 hits.
1: Paralysis.

PP: ○○○○○

Supersonic

Normal



d6



:L3

Inflicts Confusion.

PP: ○○○○

Thunder Wave

Electric



d4



:L4

Inflicts Paralysis.

PP: ○○○○

Swift

Normal



:L4

Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○○○○

Screech

Normal



d4



:L5

Deals 2 hits.

PP: ○○○○○○

Chain Lightning

Electric



d4



:L5

Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: ○○○

6 7 9 10 30 31 32 33

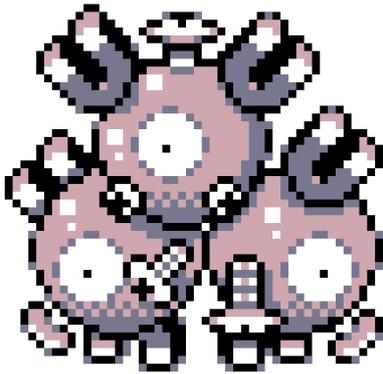
39

20 44 45

24 25 50



Magneton



Electric

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Fly, Flash
Size: Small

No. 082

Attack d6
Defence 5
Speed 3
Special d12

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Tackle

Normal

d4



Sonic Boom

Normal



d4



:L1

Always deals 2 hits, regardless of any effects.

PP: ○ ○ ○ ○

Thunder Shock

Electric



d4



:L2

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Supersonic

Normal



d6



:L3

Inflicts Confusion.

PP: ○ ○ ○ ○

Thunder Wave

Electric



d4



:L4

Inflicts Paralysis.

PP: ○ ○ ○ ○

Swift

Normal



:L4

Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○

Screech

Normal



d4



:L5

Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○

Chain Lightning

Electric



d4



:L5

Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: ○ ○ ○

Tri Attack

Normal



d10



:L6

Use this Move three times against the same target. Deals 2 hits.

PP: ○ ○

6 7 30 31 32 33

9 10

15 39

20 44 45

24 25 50





Farfetch'd

Normal

Flying

▶ ???

HP: ○ ○ ○ ○ ○ ○

6

Abilities: Cut, Fly

Size: Small

No. 083

Attack d10
 Defence 3
 Speed 3
 Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

x2

-1

Ice

Fighting

Poison

Ground

Flying

x2

-1

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

Peck

Flying

d4



Sand-Attack

Normal

d4 !2



:L1

Hit: Confusion.

PP: ○ ○ ○

Leek Slap

Normal

d10 !1



:L1

PP: ○

Fury Attack

Normal

d4 !2



:L2

Use this Move three times against the same target.

PP: ○ ○ ○ ○

Swords Dance

Normal

d1



:L3

Double the number of hits inflicted by this Pokémon's next successful Regular Move.

PP: ○ ○ ○ ○ ○

Agility

Psychic

d4



:L4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Slash

Normal

d8 !2



:L5

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

3 4 6 7 8 9 10

31 32 33

39 40

44

20

50



Doduo



Normal

Flying

▶ Dodrio at :L5

HP: ○ ○ ○ ○ ○

5

Abilities: Fly

Size: Medium

No. 084

Attack d8
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

x2

-1

Ice

Fighting

Poison

Ground

Flying

x2

-1

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

Peck

Flying

d4



Quick Turn

Normal

d6 !1



:L1

After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○

Fury Attack

Normal

d4 !2



:L2

Use this Move three times against the same target.

PP: ○ ○ ○ ○

Drill Peck

Flying

d8 !2



:L3

PP: ○ ○ ○ ○

Rage

Normal

d6 !2



:L4

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○ ○ ○ ○

Tri Attack

Normal

👁️ d10



:L4

Use this Move three times against the same target.

Deals 2 hits.

PP: ○ ○

Agility

Psychic



d4



:L5

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Overrun

Normal

d8 !2



:L6

Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: ○ ○ ○

4 6 7 8 9 10

31 32 33

40

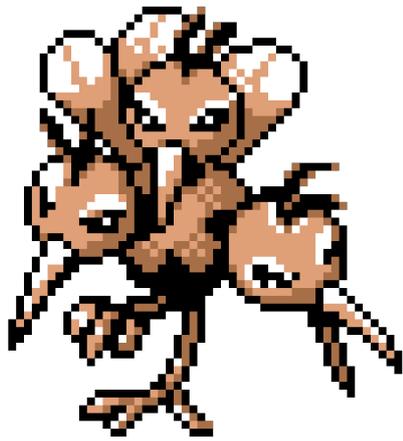
43 44

20

47

49 50





Dodrio

Normal

Flying

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Fly
Size: Medium

No. 085

Attack d12
Defence 4
Speed 4
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

x2

-1

Ice

Fighting

Poison

Ground

Flying

x2

-1

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

Peck

Flying

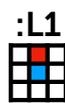
d4



Quick Turn

Normal

d6 !1



After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○

Fury Attack

Normal

d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○ ○

Drill Peck

Flying

d8 !2



PP: ○ ○ ○ ○

Rage

Normal

d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○ ○ ○ ○

Tri Attack

Normal

👁️ d10



Use this Move three times against the same target. Deals 2 hits.

PP: ○ ○

Agility

Psychic



d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Overrun

Normal

d8 !2



Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: ○ ○ ○

4 6 7 8 9 10

31 32 33

15

40

20

43 44

47

49 50





Seel

Water

▶ Dewgong at :L5

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Surf, Strength

Size: Small

No. 086

Attack d4
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Tackle :L1
Normal d4



PP: ○ ○ ○ ○

Headbutt :L1
Normal d8 !2



3: The target can't take actions this round.

PP: ○ ○ ○ ○

Aurora Beam :L2
Ice d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○

Water Gun :L3
Water d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○

Rest :L4
Psychic d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: ○ ○

Take Down :L5
Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○ ○

Ice Beam :L5
Ice d6



Deals 3 hits.
1: Sleep.

PP: ○ ○

Blizzard :L6
Ice d8



Deals 4 hits.
1: Sleep.

PP: ○

6 7 8 9 10 11 12 13 14 16 18 20 31 32 36 44 50





Dewgong

Water

Ice

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Surf, Strength
Size: Medium

No. 087

Attack d6
Defence 4
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		-1	x2	
Ice	Fighting	Poison	Ground	Flying
-1	x2			
Psychic	Bug	Rock	Ghost	Dragon
		x2		

Tackle

Normal d4



Headbutt

Normal d8 !2



3: The target can't take actions this round.

PP: ○ ○ ○

Aurora Beam

Ice d4



Deals 2 hits.

PP: ○ ○ ○ ○

Water Gun

Water d4



Deals 2 hits.

PP: ○ ○ ○ ○

Rest

Psychic d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: ○ ○

Take Down

Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Ice Beam

Ice d6



Deals 3 hits.
1: Sleep.

PP: ○ ○

Blizzard

Ice d8



Deals 4 hits.
1: Sleep.

PP: ○

6 7 8 9 10 11 12 13 14 15 16

18 20

31 32

36

44

50



Grimer



Poison

► Muk at :L5

HP: ○ ○ ○ ○ ○ ○ ○
7

Size: Small

No. 088

Attack d8
Defence 2
Speed 2
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
				-1
Ice	Fighting	Poison	Ground	Flying
	-1	-1	x2	
Psychic	Bug	Rock	Ghost	Dragon
x2	x2			

Pound :L1
Normal d4



Nasty Goo :L1
Poison d6 !1



2: Paralysis.

PP: ○ ○ ○ ○

Disable :L2
Normal d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Poison Gas :L2
Poison d4



Inflicts Poison.

PP: ○ ○ ○ ○ ○ ○

Foul Odour :L3
Poison d6



Deals 2 hits. This Pokémon and each target becomes Confused.

PP: ○ ○

Sludge :L4
Poison d8 !2



3: Poison.

PP: ○ ○ ○ ○

Selfdestruct :L4
Normal d10



This Pokémon faints. Hit: Deals 2 additional hits.

PP: ○

Screech :L5
Normal d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○

Acid Armour :L6
Poison d4



For this battle: Increase this Pokémon's Defence by 2 (max +2).

PP: ○ ○ ○ ○ ○ ○

6 7 8
31 32

34

37 38

42

44

20 21

24 25

50





Muk

Poison

HP:
9

Size: Medium

No. 089

Attack d10
 Defence 4
 Speed 2
 Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
 Ice Fighting Poison Ground Flying
 Psychic Bug Rock Ghost Dragon

x2 -1 -1 x2 x2

Pound :L1
 Normal d4

PP:

Nasty Goo :L1
 Poison d6 !1

2: Paralysis.

PP:

Disable :L2
 Normal d4

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP:

Poison Gas :L2
 Poison d4

Inflicts Poison.

PP:

Foul Odour :L3
 Poison d6

Deals 2 hits. This Pokémon and each target becomes Confused.

PP:

Sludge :L4
 Poison d8 !2

3: Poison.

PP:

Selfdestruct :L4
 Normal d10

This Pokémon faints. Hit: Deals 2 additional hits.

PP:

Screech :L5
 Normal d4

Deals 2 hits.

PP:

Acid Armour :L6
 Poison d4

For this battle: Increase this Pokémon's Defence by 2 (max +2).

PP:

6 7 8 15 20 21 24 25
 31 32 34 37 38 42 44 50



Shellder



Water

► Cloyster with ???

HP: ○ ○ ○ ○ ○
5

Abilities: Surf
Size: Tiny

No. 090

Attack d6
Defence 5
Speed 2
Special d4

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Tackle

Normal

d4



Withdraw

Water



d1



:L1

This Pokémon can't take actions or take damage until the end of the next round.

PP: ○ ○ ○ ○ ○ ○

Supersonic

Normal



d6



:L2

Inflicts Confusion.

PP: ○ ○ ○ ○

Clamp

Water

d4 !1



:L3

Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○ ○

Aurora Beam

Ice



d4



:L4

Deals 2 hits.

PP: ○ ○ ○ ○

Selfdestruct

Normal

d10



:L5

This Pokémon faints.
Hit: Deals 2 additional hits.

PP: ○

Ice Beam

Ice



d6



:L5

Deals 3 hits.
1: Sleep.

PP: ○ ○

6 7 9 10 11 12 13 14 20 30 31 32 33 36 39 41 44 49 50





Cloyster

Water Ice

HP: ○○○○○
5

Abilities: Surf
Size: Medium

No. 091

Attack d10
 Defence 7
 Speed 2
 Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
 Ice Fighting Poison Ground Flying
 Psychic Bug Rock Ghost Dragon

-1 x2 -1 x2 x2

Tackle :L1
 Normal d4

Withdraw :L1
 Water d1

This Pokémon can't take actions or take damage until the end of the next round.

PP: ○○○○○○

Supersonic :L2
 Normal d6

Inflicts Confusion.

PP: ○○○○

Clamp :L3
 Water d4 !1

Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○○

Aurora Beam :L4
 Ice d4

Deals 2 hits.

PP: ○○○○

Selfdestruct :L5
 Normal d10

This Pokémon faints. Hit: Deals 2 additional hits.

PP: ○

Ice Beam :L5
 Ice d6

Deals 3 hits.
1: Sleep.

PP: ○○

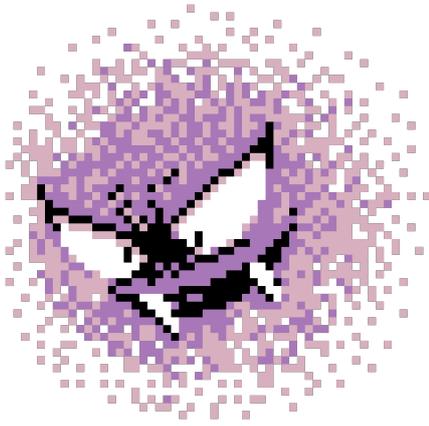
Spike Cannon :L6
 Normal d4 !2

Use this Move three times against the same target.

PP: ○○○

6 7 9 10 11 12 13 14 15 20 30 31 32 33 36 39 41 44 49 50





Gastly

Ghost

Poison

▶ Haunter at :L3

HP: ○○○○
4

Abilities: Fly
Size: Medium

No. 092

Attack d4
Defence 2
Speed 3
Special d10

Weaknesses & Resistances:

Normal -1	Fire -1	Water -1	Electric -1	Grass -1
Ice -1	Fighting -1	Poison -1	Ground x2	Flying -1
Psychic x2	Bug -1	Rock -1	Ghost x2	Dragon -1

Lick :L1

Ghost d4

1: Paralysis.

PP: ○ ○

Confuse Ray :L1

Ghost d4

Inflicts Confusion.

PP: ○ ○

Spook :L2

Ghost d4

Deals 2 hits.
1: The target can't take actions this round.

PP: ○ ○ ○

Hypnosis :L3

Psychic d6

Inflicts Sleep.

PP: ○ ○ ○ ○

Night Shade :L4

Ghost d6

Deals 3 hits.

PP: ○ ○ ○

Dream Eater :L5

Psychic d4

Only target sleeping Pokémon.
Deals 4 hits. Recovers HP equal to the HP the target loses.

PP: ○ ○ ○

Dark Wave :L6

Ghost d6

Deals 2 hits.
Darkens the field until the end of the round.

PP: ○ ○

2

6 7

29

31 32

34

41 42

44

20 21

46

24 25

50





Haunter

Ghost

Poison

▶ Gengar at :L6

HP: ○○○○○
5

Abilities: Fly
Size: Medium

No. 093

Attack d4
Defence 2
Speed 4
Special d12

Weaknesses & Resistances:

Normal -1	Fire -1	Water -1	Electric -1	Grass -1
Ice -1	Fighting -1	Poison -1	Ground x2	Flying -1
Psychic x2	Bug -1	Rock -1	Ghost x2	Dragon -1

Lick

Ghost d4



1: Paralysis.

Confuse Ray

Ghost d4



Inflicts Confusion.

PP: ○○

Spook

Ghost d4



Deals 2 hits.

1: The target can't take actions this round.

PP: ○○○

Hypnosis

Psychic d6



Inflicts Sleep.

PP: ○○○○

Night Shade

Ghost d6



Deals 3 hits.

PP: ○○○

Dream Eater

Psychic d4



Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

PP: ○○○

Dark Wave

Ghost d6



Deals 2 hits.

Darkens the field until the end of the round.

PP: ○○

2

6

7

29

31

32

34

41

42

44

46

20

21

24

25

50



Gengar



Ghost

Poison

HP: ○ ○ ○ ○ ○
5

Abilities: Fly, Strength
Size: Medium

No. 094

Attack d6
Defence 3
Speed 5
Special d12

Weaknesses & Resistances:

Normal -1	Fire -1	Water -1	Electric -1	Grass -1
Ice -1	Fighting -1	Poison -1	Ground x2	Flying -1
Psychic x2	Bug -1	Rock -1	Ghost x2	Dragon -1

Lick

Ghost d4



1: Paralysis.

Confuse Ray

Ghost d4



Inflicts Confusion.

PP: ○ ○

Spook

Ghost d4



Deals 2 hits.

1: The target can't take actions this round.

PP: ○ ○ ○

Hypnosis

Psychic d6



Inflicts Sleep.

PP: ○ ○ ○ ○

Night Shade

Ghost d6



Deals 3 hits.

PP: ○ ○ ○

Dream Eater

Psychic d4



Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

PP: ○ ○ ○

Dark Wave

Ghost d6



Deals 2 hits.

Darkens the field until the end of the round.

PP: ○ ○

1 2 5 6 7 8 9 10 29 31 32 34 35

15 17 18 19 20 21 24 25 41 42 44 46 50





Onix

Rock Ground

HP:
6

Abilities: Strength
Size: Huge

No. 095

Attack d6
 Defence 6
 Speed 3
 Special d4

Weaknesses & Resistances:

Normal -1	Fire -1	Water x2	Electric -1	Grass x2
Ice x2	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock -1	Ghost	Dragon

Tackle
 Normal d4

Screech
 Normal d4 :L1
 Deals 2 hits.
 PP:

Bind
 Normal d4 !1 :L2
 Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
 PP:

Rock Throw
 Rock d6 !1 :L2
 PP:

Rage
 Normal d6 !2 :L3
 If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,
 PP:

Tunneling
 Ground d8 !2 :L3
 Before rolling: move to any open space.
 PP:

Slam
 Normal d10 !3 :L4
 PP:

Sharpen
 Normal d1 :L5
 For this battle: This Pokémon's Attack Die becomes a d12.
 PP:

Harden
 Normal d1 :L5
 For this battle: Increase this Pokémon's Defence by 1 (max +2).
 PP:



Drowzee

Psychic

▶ Hypno at :L4

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Small

No. 096

Attack d4
Defence 2
Speed 2
Special d10

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
	-1			
Psychic	Bug	Rock	Ghost	Dragon
-1	x2		x2	

Pound :L1
Normal d4

Hypnosis :L1
Psychic d6

Inflicts Sleep.

PP: ○ ○ ○ ○

Disable :L2
Normal d4

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Confusion :L2
Psychic d4

Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: ○ ○ ○ ○

Headbutt :L3
Normal d8 !2

3: The target can't take actions this round.

PP: ○ ○ ○

Poison Gas :L3
Poison d4

Inflicts Poison.

PP: ○ ○ ○ ○ ○ ○

Psychic :L4
Psychic d6

Deals 3 hits.

PP: ○ ○

Meditate :L4
Psychic d4

Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.

PP: ○ ○ ○ ○ ○ ○

Dream Eater :L5
Psychic d4

Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

PP: ○ ○ ○

- 1
- 2
- 5
- 6
- 7
- 8
- 9
- 10
- 17
- 19
- 20
- 29
- 30
- 31
- 32
- 33
- 34
- 35
- 41
- 42
- 44
- 45
- 46
- 49
- 50





Hypno

Psychic

HP: ○ ○ ○ ○ ○ ○ ○ ○
7

Abilities: Flash
Size: Medium

No. 097

Attack d8
Defence 4
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
	-1			
Psychic	Bug	Rock	Ghost	Dragon
-1	x2		x2	

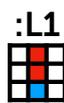
Pound

Normal d4



Hypnosis

Psychic d6



:L1

Inflicts Sleep.

PP: ○ ○ ○ ○

Disable

Normal d4



:L2

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Confusion

Psychic d4



:L2

Deals 2 hits and this Pokémon swaps spaces with the target.

1: Confusion.

PP: ○ ○ ○ ○

Headbutt

Normal d8 !2



:L3

3: The target can't take actions this round.

PP: ○ ○ ○

Poison Gas

Poison d4



:L3

Inflicts Poison.

PP: ○ ○ ○ ○ ○ ○

Psychic

Psychic d6



:L4

Deals 3 hits.

PP: ○ ○

Meditate

Psychic d4



:L4

Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.

PP: ○ ○ ○ ○ ○ ○

Dream Eater

Psychic d4



:L5

Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

PP: ○ ○ ○

1 2 5 6 7 8 9 10 29 30 31 32 33 34 35

15 17 19 20 41 42 44 45 46

49 50



Krabby



Water

Kingler at :L4

HP: ○○○○
4

Abilities: Cut, Surf, Strength
Size: Tiny

No. 098

Attack d10
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Pound

Normal

d4



Bubble

Water



d4



:L1

Deals 2 hits.
1: Paralysis.

PP: ○○○○○

Vice Grip

Normal

d6 !1



:L2

Hit: The target can't move this round.

PP: ○○○○○

Stomp

Normal

d8 !2



:L3

3: The target can't take actions this round.

PP: ○○○○

Crabhammer

Water

d10 !3



:L4

If this Pokémon's Speed + the result of the Move die > 10, this Move deals 1 additional hit.

PP: ○○

Bubble Beam

Water



d6



:L5

Deals 3 hits.
1: Paralysis.

PP: ○○○○

Harden

Normal



d1



:L5

For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○○○○○

Guillotine

Normal

d12 !4



:L6

12: The target faints.

PP: ○

3

6

7

8

9

10

11

12

13

14

18

20

44

50

31

32

36





Kingler

Water

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Cut, Surf, Strength
Size: Medium

No. 099

Attack d12
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Pound Normal d4 

Bubble Water  d4  :L1

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Vice Grip Normal d6 !1  :L2

Hit: The target can't move this round.

PP: ○ ○ ○ ○ ○

Stomp Normal d8 !2  :L3

3: The target can't take actions this round.

PP: ○ ○ ○ ○

Crabhammer Water d10 !3  :L4

If this Pokémon's Speed + the result of the Move die > 10, this Move deals 1 additional hit.

PP: ○ ○

Bubble Beam Water  d6  :L5

Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○ ○

Harden Normal  d1  :L5

For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○ ○ ○ ○ ○

Guillotine Normal d12 !4  :L6

12: The target faints.

PP: ○

3 6 7 8 9 10 11 12 13 14 15 18 20 31 32 36 44 50



Voltorb

Electric

▶ Electrode at :L5



HP: ○ ○ ○ ○ ○

5

Abilities: Flash

Size: Tiny

No. 100

Attack d4
 Defence 3
 Speed 4
 Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Tackle :L1
 Normal d4

Screech :L1
 Normal d4

Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○

Sonic Boom :L2
 Normal d4

Always deals 2 hits, regardless of any effects.

PP: ○ ○ ○ ○

Selfdestruct :L3
 Normal d10

This Pokémon faints.
 Hit: Deals 2 additional hits.

PP: ○

Chain Lightning :L3
 Electric d4

Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: ○ ○ ○

Light Screen :L4
 Psychic d4

Acts first, but skip movement.
 This Pokémon is unaffected by Special Moves this round.

PP: ○ ○ ○ ○ ○

Swift :L5
 Normal

Deals 1 hit to any Pokémon in the battle, even if disappeared.
 This hit cannot be prevented.

PP: ○ ○ ○ ○

Explosion :L6
 Normal d12 !2

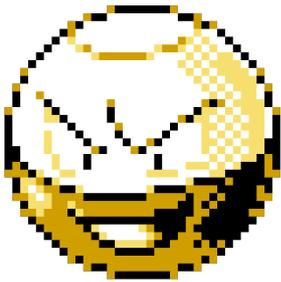
This Pokémon faints.
 Hit: Deals 4 additional hits.

PP: ○

6 7 9 20 24 25 30 31 32 33 39 44 45 50



Electrode



Electric

HP:
6

Abilities: Flash
Size: Medium

No. 101

Attack d6
Defence 3
Speed 7
Special d8

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Tackle

Normal

d4



Screech

Normal



d4



:L1

Deals 2 hits.

PP:

Sonic Boom

Normal



d4



:L2

Always deals 2 hits, regardless of any effects.

PP:

Selfdestruct

Normal

d10



:L3

This Pokémon faints.
Hit: Deals 2 additional hits.

PP:

Chain Lightning

Electric



d4



:L3

Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP:

Light Screen

Psychic



d4



:L4

Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP:

Swift

Normal



:L5

Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP:

Explosion

Normal

d12 !2



:L6

This Pokémon faints.
Hit: Deals 4 additional hits.

PP:

6 7 9
30 31 32 33

15
39

20
44 45

24 25
50





Exeggcute

Grass

Psychic

▶ Exeggutor with ???

HP: ○ ○ ○ ○ ○ ○
6

Size: Tiny

No. 102

Attack d4
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug x2	Rock	Ghost x2	Dragon

Barrage

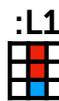
Normal d4 !2



Use this Move three times against the same target.

Hypnosis

Psychic d6

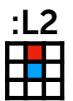


Inflicts Sleep.

PP: ○ ○ ○ ○

Leech Seed

Grass d6



Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: ○ ○

Psybeam

Psychic d4



Deals 2 hits.
1: Confusion.

PP: ○ ○ ○ ○

Reflect

Psychic d4



Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.

PP: ○ ○ ○ ○

Egg Bomb

Normal d10 !3



PP: ○ ○

Strange Powder

Grass d4



1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Solar Beam

Grass d4



Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: ○ ○

Psywave

Psychic d6



Deals hits equal to the result of the Move Die.

PP: ○ ○ ○

6 7 9 10 29 30 31 32 33

41

20 44 46

50





Exeggutor

Grass Psychic

HP:
7

Abilities: Strength
Size: Large

No. 103

Attack d8
 Defence 4
 Speed 2
 Special d12

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug x2	Rock	Ghost x2	Dragon

Barrage :L1
 Normal d4 !2 
 Use this Move three times against the same target.

Hypnosis :L1
 Psychic  d6 
 Inflicts Sleep.
 PP:

Leech Seed :L2
 Grass  d6 
 Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.
 PP:

Psybeam :L3
 Psychic  d4 
 Deals 2 hits.
 1: Confusion.
 PP:

Reflect :L3
 Psychic  d4 
 Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.
 PP:

Egg Bomb :L4
 Normal d10 !3 
 PP:

Strange Powder :L5
 Grass  d4 
 1: Paralysis. 2: Poison.
 3: Confusion. 4: Sleep.
 PP:

Solar Beam :L6
 Grass  d4 
 Charge for one round, then try to use this Move on the next. Deals 5 hits.
 PP:

Psywave :L7
 Psychic  d6 
 Deals hits equal to the result of the Move Die.
 PP:

6 7 9 10 15 18 20 21 22 29 30 31 32 33 41 44 46 50



Cubone



Ground

▶ Marowak at :L4

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Strength
Size: Tiny

No. 104

Attack d6
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		x2	-1	x2
Ice	Fighting	Poison	Ground	Flying
x2		-1		
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Pound

Normal d4



Bone Club

Ground d8 !2



3: The target can't take actions this round.

PP: ○ ○ ○ ○

Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○ ○

Headbutt

Normal d8 !2



3: The target can't take actions this round.

PP: ○ ○ ○

Skull Bash

Normal d10 !1



Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: ○ ○ ○

Focus Energy

Normal  d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○

Thrash

Normal d10 !1



Hit: This Pokémon becomes confused.

PP: ○ ○ ○ ○

Bonemerang

Ground d6 !3



Use this Move twice against the same target.

PP: ○ ○

Rage

Normal d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○ ○ ○ ○

1 2 5 6 7 8 9 10 11 12 13 14 17 18 19 20 26 27 28 31 32 37 38 44 50





Marowak

Ground

HP: ○○○○○○
7

Abilities: Strength
Size: Small

No. 105

Attack d10
Defence 6
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		x2	-1	x2
Ice	Fighting	Poison	Ground	Flying
x2		-1		
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Pound

Normal

d4



Bone Club

Ground

d8 !2



:L1

3: The target can't take actions this round.

PP: ○○○○

Fury Attack

Normal

d4 !2



:L2

Use this Move three times against the same target.

PP: ○○○○

Headbutt

Normal

d8 !2



:L2

3: The target can't take actions this round.

PP: ○○○

Skull Bash

Normal

d10 !1



:L3

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: ○○○

Focus Energy

Normal

👁️ d1



:L3

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○○○○○

Thrash

Normal

d10 !1



:L4

Hit: This Pokémon becomes confused.

PP: ○○○○

Bonemerang

Ground

d6 !3



:L5

Use this Move twice against the same target.

PP: ○○

Rage

Normal

d6 !2



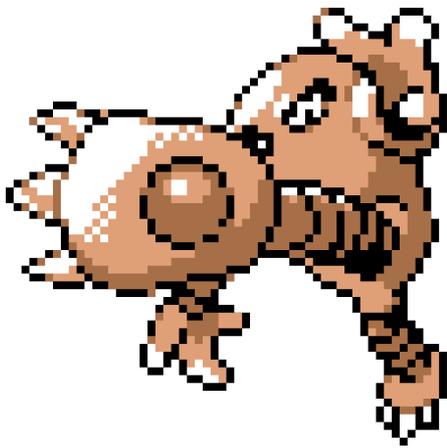
:L6

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○○○○

1 2 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 26 27 28 31 32 37 38 44 50





Hitmonlee

Fighting

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Strength
Size: Medium

No. 106

Attack d12
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
				x2
Psychic	Bug	Rock	Ghost	Dragon
x2	-1	-1		

Kick
Fighting d4



Double Kick :L1
Fighting d6 !3



Use this Move twice against the same target.

PP: ○ ○ ○ ○ ○

Meditate :L2
Psychic  d4



Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.

PP: ○ ○ ○ ○ ○ ○

Rolling Kick :L3
Fighting d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○

Jump Kick :L4
Fighting d10 !2



Miss: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Focus Energy :L5
Normal  d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○

High Jump Kick :L5
Fighting d12 !3



Miss: This Pokémon loses 2 HP.

PP: ○ ○ ○ ○

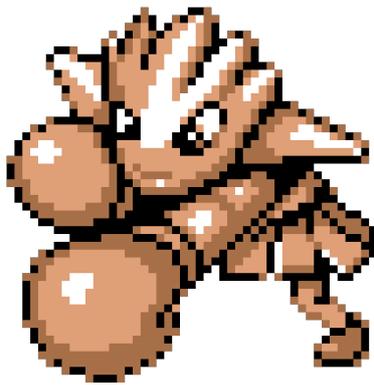
Mega Kick :L6
Normal d12 !4



PP: ○

1 5 6 7 8 9 10 17 18 19 20 31 32 35 39 44 50





Hitmonchan

Fighting

HP:
6

Abilities: Strength
Size: Medium

No. 107

Attack d10
Defence 4
Speed 3
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
				x2
Psychic	Bug	Rock	Ghost	Dragon
x2	-1	-1		

Jab

Fighting d4



Comet Punch

Normal d6 !3



Use this Move twice against the same target.

PP:

Agility

Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

Special Punch

Fighting d10 !3



PP:

Fire Punch

Fire d8 !2



3: Poison.

PP:

Ice Punch

Ice d8 !2



3: Sleep.

PP:

Thunder Punch

Electric d8 !2



3: Paralysis.

PP:

Mega Punch

Normal d10 !3



PP:

1

5

6

7

8

9

10

31

32

35

39

17

18

19

20

44

50



Lickitung



Normal

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Cut, Surf, Strength
Size: Medium

No. 108

Attack d6
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
x2
Psychic Bug Rock Ghost Dragon
-1

Constrict

Normal d4



The target can't move this round.

Wrap

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○ ○ ○ ○

Supersonic

Normal d6



Inflicts Confusion.

PP: ○ ○ ○ ○

Stomp

Normal d8 !2



3: The target can't take actions this round.

PP: ○ ○ ○ ○

Disable

Normal d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Slam

Normal d10 !3



PP: ○ ○ ○ ○

Screech

Normal d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○

Lick

Ghost d4



1: Paralysis.

Tongue Stretch

Normal d6 !1



Hit: Paralysis.

PP: ○ ○ ○ ○

1 2 3 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 24 25
26 27 31 32 36 37 38 42 44 50



Koffing



Poison

▶ Weezing at :L5

HP: ○ ○ ○ ○ ○
5

Abilities: Fly
Size: Tiny

No. 109

Attack d6
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
				-1
Ice	Fighting	Poison	Ground	Flying
	-1	-1	x2	
Psychic	Bug	Rock	Ghost	Dragon
x2	x2			

Tackle

Normal

d4



Smog

Poison



d6



:L1

Deals 1 hit + Poison.

PP: ○ ○ ○ ○

Smoke Screen

Normal



d4



:L2

Darkens the field for the rest of the battle.

PP: ○ ○ ○ ○

Sludge

Poison

d8 !2



:L3

3: Poison.

PP: ○ ○ ○ ○

Foul Odour

Poison



d6



:L4

Deals 2 hits.
This Pokémon and each target becomes Confused.

PP: ○ ○

Selfdestruct

Normal

d10



:L4

This Pokémon faints.
Hit: Deals 2 additional hits.

PP: ○

Haze

Ice



d4



:L5

Removes all effects and conditions on this Pokémon and on each target.

PP: ○ ○ ○ ○ ○

Explosion

Normal

d12 !2



:L6

This Pokémon faints.
Hit: Deals 4 additional hits.

PP: ○

2

6

7

31

32

34

37

38

42

44

20

24

25

50





Weezing

Poison

HP:
6

Abilities: Fly
Size: Medium

No. 110

Attack d10
 Defence 6
 Speed 2
 Special d8

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
				-1
Ice	Fighting	Poison	Ground	Flying
	-1	-1	x2	
Psychic	Bug	Rock	Ghost	Dragon
x2	x2			

Tackle
 Normal d4

Smog
 Poison d6 :L1
 Deals 1 hit + Poison.
 PP:

Smoke Screen
 Normal d4 :L2
 Darkens the field for the rest of the battle.
 PP:

Sludge
 Poison d8 !2 :L3
 3: Poison.
 PP:

Foul Odour
 Poison d6 :L4
 Deals 2 hits.
 This Pokémon and each target becomes Confused.
 PP:

Selfdestruct
 Normal d10 :L4
 This Pokémon faints.
 Hit: Deals 2 additional hits.
 PP:

Haze
 Ice d4 :L5
 Removes all effects and conditions on this Pokémon and on each target.
 PP:

Explosion
 Normal d12 !2 :L6
 This Pokémon faints.
 Hit: Deals 4 additional hits.
 PP:

2

6 7
31 32

34

37 38

15

42

44

20

24 25
50





Rhyhorn

Ground

Rock

▶ Rhydon at :L6

HP: ○○○○○○
7

Abilities: Strength
Size: Medium

No. 111

Attack d8
Defence 5
Speed 2
Special d4

Weaknesses & Resistances:

Normal -1	Fire -1	Water x2	Electric -1	Grass x2
Ice x2	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock -1	Ghost	Dragon

Tackle

Normal d4



Horn Attack

Normal d8 !2



PP: ○○○○

Stomp

Normal d8 !2



3: The target can't take actions this round.

PP: ○○○○

Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP: ○○○○

Take Down

Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○○○○

Body Slam

Normal d10 !3



4: Paralysis.

PP: ○○○

Horn Drill

Normal d12 !4



12: The target faints.

PP: ○

26 27 28

6 7 8 9 10
31 32

37 38

18 20
44

24 25
47 48 50





Rhydon

Ground

Rock

HP:
8

Abilities: Surf, Strength
Size: Large

No. 112

Attack d12
Defence 5
Speed 2
Special d4

Weaknesses & Resistances:

Normal -1	Fire -1	Water x2	Electric -1	Grass x2
Ice x2	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock -1	Ghost	Dragon

Tackle

Normal d4



Horn Attack

Normal d8 !2



PP:

Stomp

Normal d8 !2



3: The target can't take actions this round.

PP:

Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP:

Take Down

Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP:

Body Slam

Normal d10 !3



4: Paralysis.

PP:

Slam

Normal d10 !3



PP:

Horn Drill

Normal d12 !4



12: The target faints.

PP:

Giant Tail

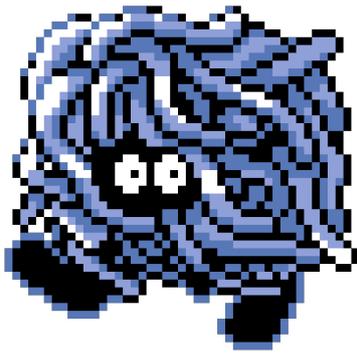
Normal d12 !4



PP:

1 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 24 25
26 27 28 31 32 36 37 38 44 47 48 50





Tangela

Grass

HP:
6

Abilities: Cut
Size: Small

No. 114

Attack d6
Defence 6
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting	Poison x2	Ground -1	Flying x2
Psychic	Bug x2	Rock	Ghost	Dragon

Constrict

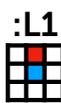
Normal d4



The target can't move this round.

Absorb

Grass d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP:

Bind

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP:

Vine Whip

Grass d6 !1



PP:

Strange Powder

Grass d4



1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP:

Healing Pollen

Grass d6



Recovers 2 HP from this Pokémon and each target.

PP:

Slam

Normal d10 !3



PP:

Mega Drain

Grass d6



Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP:

3

6

7

8

9

10

15

20

21

22

44

50





Kangaskhan

Normal

HP: ○○○○○○○○
8

Abilities: Surf, Strength
Size: Large

No. 115

Attack d10
Defence 4
Speed 4
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass

Ice Fighting x2 Poison Ground Flying

Psychic Bug Rock Ghost -1 Dragon

Pound

Normal d4



Comet Punch

Normal d6 !3



Use this Move twice against the same target.

PP: ○○○

Rage

Normal d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○○○○

Bite

Normal d6 !1



2: The target can't take actions this round.

PP: ○○○○

Dizzy Punch

Normal d8 !2



3: Confusion.

PP: ○○

Mega Punch

Normal d10 !3



PP: ○○○○

1 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 24 25
26 27 31 32 36 37 38 44 48 50



Horsea



Water

▶ Seadra at :L5

HP: ○ ○ ○ ○ ○
5

Abilities: Surf
Size: Tiny

No. 116

Attack d4
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

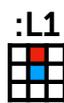
Tackle

Normal d4



Bubble

Water d4

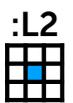


Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Smoke Screen

Normal d4



Darkens the field for the rest of the battle.

PP: ○ ○ ○ ○ ○

Water Gun

Water d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○

Agility

Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Bubble Beam

Water d6



Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Hydro Pump

Water d8



Deals 4 hits.

PP: ○

6 7 9 10 11 12 13 14 20
31 32 36 39 42 44 50





Seadra

Water

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Surf
Size: Medium

No. 117

Attack d6
 Defence 5
 Speed 4
 Special d10

Weaknesses & Resistances:

Normal Fire -1 Water -1 Electric x2 Grass x2
 Ice -1 Fighting Poison Ground Flying
 Psychic Bug Rock Ghost Dragon

Tackle d4

Normal

Bubble :L1

Water d4

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Smoke Screen :L2

Normal d4

Darkens the field for the rest of the battle.

PP: ○ ○ ○ ○ ○

Water Gun :L3

Water d4

Deals 2 hits.

PP: ○ ○ ○ ○ ○

Agility :L4

Psychic d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Bubble Beam :L5

Water d6

Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Pin Missile :L6

Bug d4 !2

Use this Move three times against the same target.

PP: ○ ○ ○ ○ ○

Hydro Pump :L7

Water d8

Deals 4 hits.

PP: ○

6 7 9 10 11 12 13 14 15 20 31 32 36 39 42 44 50



Goldeen



Water

▶ Seaking at :L5

HP: ○ ○ ○ ○ ○
5

Abilities: Surf
Size: Tiny

No. 118

Attack d6
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Peck

Flying

d4



Quick Turn

:L1

Normal

d6 !1



After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○

Supersonic

:L2

Normal



d6



Inflicts Confusion.

PP: ○ ○ ○ ○

Horn Attack

Normal

d8 !2



:L3

PP: ○ ○ ○ ○

Fury Attack

Normal

d4 !2



:L4

Use this Move three times against the same target.

PP: ○ ○ ○ ○

Waterfall

Water

d8 !2



:L5

3: The target can't take actions this round.

PP: ○ ○ ○

Horn Drill

Normal

d12 !4



:L6

12: The target faints.

PP: ○

Agility

Psychic



d4



:L7

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

6 7
31 32

9 10 11 12 13 14
36 39

20
44

50





Seaking

Water

HP: ○○○○○○
7

Abilities: Surf
Size: Medium

No. 119

Attack d10
 Defence 4
 Speed 3
 Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
 -1 -1 x2 x2
 Ice Fighting Poison Ground Flying
 -1
 Psychic Bug Rock Ghost Dragon

Peck
 Flying d4

Quick Turn :L1
 Normal d6 !1
 After this Move, this Pokémon may move 1 space.
 PP: ○○○○

Supersonic :L2
 Normal d6
 Inflicts Confusion.
 PP: ○○○○

Horn Attack :L3
 Normal d8 !2
 PP: ○○○○

Fury Attack :L4
 Normal d4 !2
 Use this Move three times against the same target.
 PP: ○○○○

Waterfall :L5
 Water d8 !2
 3: The target can't take actions this round.
 PP: ○○○

Drill Peck :L6
 Flying d8 !2
 PP: ○○○○

Agility :L7
 Psychic d4
 For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
 PP: ○○○○○

Horn Drill :L8
 Normal d12 !4
 12: The target faints.
 PP: ○

6 7 9 10 11 12 13 14 15 20 31 32 36 39 44 50



Staryu



Water

► Starmie with ?

HP: ○ ○ ○ ○ ○
5

Abilities: Surf, Flash
Size: Small

No. 120

Attack d4
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Tackle

Normal d4



Water Gun

Water d4

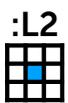


Deals 2 hits.

PP: ○ ○ ○ ○

Harden

Normal d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○ ○ ○ ○ ○

Recover

Normal d6



This Pokémon recovers HP equal to the result of the Move die.

PP: ○ ○ ○ ○

Swift

Normal



Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○

Flood

Water d6



Deals 3 hits.

PP: ○ ○ ○

Star Freeze

Ice d8



Deals 3 hits and inflicts Paralysis.

PP: ○ ○ ○

Light Screen

Psychic d4



Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○ ○ ○ ○ ○

Hydro Pump

Water d8



Deals 4 hits.

PP: ○

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49

50



Starmie



Water Psychic

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Surf, Flash
Size: Small

No. 121

Attack d6
Defence 4
Speed 5
Special d10

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting -1	Poison	Ground	Flying
Psychic -1	Bug x2	Rock	Ghost x2	Dragon

Tackle d4
Normal

Water Gun :L1
Water d4

Deals 2 hits.

PP: ○ ○ ○ ○

Harden :L2
Normal d1

For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○ ○ ○ ○ ○

Recover :L3
Normal d6

This Pokémon recovers HP equal to the result of the Move die.

PP: ○ ○ ○ ○

Swift :L4
Normal

Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○

Flood :L5
Water d6

Deals 3 hits.

PP: ○ ○ ○

Star Freeze :L6
Ice d8

Deals 3 hits and inflicts Paralysis.

PP: ○ ○ ○

Light Screen :L6
Psychic d4

Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○ ○ ○ ○ ○

Hydro Pump :L7
Water d8

Deals 4 hits.

PP: ○

- 2
- 6
- 7
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 20
- 24
- 25
- 29
- 30
- 31
- 32
- 33
- 36
- 39
- 44
- 45
- 46
- 49
- 50



Mr. Mime

Psychic

HP: ○ ○ ○ ○ ○
5

Abilities: Flash
Size: Medium

No. 122

Attack d6
Defence 5
Speed 4
Special d12

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
	-1			
Psychic	Bug	Rock	Ghost	Dragon
-1	x2		x2	

Barrier

Psychic



d4



Completely blocks an adjacent space. A successful Regular Move breaks this effect.

Confusion

Psychic



d4



:L1

Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: ○ ○ ○ ○

Light Screen

Psychic



d4



:L2

Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○ ○ ○ ○ ○

Reflect

Psychic



d4



:L2

Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.

PP: ○ ○ ○ ○

Double Slap

Normal



d4 !1



:L3

Use this Move twice against the same target.

PP: ○ ○

Meditate

Psychic



d4



:L4

Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.

PP: ○ ○ ○ ○ ○ ○

Substitute

Normal



d4



:L5

Swap spaces with the target.

PP: ○ ○

Psychic

Psychic



d6



:L6

Deals 3 hits.

PP: ○ ○

1 2 5 6 7 8 9 10 15 17 19 20 22 24 25
29 30 31 32 33 35 44 45 46 50





Scyther

Bug Flying

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Cut
Size: Medium

No. 123

Attack d10
Defence 4
Speed 5
Special d6

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric x2	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug -1	Rock x2	Ghost	Dragon

Scratch
Normal d4

Quick Attack :L1
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○ ○

Quick Turn :L2
Normal d6 !1

After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○ ○ ○

Focus Energy :L2
Normal 👁️ d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○ ○

Double Team :L3
Normal 👁️ d4

Whenever this Pokémon is targeted, flip a coin: heads = Miss, tails = this effect ends.

PP: ○ ○ ○ ○ ○ ○

Slash :L3
Normal d8 !2

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○ ○ ○

Swords Dance :L4
Normal 👁️ d1

Double the number of hits inflicted by this Pokémon's next successful Regular Move.

PP: ○ ○ ○ ○ ○ ○

Agility :L5
Psychic 👁️ d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○ ○

Wing Attack :L6
Flying d6 !1

PP: ○ ○ ○ ○ ○ ○

3 6 7 9 10 15 20 44 50

31 32 39

Jynx



Ice Psychic

HP: ○ ○ ○ ○ ○ ○ ○ ○
7

Size: Medium

No. 124

Attack d6
Defence 3
Speed 5
Special d10

Weaknesses & Resistances:

Normal Fire x2 Water Electric Grass -1
Ice -1 Fighting Poison Ground Flying
Psychic -1 Bug x2 Rock x2 Ghost x2 Dragon

Pound Normal d4

Lovely Kiss Normal d4 :L1

Inflicts Sleep.

PP: ○ ○

Lick Ghost d4 :L2

1: Paralysis.

Powder Snow Ice d4 :L2

Deals 2 hits.
1: Sleep.

PP: ○ ○ ○ ○

Double Slap Normal d4 !1 :L3

Use this Move twice against the same target.

PP: ○ ○

Ice Punch Ice d8 !2 :L4

3: Sleep.

PP: ○ ○ ○

Body Slam Normal d10 !3 :L5

4: Paralysis.

PP: ○ ○ ○

Thrash Normal d10 !1 :L6

Hit: This Pokémon becomes confused.

PP: ○ ○ ○ ○

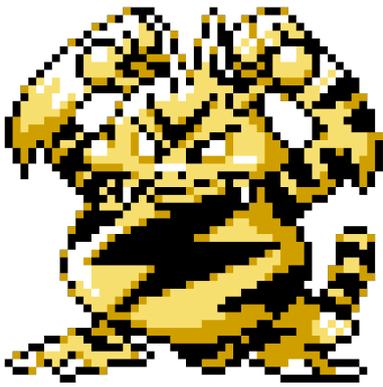
Blizzard Ice d8 :L7

Deals 4 hits.
1: Sleep.

PP: ○

- 1 2 5 6 7 8 9 10 11 12 13 14 15 17 19 20 29 30 31 32 33 35 44 46 50





Electabuzz

Electric

HP: ○○○○○○○○
7

Abilities: Strength, Flash
Size: Small

No. 125

Attack d8
Defence 3
Speed 5
Special d8

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Pound :L1
Normal d4

Quick Attack :L1
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○○○○○○

Drag Off :L2
Normal d8 !2

Hit: Pulls the target towards this Pokémon.

PP: ○○○○

Thunder Shock :L3
Electric d4

Deals 2 hits.
1: Paralysis.

PP: ○○○○○○

Thunder Punch :L4
Electric d8 !2

3: Paralysis.

PP: ○○○○

Screech :L5
Normal d4

Deals 2 hits.

PP: ○○○○○○

Light Screen :L6
Psychic d4

Acts first, but skip movement.
This Pokémon is unaffected by Special Moves this round.

PP: ○○○○○○

Thunderbolt :L7
Electric d6

Deals 3 hits.
1: Paralysis.

PP: ○○○○

Thunder :L8
Electric d8

Deals 4 hits.
1: Paralysis.

PP: ○○○○

- 1 5 6 7 8 9 10 15 17 18 19 20 24 25
29 30 31 32 33 35 39 44 45 46 50





Magmar

Fire

HP: ○○○○○○
7

Abilities: Strength, Flash
Size: Medium

No. 126

Attack d10
 Defence 3
 Speed 4
 Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Pound
 Normal d4



Ember
 Fire d4 :L1




Deals 2 hits.
1: Poison.

PP: ○○○○

Drag Off
 Normal d8 !2 :L2



Hit: Pulls the target towards this Pokémon.

PP: ○○○

Confuse Ray
 Ghost d4 :L3




Inflicts Confusion.

PP: ○○

Fire Punch
 Fire d8 !2 :L4



3: Poison.

PP: ○○○

Smoke Screen
 Normal d4 :L5




Darkens the field for the rest of the battle.

PP: ○○○○

Smog
 Poison d6 :L6




Deals 1 hit + Poison.

PP: ○○○○

Flamethrower
 Fire d6 :L7




Deals 3 hits.
1: Poison.

PP: ○○○

Fire Blast
 Fire d8 :L8




Deals 4 hits.
1: Poison.

PP: ○

1 5 6 7 8 9 10 15 17 18 19 20 29 30 31 32 34 35 37 38 44 46 50





Pinsir

Bug

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Cut, Strength
Size: Medium

No. 127

Attack d12
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric	Grass -1
Ice	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug	Rock x2	Ghost	Dragon

Constrict
Normal d4



The target can't move this round.

PP: ○ ○ ○ ○ ○ ○

Vice Grip :L1
Normal d6 !1



Hit: The target can't move this round.

PP: ○ ○ ○ ○ ○ ○

Bind :L2
Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○ ○ ○ ○ ○ ○

Seismic Toss :L3
Fighting d8 !2



Hit: Moves the target to the opposite side of this Pokémon if that space is open.

PP: ○ ○ ○ ○ ○ ○

Guillotine :L3
Normal d12 !4



!2: The target faints.

PP: ○

Focus Energy :L4
Normal  d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○ ○

Harden :L5
Normal  d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○ ○ ○ ○ ○ ○

Slash :L5
Normal d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○ ○ ○

Swords Dance :L6
Normal  d1



Double the number of hits inflicted by this Pokémon's next successful Regular Move.

PP: ○ ○ ○ ○ ○ ○

3 6 7 8 9 10 15 17 18 19 20 44 50

31 32



Tauros

Normal

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Strength
Size: Large

No. 128

Attack d10
Defence 4
Speed 5
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Tackle

Normal

d4



Stomp

Normal

d8 !2



3: The target can't take actions this round.

PP: ○ ○ ○ ○

Horn Attack

Normal

d8 !2



PP: ○ ○ ○ ○

Overrun

Normal

d8 !2



Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: ○ ○ ○

Rage

Normal

d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○ ○ ○ ○

Take Down

Normal

d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Thrash

Normal

d10 !1



Hit: This Pokémon becomes confused.

PP: ○ ○ ○ ○

26 27

6 7 8 9 10
31 32

13 14 15
37 38

18 20
44

47
24 25
50





Magikarp

Water

► Gyarados at :L5

HP: ○○○○
4

Abilities: Surf
Size: Small

No. 129

Attack	d4
Defence	3
Speed	3
Special	d4

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Splash

Normal  

Tackle

Normal d4  :L2





Gyarados

Water Flying

HP: ○○○○○○○○
7

Abilities: Surf, Strength
Size: Huge

No. 130

Attack d12
 Defence 3
 Speed 3
 Special d10

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass
Ice	Fighting -1	Poison	Ground -1	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle
 Normal d4 

Bite
 Normal d6 !1  :L2

2: The target can't take actions this round.

PP: ○○○○

Bubble Beam
 Water  d6  :L3

Deals 3 hits.
1: Paralysis.

PP: ○○○○

Thrash
 Normal d10 !1  :L4

Hit: This Pokémon becomes confused.

PP: ○○○○

Dragon Rage
 Dragon  d8  :L5

Deals 4 hits.

PP: ○○

Hydro Pump
 Water  d8  :L6

Deals 4 hits.

PP: ○

Hyper Beam
 Normal  d8  :L7

Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP: ○

6 7 8 9 10 11 12 13 14 15 18 20 23 24 25
 31 32 33 36 37 38 44 50





Lapras

Water Ice

HP:
9

Abilities: Surf, Strength
Size: Large

No. 131

Attack d8
 Defence 4
 Speed 2
 Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
 -1 -1 x2
 Ice Fighting Poison Ground Flying
 -1 x2
 Psychic Bug Rock Ghost Dragon
 x2

Tackle
 Normal d4 

Water Gun :L1
 Water  d4 
 Deals 2 hits.
 PP:

Sing :L2
 Normal  d6 
 Inflicts Sleep.
 PP:

Haze :L2
 Ice  d4 
 Removes all effects and conditions on this Pokémon and on each target.
 PP:

Body Slam :L3
 Normal d10 !3 
 4: Paralysis.
 PP:

Confuse Ray :L4
 Ghost  d4 
 Inflicts Confusion.
 PP:

Ice Beam :L5
 Ice  d6 
 Deals 3 hits.
 1: Sleep.
 PP:

Flood :L5
 Water  d6 
 Deals 3 hits.
 PP:

Hydro Pump :L6
 Water  d8 
 Deals 4 hits.
 PP:

2 6 7 8 9 10 11 12 13 14 15 18 20 22 23 24 25
 29 31 32 33 36 44 46 50



Ditto



Normal

▶ ???

HP: ○ ○ ○ ○ ○ ○
6

Size: Tiny

No. 132

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

-1

Transform

Normal



For this battle: This Pokémon transforms into the target, except for its HP.



Eevee



Normal

▶ ??? with ???

HP: ○ ○ ○ ○ ○ ○

6

Size: Tiny

No. 133

Attack d6
 Defence 3
 Speed 2
 Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
 Ice Fighting x2 Poison Ground Flying
 Psychic Bug Rock Ghost -1 Dragon

Tackle

Normal

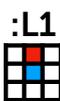
d4



Sand-Attack

Normal

d4 !2



Hit: Confusion.

PP: ○ ○ ○

Quick Attack

Normal

d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Bite

Normal

d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○ ○

Focus Energy

Normal

d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○

Take Down

Normal

d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

6 7 8 9 10
 31 32 33

39

44

20

50





Vaporeon

Water

HP:
9

Abilities: Surf
Size: Small

No. 134

Attack d6
Defence 3
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Tackle

Normal

d4

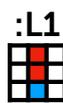


Water Gun

Water



d4



:L1

Deals 2 hits.

PP:

Quick Attack

Normal

d6 !1



:L2

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Bite

Normal

d6 !1



:L3

2: The target can't take actions this round.

PP:

Aurora Beam

Ice



d4



:L4

Deals 2 hits.

PP:

Haze

Ice



d4



:L5

Removes all effects and conditions on this Pokémon and on each target.

PP:

Acid Armour

Poison



d4



:L5

For this battle: Increase this Pokémon's Defence by 2 (max +2).

PP:

Hydro Pump

Water



d8



:L6

Deals 4 hits.

PP:

Lure

Normal



d4



:L7

Move the target next to this Pokémon. The target can't move this round.

PP:

6 7 8 9 10 11 12 13 14 15
31 32 33 36 39

20

44

50





Jolteon

Electric

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Small

No. 135

Attack d6
Defence 3
Speed 6
Special d10

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Tackle :L1
Normal d4 

Thunder Shock :L1
Electric  d4 

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Quick Attack :L2
Normal d6 !1 

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Bite :L3
Normal d6 !1 

2: The target can't take actions this round.

PP: ○ ○ ○ ○

Double Kick :L4
Fighting d6 !3 

Use this Move twice against the same target.

PP: ○ ○ ○ ○ ○

Pin Missile :L5
Bug d4 !2 

Use this Move three times against the same target.

PP: ○ ○ ○ ○

Thunder Wave :L5
Electric  d4 

Inflicts Paralysis.

PP: ○ ○ ○ ○

Agility :L6
Psychic  d4 

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Thunder :L7
Electric  d8 

Deals 4 hits.
1: Paralysis.

PP: ○ ○

6 7 8 9 10 15 20 24 25
31 32 33 39 44 45 50





Flareon

Fire

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Small

No. 136

Attack d12
 Defence 3
 Speed 3
 Special d10

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle :L1
 Normal d4

Ember :L1
 Fire d4

Deals 2 hits.
1: Poison.

PP: ○ ○ ○ ○

Quick Attack :L2
 Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Bite :L3
 Normal d6 !1

2: The target can't take actions this round.

PP: ○ ○ ○ ○

Fire Spin :L4
 Fire d12

Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○ ○ ○

Smog :L5
 Poison d6

Deals 1 hit + Poison.

PP: ○ ○ ○ ○

Heat Tackle :L5
 Fire d10 !1

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Rage :L6
 Normal d6 !2

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○ ○ ○ ○

Flamethrower :L7
 Fire d6

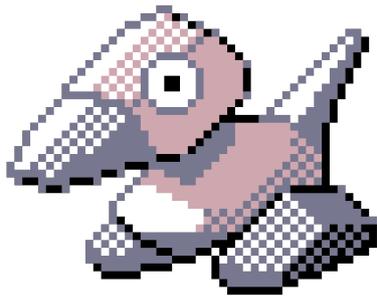
Deals 3 hits.
1: Poison.

PP: ○ ○ ○

6 7 8 9 10 15 20 31 32 33 37 38 39 44 50



Porygon



Normal

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Small

No. 137

Attack d6
Defence 4
Speed 2
Special d10

Weaknesses & Resistances:

Normal (Grey), Fire (Red), Water (Blue), Electric (Yellow), Grass (Green)

Ice (Light Blue), Fighting (Orange), Poison (Purple), Ground (Brown), Flying (Light Blue)

Psychic (Pink), Bug (Green), Rock (Grey), Ghost (Purple), Dragon (Blue)

x2 (under Fighting), -1 (under Ghost)

Tackle

Normal

d4

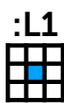


Sharpen

Normal



d1



:L1

For this battle: This Pokémon's Attack Die becomes a d12.

PP: ○ ○ ○ ○ ○

Conversion

Normal



d4



:L2

For this battle: This Pokémon becomes resistant to every type.

PP: ○ ○ ○ ○ ○

Psybeam

Psychic



d4



:L3

Deals 2 hits.
1: Confusion.

PP: ○ ○ ○ ○

Recover

Normal



d6



:L3

This Pokémon recovers HP equal to the result of the Move die.

PP: ○ ○ ○ ○

Agility

Psychic



d4



:L4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Tri Attack

Normal



d10



:L5

Use this Move three times against the same target.
Deals 2 hits.

PP: ○ ○

6 7 9 10 13 14 15 29 30 31 32 33

13 14 15 39

20 44 45 46

24 25 49 50



Omanyte

Rock

Water

▶ Omastar at :L5



HP: ○ ○ ○ ○ ○
5

Abilities: Surf
Size: Tiny

No. 138

Attack d4
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal -1	Fire -1	Water	Electric x2	Grass x2
Ice -1	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock	Ghost	Dragon

Tackle
Normal d4

Water Gun :L1
Water d4

Deals 2 hits.

PP: ○ ○ ○ ○

Spook :L2
Ghost d4

Deals 2 hits.
1: The target can't take actions this round.

PP: ○ ○ ○

Withdraw :L2
Water d1

This Pokémon can't take actions or take damage until the end of the next round.

PP: ○ ○ ○ ○ ○ ○

Horn Attack :L3
Normal d8 !2

PP: ○ ○ ○ ○

Spike Cannon :L4
Normal d4 !2

Use this Move three times against the same target.

PP: ○ ○ ○

Hydro Pump :L5
Water d8

Deals 4 hits.

PP: ○

Horn Drill :L6
Normal d12 !4

12: The target faints.

PP: ○

2

6 7 8 9 10 11 12 13 14

20

31 32 33

36

41

44

50



Omastar



Rock Water

HP:
6

Abilities: Surf
Size: Small

No. 139

Attack d6
Defence 6
Speed 2
Special d12

Weaknesses & Resistances:

Normal -1	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock	Ghost	Dragon

Tackle
Normal d4

Water Gun :L1
Water d4

Deals 2 hits.

PP:

Spook :L2
Ghost d4

Deals 2 hits.
1: The target can't take actions this round.

PP:

Withdraw :L2
Water d1

This Pokémon can't take actions or take damage until the end of the next round.

PP:

Horn Attack :L3
Normal d8 !2

PP:

Spike Cannon :L4
Normal d4 !2

Use this Move three times against the same target.

PP:

Hydro Pump :L5
Water d8

Deals 4 hits.

PP:

Horn Drill :L6
Normal d12 !4

!2: The target faints.

PP:

2

6

7

8

9

10

11

12

13

14

15

17

19

20

31

32

33

36

41

44

50



Kabuto



Rock

Water

▶ Kabutops at :L5

HP: ○ ○ ○ ○ ○
5

Abilities: Surf
Size: Tiny

No. 140

Attack d8
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal -1	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock	Ghost	Dragon

Scratch
Normal d4

Absorb
Grass d4 :L1

Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○ ○

Leech Life
Bug d4 !1 :L2

Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○

Harden
Normal d1 :L2

For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○ ○ ○ ○ ○

Slash
Normal d8 !2 :L4

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Fury Swipes
Normal d4 !2 :L4

Use this Move three times against the same target.

PP: ○ ○ ○

Hydro Pump
Water d8 :L5

Deals 4 hits.

PP: ○

Guillotine
Normal d12 !4 :L6

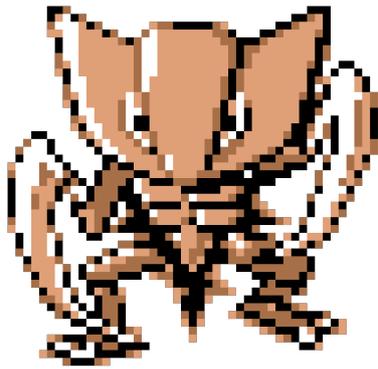
12: The target faints.

PP: ○

6 7 8 9 10 11 12 13 14
31 32 33 36

20 44 50





Kabutops

Rock Water

HP:
6

Abilities: Cut, Surf
Size: Medium

No. 141

Attack d12
 Defence 5
 Speed 3
 Special d6

Weaknesses & Resistances:

Normal -1	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting x2	Poison -1	Ground x2	Flying -1
Psychic	Bug	Rock	Ghost	Dragon

Scratch
 Normal d4

Absorb
 Grass d4 :L1
 Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.
 PP:

Leech Life
 Bug d4 !1 :L2
 Recovers HP equal to the HP the target lost as a result of this Move.
 PP:

Harden
 Normal d1 :L2
 For this battle: Increase this Pokémon's Defence by 1 (max +2).
 PP:

Slash
 Normal d8 !2 :L4
 If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
 PP:

Fury Swipes
 Normal d4 !2 :L4
 Use this Move three times against the same target.
 PP:

Hydro Pump
 Water d8 :L5
 Deals 4 hits.
 PP:

Guillotine
 Normal d12 !4 :L6
 12: The target faints.
 PP:

3 5 6 7 8 9 10 11 12 13 14 15 17 19 20
 31 32 33 36 44 50



Aerodactyl

Rock Flying

HP: ○○○○○○
7

Abilities: Fly
Size: Medium

No. 142

Attack d10
 Defence 3
 Speed 6
 Special d4

Weaknesses & Resistances:

Normal -1	Fire -1	Water x2	Electric x2	Grass
Ice x2	Fighting	Poison -1	Ground -1	Flying -1
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle
Normal d4



Supersonic :L1
Normal Eye d6



Inflicts Confusion.

PP: ○○○○

Wing Attack :L2
Flying d6 !1



PP: ○○○○○

Agility :L3
Psychic Eye d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○○○○○

Bite :L4
Normal d6 !1



2: The target can't take actions this round.

PP: ○○○○

Take Down :L5
Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○○○○

Dive Bomb :L6
Flying d8 !1



Disappear for one round, reappear in an open space and attack on the next round.

PP: ○○

Hyper Beam :L7
Normal Eye d8



Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP: ○

4 6 7 9 10 15 20 23 31 32 33 37 38 39 40 43 44 50



Snorlax



Normal

HP:
 11

Abilities: Surf, Strength
 Size: Large

No. 143

Attack d10
 Defence 3
 Speed 1
 Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
 Ice Fighting Poison Ground Flying
 x2
 Psychic Bug Rock Ghost Dragon
 -1

Pound :L1
 Normal d4

Rest :L1
 Psychic d1

This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP:

Headbutt :L2
 Normal d8 !2

3: The target can't take actions this round.

PP:

Amnesia :L3
 Psychic d4

Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP:

Body Slam :L4
 Normal d10 !3

4: Paralysis.

PP:

Harden :L4
 Normal d1

For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP:

Double-Edge :L5
 Normal d12 !2

Hit: This Pokémon loses 1 HP.

PP:

Hyper Beam :L6
 Normal d8

Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP:

- 1
- 2
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 22
- 24
- 25
- 26
- 27
- 29
- 31
- 32
- 33
- 35
- 36
- 37
- 38
- 44
- 46
- 48
- 50



Articuno

Ice Flying

HP: ○○○○○○○○
7

Abilities: Fly
Size: Large

No. 144

Attack	d8
Defence	5
Speed	4
Special	d12

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric x2	Grass -1
Ice	Fighting	Poison	Ground -1	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Peck :L4

Ice d4

Gust :L1

Normal d6 !1

Hit: Pushes the target back 1 space if that space is open.

PP: ○○○○○○

Ice Beam :L4

Ice d6

Deals 3 hits.
1: Sleep.

PP: ○○

Reflect :L5

Psychic d4

Acts first, but skip movement.
This Pokémon is unaffected by Regular Moves this round.

PP: ○○○○

Blizzard :L6

Ice d8

Deals 4 hits.
1: Sleep.

PP: ○

Agility :L6

Psychic d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○○○○○○

Haze :L7

Ice d4

Removes all effects and conditions on this Pokémon and on each target.

PP: ○○○○○○

Coldsnap :L9

Ice d10

Deals 2 hits and inflicts Sleep.

PP: ○○

4 6 7 9 10 11 12 13 14 15 20 31 32 33 39 40 43 44 50





Zapdos

Electric

Flying

HP: ○○○○○○
7

Abilities: Fly, Flash
Size: Large

No. 145

Attack d8

Defence 4

Speed 5

Special d12

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

-1

Ice

Fighting

Poison

Ground

Flying

x2

-1

-1

-1

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

Peck

Flying

d4

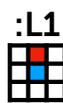


Thunder Shock

Electric



d4



Deals 2 hits.
1: Paralysis.

PP: ○○○○○

Drill Peck

Flying

d8 !2



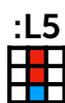
PP: ○○○○○

Thunderbolt

Electric



d6



Deals 3 hits.
1: Paralysis.

PP: ○○○

Thunder

Electric



d8



Deals 4 hits.
1: Paralysis.

PP: ○○

Agility

Psychic



d4



For this battle: Increase this
Pokémon's Speed to 7. It can
move 4 spaces each round.

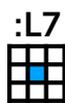
PP: ○○○○○

Light Screen

Psychic



d4



Acts first, but skip movement.
This Pokémon is unaffected by
Special Moves this round.

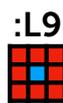
PP: ○○○○○

Thunderstorm

Electric



d10



Deals 3 hits and inflicts
Paralysis.

PP: ○○

4

6

7

9

10

15

20

24

25

31

32

33

39

40

43

44

45

50





Moltres

Fire Flying

HP: ○○○○○○○○
7

Abilities: Fly, Flash
Size: Large

No. 146

Attack d10
Defence 4
Speed 4
Special d12

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric x2	Grass -1
Ice x2	Fighting -1	Poison	Ground -1	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Peck
Flying d4



Gust :L1
Normal d6 !1



Hit: Pushes the target back 1 space if that space is open.

PP: ○○○○○○

Fire Spin :L4
Fire d12



Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○○○○

Dive Bomb :L5
Flying d8 !1



Disappear for one round, reappear in an open space and attack on the next round.

PP: ○○

Fire Blast :L6
Fire d8



Deals 4 hits.
1: Poison.

PP: ○

Agility :L6
Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○○○○○○

Sky Attack :L7
Flying d12 !2



Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.

PP: ○

Wildfire :L9
Fire d10



Deals 3 hits and inflicts Poison.

PP: ○○

4 6 7 9 10 15 20
31 32 33 37 38 39 40 43 44 50

Dratini



Dragon

▶ Dragonair at :L3

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Surf
Size: Small

No. 147

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric -1	Grass -1
Ice x2	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon x2

Constrict

Normal d4



The target can't move this round.

Wrap

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○ ○ ○ ○

Thunder Wave

Electric d4



Inflicts Paralysis.

PP: ○ ○ ○ ○

Agility

Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Slam

Normal d10 !3



PP: ○ ○ ○ ○

Dragon Rage

Dragon d8



Deals 4 hits.

PP: ○ ○

Giant Tail

Normal d12 !4



PP: ○

Hyper Beam

Normal d8



Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP: ○

6 7 8 9 10 11 12 13 14
31 32 33 36 37 38 39

20 23 24 25
44 45 50





Dragonair

Dragon

▶ Dragonite at :L8

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Fly, Surf
Size: Large

No. 148

Attack d8
Defence 3
Speed 3
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric -1	Grass -1
Ice x2	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon x2

Constrict

Normal d4



The target can't move this round.

Wrap

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○ ○ ○ ○

Thunder Wave

Electric d4



Inflicts Paralysis.

PP: ○ ○ ○ ○

Agility

Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Slam

Normal d10 !3



PP: ○ ○ ○ ○

Dragon Rage

Dragon d8



Deals 4 hits.

PP: ○ ○

Giant Tail

Normal d12 !4



PP: ○

Hyper Beam

Normal d8



Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP: ○

6 7 8 9 10 11 12 13 14
31 32 33 36 37 38 39

20 23 24 25
44 45 50





Dragonite

Dragon

Flying

HP: ○○○○○○○○
8

Abilities: Fly, Surf, Strength

Size: Large

No. 149

Attack d12
Defence 4
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric	Grass -1
Ice x2	Fighting -1	Poison	Ground -1	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon x2

Constrict

Normal d4



The target can't move this round.

Wrap

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○○○○

Thunder Wave

Electric d4



Inflicts Paralysis.

PP: ○○○○

Agility

Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○○○○

Slam

Normal d10 !3



PP: ○○○○

Dragon Rage

Dragon d8



Deals 4 hits.

PP: ○○

Giant Tail

Normal d12 !4



PP: ○

Hyper Beam

Normal d8



Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP: ○

6 7 8 9 10 11 12 13 14 15
31 32 33 36 37 38 39

18 20 23 24 25
44 45 50





Mewtwo

Psychic

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Strength, Flash
Size: Large

No. 150

Attack d10
Defence 4
Speed 6
Special d12

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting	Poison	Ground	Flying
	-1			
Psychic	Bug	Rock	Ghost	Dragon
-1	x2		x2	

Confusion

Psychic



d4



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

Disable

Normal



d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ○ ○ ○ ○

Swift

Normal



:L3



Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○

Psychic

Psychic



d6



Deals 3 hits.

PP: ○ ○

Barrier

Psychic



d4



Completely blocks an adjacent space. A successful Regular Move breaks this effect.

PP: ○ ○ ○ ○ ○

Recover

Normal



d6



This Pokémon recovers HP equal to the result of the Move die.

PP: ○ ○ ○ ○

Haze

Ice



d4



Removes all effects and conditions on this Pokémon and on each target.

PP: ○ ○ ○ ○ ○

Super Psy

Psychic



d8



Deals 4 hits.

PP: ○

Amnesia

Psychic



d4



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: ○ ○ ○ ○

1 2 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 22 24 25
29 30 31 32 33 35 37 38 41 44 45 46 49 50



Mew



Psychic

HP:
8

Abilities: Cut, Fly, Surf, Strength, Flash

Size: Tiny

No. 151

Attack d10
Defence 5
Speed 5
Special d10

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
-1 -1 x2 x2

Pound :L1
Normal d4

Transform :L1
Normal

For this battle: This Pokémon transforms into the target, except for its HP.

PP:

Mega Punch :L2
Normal d10 !3

PP:

Metronome :L3
Normal d6

1: Swap spaces. 2: Sleep.
3: 1 hit + Paralysis. 4: 2 hits.
5: 3 hits + Confusion. 6: 4 hits.

PP:

Psychic :L4
Psychic d6

Deals 3 hits.

PP:

Super Metronome :L5
Normal d6

1: Swap spaces. 2: Sleep.
3: 1 hit + Paralysis. 4: 2 hits.
5: 3 hits + Confusion. 6: 4 hits.

PP:

Super Psy :L6
Psychic d8

Deals 4 hits.

PP:

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
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- 41
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- 43
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- 46
- 47
- 48
- 49
- 50

Tyker



Electric

► Straigar with ???

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash

Size: Small

No. S01

Attack d6
Defence 2
Speed 3
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

-1
x2
-1

Scratch

Normal

d4



Thunder Shock

Electric



d4



Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Quick Attack

Normal

d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Roar

Normal



d4



Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: ○ ○ ○ ○

Pounce

Normal

d6 !1



Before rolling: This Pokémon can move 1 additional space.

PP: ○ ○ ○

Bite

Normal

d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○ ○

Thunderbolt

Electric



d6



Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○

Agility

Psychic



d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Thunder

Electric



d8



Deals 4 hits.
1: Paralysis.

PP: ○ ○

5 6 7 8 9 10

31 32 33

16

39

20

44 45

47

24 25

50





Straigar

Electric

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Flash
Size: Medium

No. S02

Attack	d8
Defence	3
Speed	4
Special	d8

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Scratch :L1

Normal d4

Thunder Shock :L1

Electric d4

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Quick Attack :L2

Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○ ○ ○ ○ ○

Roar :L2

Normal d4

Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: ○ ○ ○ ○

Pounce :L3

Normal d6 !1

Before rolling: This Pokémon can move 1 additional space.

PP: ○ ○ ○

Bite :L4

Normal d6 !1

2: The target can't take actions this round.

PP: ○ ○ ○ ○

Thunderbolt :L5

Electric d6

Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○

Agility :L5

Psychic d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Thunder :L6

Electric d8

Deals 4 hits.
1: Paralysis.

PP: ○ ○

5 6 7 8 9 10 15 16 20 24 25
31 32 33 39 44 45 47 50



Warfurs



Ice

► Wearslycan at :L5

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Cut, Flash
Size: Tiny

No. S03

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric	Grass -1
Ice -1	Fighting x2	Poison	Ground	Flying
Psychic	Bug	Rock x2	Ghost	Dragon

Scratch
Normal d4

Powder Snow :L1
Ice d4

Deals 2 hits.
1: Sleep.

PP: ○ ○ ○ ○

Haze :L2
Ice d4

Removes all effects and conditions on this Pokémon and on each target.

PP: ○ ○ ○ ○ ○

Fury Swipes :L3
Normal d4 !2

Use this Move three times against the same target.

PP: ○ ○ ○

Slash :L4
Normal d8 !2

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Screech :L4
Normal d4

Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○

Confuse Ray :L5
Ghost d4

Inflicts Confusion.

PP: ○ ○

Blizzard :L6
Ice d8

Deals 4 hits.
1: Sleep.

PP: ○

3 6 7 8 9 10 13 14 16 20 28 31 32 39 44 50



Wearlycan

Ice

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Cut, Flash
Size: Small

No. S04

Attack d10
 Defence 4
 Speed 2
 Special d8

Weaknesses & Resistances:

Normal Fire x2 Water Electric Grass -1
 Ice -1 Fighting x2 Poison Ground Flying
 Psychic Bug Rock x2 Ghost Dragon

Scratch
 Normal d4



Powder Snow :L1
 Ice d4



Deals 2 hits.
1: Sleep.

PP: ○ ○ ○ ○

Haze :L2
 Ice d4



Removes all effects and conditions on this Pokémon and on each target.

PP: ○ ○ ○ ○ ○

Fury Swipes :L3
 Normal d4 !2



Use this Move three times against the same target.

PP: ○ ○ ○

Slash :L4
 Normal d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Screech :L4
 Normal d4



Deals 2 hits.

PP: ○ ○ ○ ○ ○ ○

Confuse Ray :L5
 Ghost d4



Inflicts Confusion.

PP: ○ ○

Blizzard :L6
 Ice d8



Deals 4 hits.
1: Sleep.

PP: ○

3 6 7 8 9 10 13 14 15 16 20 28 31 32 39 44 50



Luxwan

Normal Flying

HP: ○○○○○○
7

Abilities: Cut, Fly
Size: Small

No. S05

Attack d10
 Defence 4
 Speed 3
 Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
 Ice Fighting Poison Ground Flying
 Psychic Bug Rock Ghost Dragon

x2 x2 -1
 x2 -1 -1

Peck
 Flying d4

Sand-Attack :L1
 Normal d4 !2

Hit: Confusion.

PP: ○○○

Leek Slap :L1
 Normal d10 !1

PP: ○

Fury Attack :L2
 Normal d4 !2

Use this Move three times against the same target.

PP: ○○○○

Confusion :L3
 Psychic d4

Deals 2 hits and this Pokémon swaps spaces with the target.
 1: Confusion.

PP: ○○○○

Swords Dance :L3
 Normal d1

Double the number of hits inflicted by this Pokémon's next successful Regular Move.

PP: ○○○○○

Agility :L4
 Psychic d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○○○○○

Slash :L5
 Normal d8 !2

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○○○○

Psychic :L6
 Psychic d6

Deals 3 hits.

PP: ○○

- 2
- 3
- 4
- 6
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- 9
- 10
- 15
- 20
- 24
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- 33
- 39
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- 41
- 44
- 45
- 46
- 49
- 50

Wooper



Water

Ground

▶ Quagsire at :L4

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Surf
Size: Tiny

No. S06

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water	Electric -1	Grass x2
Ice	Fighting	Poison -1	Ground	Flying
Psychic	Bug	Rock -1	Ghost	Dragon

Pound

Normal

d4



Water Gun

Water



d4



:L1

Deals 2 hits.

PP: ○ ○ ○ ○

Tremor

Ground

d6 !1



:L2

PP: ○ ○ ○ ○

Double Slap

Normal

d4 !1



:L3

Use this Move twice against the same target.

PP: ○ ○

Slam

Normal

d10 !3



:L4

PP: ○ ○ ○ ○

Rest

Psychic



d1



:L4

This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: ○ ○

Amnesia

Psychic



d4



:L5

Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: ○ ○ ○ ○

Flood

Water



d6



:L6

Deals 3 hits.

PP: ○ ○ ○

Earthquake

Ground

d10 !3



:L7

PP: ○ ○

6 7 8 9 10 11 12 13 14 16 17 20

26 27

31 32 33

36

44

50





Quagsire

Water Ground

HP:
8

Abilities: Surf, Strength
Size: Medium

No. S07

Attack d8
 Defence 5
 Speed 2
 Special d8

Weaknesses & Resistances:

Normal Fire -1 Water Electric -1 Grass x2
 Ice Fighting Poison -1 Ground Flying
 Psychic Bug Rock -1 Ghost Dragon

Pound
 Normal d4

Water Gun
 Water d4 :L1
 Deals 2 hits.
 PP:

Tremor
 Ground d6 !1 :L2
 PP:

Double Slap
 Normal d4 !1 :L3
 Use this Move twice against the same target.
 PP:

Slam
 Normal d10 !3 :L4
 PP:

Rest
 Psychic d1 :L4
 This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.
 PP:

Amnesia
 Psychic d4 :L5
 Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).
 PP:

Flood
 Water d6 :L6
 Deals 3 hits.
 PP:

Earthquake
 Ground d10 !3 :L7
 PP:

1 6 7 8 9 10 11 12 13 14 15 16 17 18 20
 26 27 31 32 33 36 44 50



Phanpy



Ground

▶ Donphan at :L4

HP: ○ ○ ○ ○ ○ ○ ○
7

Abilities: Strength

Size: Small

No. S08

Attack d6
Defence 3
Speed 2
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		x2	-1	x2
Ice	Fighting	Poison	Ground	Flying
x2		-1		
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Tackle :L1
Normal d4

Quick Turn :L1
Normal d6 !1

After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○

Stomp :L2
Normal d8 !2

3: The target can't take actions this round.

PP: ○ ○ ○ ○

Take Down :L3
Normal d10 !1

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Slam :L4
Normal d10 !3

PP: ○ ○ ○ ○

Double-Edge :L5
Normal d12 !2

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

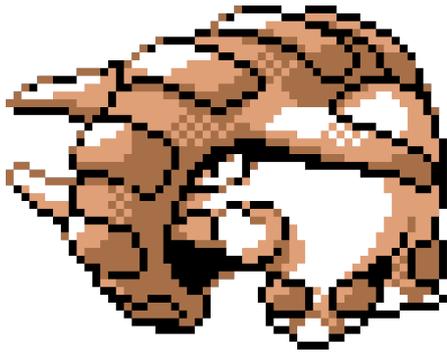
Overrun :L7
Normal d8 !2

Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: ○ ○ ○

26 27 6 7 8 9 10 11 12 18 20 31 32 37 38 44 47 50

Donphan



Ground

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Strength
Size: Medium

No. S09

Attack d10
Defence 5
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
		x2	-1	x2
Ice	Fighting	Poison	Ground	Flying
x2		-1		
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Tackle

Normal

d4



Quick Turn

Normal

d6 !1



:L1

After this Move, this Pokémon may move 1 space.

PP: ○ ○ ○ ○

Stomp

Normal

d8 !2



:L2

3: The target can't take actions this round.

PP: ○ ○ ○ ○

Take Down

Normal

d10 !1



:L3

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Tremor

Ground

d6 !1



:L4

PP: ○ ○ ○ ○

Slam

Normal

d10 !3



:L4

PP: ○ ○ ○ ○

Double-Edge

Normal

d12 !2



:L5

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Earthquake

Ground

d10 !3



:L6

PP: ○ ○

Overrun

Normal

d8 !2



:L7

Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: ○ ○ ○

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26 27

31 32

37 38

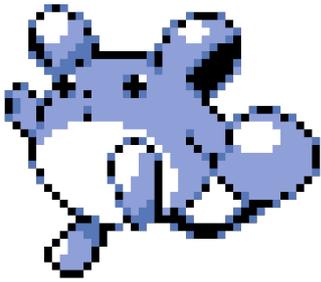
44

47

50



Marill



Water

▶ Azumarill with ???

HP: ○ ○ ○ ○ ○ ○ ○ ○
7

Abilities: Surf
Size: Tiny

No. S10

Attack d4
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Tackle :L1
Normal d4

Water Gun :L1
Water d4

Deals 2 hits.

PP: ○ ○ ○ ○

Bubble :L2
Water d4

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

First Aid :L2
Normal d6

Recovers HP from the target equal to the result of the Move Die.

PP: ○ ○ ○

Slam :L3
Normal d10 !3

PP: ○ ○ ○ ○

Double-Edge :L4
Normal d12 !2

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Bubble Beam :L5
Water d6

Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○ ○

Flood :L6
Water d6

Deals 3 hits.

PP: ○ ○ ○

Hydro Pump :L7
Water d8

Deals 4 hits.

PP: ○

1 5 6 7 8 9 10 11 12 13 14 16 20 31 32 33 35 36 39 44 50





Azumarill

Water

HP: ○○○○○○○○
8

Abilities: Surf, Strength
Size: Small

No. S11

Attack d8
Defence 4
Speed 3
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Tackle :L1
Normal d4



Water Gun :L1
Water d4




Deals 2 hits.

PP: ○○○○

Bubble :L2
Water d4




Deals 2 hits.
1: Paralysis.

PP: ○○○○○

First Aid :L2
Normal d6




Recovers HP from the target equal to the result of the Move Die.

PP: ○○○

Slam :L3
Normal d10 !3



PP: ○○○○

Double-Edge :L4
Normal d12 !2



Hit: This Pokémon loses 1 HP.

PP: ○○○

Bubble Beam :L5
Water d6




Deals 3 hits.
1: Paralysis.

PP: ○○○○

Flood :L6
Water d6




Deals 3 hits.

PP: ○○○

Hydro Pump :L7
Water d8




Deals 4 hits.

PP: ○

1 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 31 32 33 35 36 39 44 50



Mareep



Electric

▶ Flaaffy at :L3

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Small

No. S12

Attack d4
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
-1
Ice Fighting Poison Ground Flying
x2 -1
Psychic Bug Rock Ghost Dragon

Tackle

Normal

d4



Thunder Shock

Electric



d4



:L1

Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Swift

Normal



:L2

Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○ ○

Hypnosis

Psychic



d6



:L2

Inflicts Sleep.

PP: ○ ○ ○ ○ ○

Thunder Wave

Electric



d4



:L3

Inflicts Paralysis.

PP: ○ ○ ○ ○ ○

Light Screen

Psychic



d4



:L4

Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○ ○ ○ ○ ○

Thunderbolt

Electric



d6



:L5

Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○

Thunder

Electric



d8



:L7

Deals 4 hits.
1: Paralysis.

PP: ○ ○

6 7 8 9 10
31 32 33

39

20 22 24 25
44 45 47 50



Flaaffy



Electric

▶ Ampharos at :L5

HP: ○ ○ ○ ○ ○ ○ ○ ○
7

Abilities: Strength, Flash

Size: Small

No. S13

Attack d6
Defence 3
Speed 2
Special d10

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

-1
x2
-1

Tackle

Normal

d4



Thunder Shock

Electric



d4



Deals 2 hits.
1: Paralysis.

PP: ○ ○ ○ ○ ○

Swift

Normal



Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○ ○ ○ ○ ○

Hypnosis

Psychic



d6



Inflicts Sleep.

PP: ○ ○ ○ ○ ○

Thunder Wave

Electric



d4



Inflicts Paralysis.

PP: ○ ○ ○ ○ ○

Light Screen

Psychic



d4



Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○ ○ ○ ○ ○

Thunder Punch

Electric

d8 !2



3: Paralysis.

PP: ○ ○ ○

Thunderbolt

Electric



d6



Deals 3 hits.
1: Paralysis.

PP: ○ ○ ○

Thunder

Electric



d8



Deals 4 hits.
1: Paralysis.

PP: ○ ○

1

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18

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25

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45

47

50





Ampharos

Electric

HP: ○○○○○○○○
8

Abilities: Strength, Flash
Size: Medium

No. S14

Attack d8
Defence 4
Speed 2
Special d10

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Tackle d4

Normal

Thunder Shock :L1

Electric

d4

Deals 2 hits.
1: Paralysis.

PP: ○○○○○

Swift :L2

Normal

Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ○○○○

Hypnosis :L2

Psychic

d6

Inflicts Sleep.

PP: ○○○○

Thunder Wave :L3

Electric

d4

Inflicts Paralysis.

PP: ○○○○

Light Screen :L4

Psychic

d4

Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○○○○

Thunder Punch :L4

Electric

d8 !2

3: Paralysis.

PP: ○○○

Thunderbolt :L5

Electric

d6

Deals 3 hits.
1: Paralysis.

PP: ○○○

Thunder :L7

Electric

d8

Deals 4 hits.
1: Paralysis.

PP: ○○

1 6 7 8 9 10 15 18 19 20 22 24 25
 31 32 33 35 39 44 45 47 50

Hoppip



Grass

Flying

▶ Skiploom at :L3

HP: ○ ○ ○ ○ ○
5

Abilities: Fly, Flash
Size: Tiny

No. S15

Attack d6
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic	Bug	Rock x2	Ghost	Dragon

Pound :L1
Normal d4



Absorb :L1
Grass d4




Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○ ○

Strange Powder :L2
Grass d4




1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Healing Pollen :L2
Grass d6




Recovers 2 HP from this Pokémon and each target.

PP: ○ ○

Leech Seed :L3
Grass d6




Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: ○ ○

Slam :L4
Normal d10 !3



PP: ○ ○ ○ ○

Mega Drain :L5
Grass d6




Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○

Solar Beam :L6
Grass d4



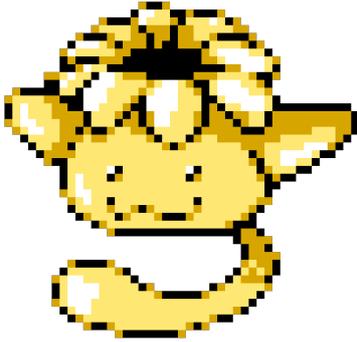

Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: ○ ○

1 4 6 7 8 9 10 15 20 21 22 31 32 39 44 50



Skiploom



Grass

Flying

▶ Jumpluff at :L5

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Fly, Flash
Size: Tiny

No. S16

Attack	d6
Defence	3
Speed	4
Special	d8

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic	Bug	Rock x2	Ghost	Dragon

Pound :L1

Normal d4

PP: ○ ○ ○ ○

Absorb :L1

Grass d4

Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○ ○

Strange Powder :L2

Grass d4

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Healing Pollen :L2

Grass d6

Recovers 2 HP from this Pokémon and each target.

PP: ○ ○

Leech Seed :L3

Grass d6

Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: ○ ○

Slam :L4

Normal d10 !3

PP: ○ ○ ○ ○

Mega Drain :L5

Grass d6

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○

Solar Beam :L6

Grass d4

Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: ○ ○

1 4 6 7 8 9 10 15 20 21 22 31 32 39 44 50



Jumpluff

Grass

Flying

HP: ○ ○ ○ ○ ○ ○ ○ ○
7

Abilities: Fly, Flash
Size: Small

No. S17

Attack	d6
Defence	3
Speed	5
Special	d10

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic	Bug	Rock x2	Ghost	Dragon

Pound :L1

Normal d4

Deals 1 hit.

PP: ○ ○ ○ ○

Absorb :L1

Grass d4

Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○ ○ ○

Strange Powder :L2

Grass d4

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: ○ ○ ○ ○

Healing Pollen :L2

Grass d6

Recovers 2 HP from this Pokémon and each target.

PP: ○ ○

Leech Seed :L3

Grass d6

Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: ○ ○

Slam :L4

Normal d10 !3

PP: ○ ○ ○ ○

Mega Drain :L5

Grass d6

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○ ○

Solar Beam :L6

Grass d4

Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: ○ ○

1 4 6 7 8 9 10 15 20 21 22 31 32 39 44 50



Espeon



Psychic

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Flash
Size: Small

No. S18

Attack d6
Defence 3
Speed 5
Special d12

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
-1 -1 x2 x2

Tackle
Normal d4

Confusion :L1
Psychic d4
Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.
PP: ○ ○ ○ ○

Quick Attack :L2
Normal d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: ○ ○ ○ ○ ○

Bite :L3
Normal d6 !1
2: The target can't take actions this round.
PP: ○ ○ ○ ○

Psybeam :L4
Psychic d4
Deals 2 hits.
1: Confusion.
PP: ○ ○ ○ ○

Light Screen :L5
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP: ○ ○ ○ ○ ○

Reflect :L5
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.
PP: ○ ○ ○ ○

Psywave :L6
Psychic d6
Deals hits equal to the result of the Move Die.
PP: ○ ○ ○

Psychic :L7
Psychic d6
Deals 3 hits.
PP: ○ ○

6 7 8 9 10 15 20 22 29 30 31 32 33 39 44 46 50



Umbreon



Poison

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Size: Small

No. S19

Attack d6
Defence 5
Speed 3
Special d8

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
				-1
Ice	Fighting	Poison	Ground	Flying
	-1	-1	x2	
Psychic	Bug	Rock	Ghost	Dragon
x2	x2			

Tackle :L1
Normal d4 

Smog :L1
Poison  d6 
Deals 1 hit + Poison.
PP: ○ ○ ○ ○

Quick Attack :L2
Normal d6 !1 
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: ○ ○ ○ ○ ○

Bite :L3
Normal d6 !1 
2: The target can't take actions this round.
PP: ○ ○ ○ ○

Acid :L4
Poison  d4 
Deals 2 hits.
PP: ○ ○ ○ ○ ○

Smoke Screen :L5
Normal  d4 
Darkens the field for the rest of the battle.
PP: ○ ○ ○ ○

Acid Armour :L5
Poison  d4 
For this battle: Increase this Pokémon's Defence by 2 (max +2).
PP: ○ ○ ○ ○ ○

Toxic :L6
Poison  d6 
Poison, but up the damage dealt by 1 after each time the target takes Poison damage.
PP: ○ ○

Sludge :L7
Poison d8 !2 
3: Poison.
PP: ○ ○ ○ ○

2

6 7 8 9 10
31 32 33 34

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39 41 42

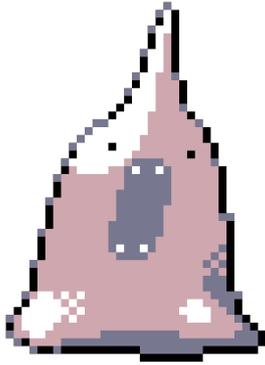
20

44

50



Mimmeo



Normal

HP: ○○○○○○○○
8

Size: Small

No. S20

Attack d6
Defence 4
Speed 5
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Transform

Normal



For this battle: This Pokémon transforms into the target, except for its HP.

Bite

Normal

d6 !1



2: The target can't take actions this round.

PP: ○○○○

Horn Attack

Normal

d8 !2



PP: ○○○○





Jaggu

Water

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Cut, Surf
Size: Huge

No. S21

Attack d12
Defence 4
Speed 5
Special d6

Weaknesses & Resistances:

Normal	Fire -1	Water -1	Electric x2	Grass x2
Ice -1	Fighting	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

Peck :L1

Flying d4

Bite :L1

Normal d6 !1

2: The target can't take actions this round.

PP: ○ ○ ○ ○

Rage :L2

Normal d6 !2

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○ ○ ○ ○

Waterfall :L3

Water d8 !2

3: The target can't take actions this round.

PP: ○ ○ ○

Agility :L3

Psychic d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: ○ ○ ○ ○ ○

Drill Peck :L4

Flying d8 !2

PP: ○ ○ ○ ○

Double-Edge :L5

Normal d12 !2

Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Thrash :L6

Normal d10 !1

Hit: This Pokémon becomes confused.

PP: ○ ○ ○ ○

Horn Drill :L7

Normal d12 !4

12: The target faints.

PP: ○

6 7 8 9 10 11 12 15 20 23 31 32 36 39 44 50





Gyaoon

Normal

HP:
 9

Abilities: Strength
 Size: Huge

No. S22

Attack d12
 Defence 3
 Speed 2
 Special d12

Weaknesses & Resistances:

Normal Fire Water Electric Grass
 Ice Fighting x2 Poison Ground Flying
 Psychic Bug Rock Ghost -1 Dragon

Tackle :L1
 Normal d4

Aurora Beam :L1
 Ice d4

Deals 2 hits.

PP:

Roar :L2
 Normal d4

Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP:

Bite :L3
 Normal d6 !1

2: The target can't take actions this round.

PP:

Screech :L3
 Normal d4

Deals 2 hits.

PP:

Substitute :L4
 Normal d4

Swap spaces with the target.

PP:

Rage :L5
 Normal d6 !2

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP:

Hyper Beam :L6
 Normal d8

Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

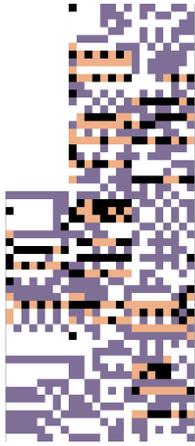
PP:

Thrash :L7
 Normal d10 !1

Hit: This Pokémon becomes confused.

PP:

- 1
- 6
- 7
- 8
- 9
- 10
- 13
- 14
- 15
- 16
- 18
- 20
- 23
- 26
- 27
- 31
- 32
- 37
- 38
- 39
- 42
- 44
- 48
- 49
- 50



MissingNo.

Bird

Normal

HP: ○○○○○
5

Abilities: Cut, Fly
Size: Small

No. 000

Attack d20
Defence 1
Speed 1
Special d0

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

-1

Constrict

Normal d4



The target can't move this round.

Bind

Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○○○○

Water Gun

Water d4



Deals 2 hits.

PP: ○○○○

Water Gun

Water d4



Deals 2 hits.

PP: ○○○○

Water Gun

Water d4



Deals 2 hits.

PP: ○○○○

Sky Attack

Flying d12 !2



Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.

PP: ○

1 3 5 6 7 9 10 11 13 14 17 19 20 25
26 27 29 30 40 43 44 45 49 50



Bulbasaur

No. 001



HP Def Spd
5 3 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1 2
3 4

Tackle

Normal 2+

5 6
7 8

Strange Powder

Grass !2

3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.9
10

Leech Seed

Grass !3

Pokémon next to target each
recover 1 HP. It loses that HP.11
12

Vine Whip

Grass 4+ !2



Ivysaur

No. 002



HP Def Spd
6 3 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2
3

Tackle

Normal 3+

4 5
6 7

Razor Leaf

Grass 6+ !1



6: Deals an additional hit.

8
9

Leech Seed

Grass !2

Pokémon next to target each
recover 1 HP. It loses that HP.10
11
12

Strange Powder

Grass !1

2-3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

Venusaur

No. 003



HP Def Spd
7 4 3

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2

Tackle

Normal 3+

3 4
5 6

Razor Leaf

Grass 6+ !1



5-6: Deals an additional hit.

7
8
9

Strange Powder

Grass !1

2-3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.10
11
12

Solar Beam

Grass !1

Charges, roll next round.
Deals 5 hits on the next turn.

Charmander

No. 004



HP Def Spd
5 3 3

Cut, Strength, Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1 2
3 4

Scratch

Normal 2+

5 6
7 8

Ember

Fire !2

Deals 2 hits.
6: Poison.

9

Smoke Screen

Normal !2

Darkens the field for the rest
of the battle.10
11
12

Rage

Normal 4+ !1

If this Pokémon is at or below
2 HP, deals 6+ instead.

Charmeleon

No. 005



HP Def Spd
6 3 3

Cut, Strength, Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2
3

Scratch

Normal 3+

4
5
6

Heat Tackle

Fire 7+ !1



Hit: This Pokémon loses 1 HP.

7
8
9

Slash

Normal 5+ !2



5-6: Deals an additional hit.

10
11
12

Flamethrower

Fire !3

Deals 3 hits.
6: Poison.

Charizard

No. 006



HP Def Spd
7 4 4

Cut, Fly, Strength, Flash

Fire

x2: Wtr Elec Ice Rck

Flying

-1: Fire Grs Fgt Grn Bug

1
2

Scratch

Normal 3+

3 4
5 6

Flamethrower

Fire !3

Deals 3 hits.
6: Poison.7 8
9 10

Slash

Normal 5+ !2



4-6: Deals an additional hit.

11
12

Fire Spin

Fire !4

Deals 1 hit + targets can't take
actions until end of next round.

Bulbasaur

No. 001

Seed Pokémon



Power: 1
Size: Small
Habitat:

Grass

Poison



Description

Bulbasaur is born with a seed implanted on its back that grows over time.

It is unclear whether Bulbasaur is more plant or more animal. While it can eat food with its mouth, it can also extend vines from its bulb, which allow it to draw nutrients from the soil. These vines can also be used to grab things.

While it can be found wandering around in small groups, a wild Bulbasaur often spends long stretches of time alone in the woods.

Ivysaur

No. 002

Seed Pokémon



Power: 2
Size: Small
Habitat:

Grass

Poison



Description

As Bulbasaur evolves into Ivysaur, the plant on its back grows into a bud. As it ages, the bud grows larger and larger. At some point, it seems to lose the ability to stand on its hind legs.

Ivysaur seems to like clearings in the woods. It can stay in those spots for hours, basking in the sunlight.

Venusaur

No. 003

Seed Pokémon



Power: 3
Size: Large
Habitat:

Grass

Poison



Description

As Ivysaur evolves into Venusaur, the bud on its back blossoms into a large flower. The weight of this flower almost definitely makes it impossible for it to stand on its hind legs.

Venusaur seems to require a lot of sunlight, suggesting that it gets most of its nutrients through photosynthesis. It spends most of its time basking in the sunlight, often without moving. While doing so, its flower emits a strong but pleasant aroma.

Charmander

No. 004

Lizard Pokémon



Power: 1
Size: Tiny
Habitat:

Fire



Description

From the time of its birth, a flame burns at the end of Charmander's tail. It is said that it will die if this flame ever goes out, but this is hard to prove, since the flame seems to burn even under water, albeit with a lot less intensity. When it rains, the heat of its tail causes steam to rise from it.

Charmander seems to prefer warm places. It can often be found in small groups sitting close to hot springs or even lava pools.

Charmeleon

No. 005

Flame Pokémon



Power: 2
Size: Small
Habitat:

Fire



Description

The flame on Charmeleon's tail burns with a white-hot intensity. When it swings its tail, the surrounding air becomes unbearably hot. It uses its powerful tail to mow down its foes and then uses its sharp claws to tear into them.

It usually loves a good fight and doesn't often shy away from a challenge. An excited Charmeleon's flame glows noticeably brighter—a good sign that you probably shouldn't get too close.

Charizard

No. 006

Flame Pokémon



Power: 3
Size: Medium
Habitat:

Fire

Flying



Description

In its final stage of evolution, Charizard has gained the power of flight. It can fly at high altitude, but prefers to fly close to mountaintops when doing so.

Charizard can spit fire of such intense heat that it can even melt boulders.

When it leaves its preferred rocky terrain for more wooded areas, it can accidentally cause forest fires just by walking around.



Squirtle

No. 007

HP Def Spd
5 4 2



Surf, Strength

Water

x2: Elec Grs
-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal 2+



5
6

Bite

Normal 4+ !1



2: The target can't take actions this round.

7
8
9

Bubble

Water !2



Deals 2 hits.
6: Paralysis.

10
11
12

Water Gun

Water !2



Deals 2 hits.

Wartortle

No. 008

HP Def Spd
6 4 2



Surf, Strength

Water

x2: Elec Grs
-1: Fire Wtr Ice

1
2
3

Tackle

Normal 3+



4 5
6 7

Bubble Beam

Water !3



Deals 3 hits.
6: Paralysis.

8
9

Skull Bash

Normal 13+ !1



Charge for this round, try to attack on the next round.

10
11
12

Bite

Normal 5+ !1



2: The target can't take actions this round.

Blastoise

No. 009

HP Def Spd
7 5 3



Surf, Strength

Water

x2: Elec Grs
-1: Fire Wtr Ice

1
2

Tackle

Normal 3+



3 4
5 6

Bubble Beam

Water !3



Deals 3 hits.
6: Paralysis.

7 8
9 10

Bite

Normal 5+ !1



2: The target can't take actions this round.

11
12

Hydro Pump

Water !3



Deals 4 hits.

Caterpie

No. 010

HP Def Spd
5 3 2



Bug

x2: Fire Psn Fly Rck
-1: Grs Fgt Grn Psy

1 2
3 4
5 6
7 8

Tackle

Normal 1+



9
10
11
12

String Shot

Grass !4



Inflicts Paralysis.

Metapod

No. 011

HP Def Spd
5 4 1



Bug

x2: Fire Psn Fly Rck
-1: Grs Fgt Grn Psy

1 2
3 4
5 6
7 8

Tackle

Normal 1+



9
10
11
12

Harden

Normal !1



Increase this Pokémon's Defence by 1 (max +2).

Butterfree

No. 012

HP Def Spd
6 3 3



Fly, Flash

Bug

x2: Fire Elec Ice Psn Fly Rck
-1: Grs Fgt Grn Psy Bug

1
2
3

Tackle

Normal 2+



4 5
6 7

Strange Powder

Grass !1



2-3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

8
9

Whirlwind

Normal 3+ !1



Hit: Pushes each target back 1 space (if that space is open).

10
11
12

Psybeam

Psychic !1



Deals 2 hits.
6: Confusion.



Squirtle

No. 007



Tiny Turtle Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Squirtle is born with a soft shell which quickly swells and hardens. Within the shell, it can amass large amounts of water which shoots out when it retreats into its shell. When threatened, it retreats into its shell and lets the force of the water launch it away to safety.

Squirtle spends most of its time at the edges of bodies of water, feasting on the plants that grow there.

Wartortle

No. 008



Turtle Pokémon

Power: 2

Size: Small

Habitat:

Water



Description

Wartortle uses its fluffy ears to maintain balance while swimming at high speeds. It often hides in water to stalk unwary prey, then quickly swims towards its prey once it stops swimming.

Its fur-covered tail is popular among Pokémon aficionados and makes it a popular pet.

Blastoise

No. 009



Shellfish Pokémon

Power: 3

Size: Medium

Habitat:

Water



Description

Research seems to indicate that Blastoise was not Wartortle's original evolution, which might mean humans of old have changed its genetics in some way. This might explain the sudden appearance of cannon-like structures on the back of Blastoise's shell and its aggressive nature.

Blastoise is not as mobile as its previous evolutions, but it makes up for this with sheer bulk. It can use the cannons on its back to propel itself and then squash its victims with its heavy body.

Caterpie

No. 010



Worm Pokémon

Power: 0

Size: Tiny

Habitat:

Bug



Description

Caterpie's short legs are tipped with suction pads that enable it to tirelessly climb slopes, walls, and trees. It climbs all over the forest looking for leaves to nibble on.

Its archenemy is Pidgey. If Caterpie senses the presence of a Pidgey, it quickly burrows underground.

Metapod

No. 011



Cocoon Pokémon

Power: 0

Size: Small

Habitat:

Bug



Description

After Caterpie wraps itself in silk, it forms a cocoon known as Metapod. While the outside shell quickly hardens, the inside remains soft and tender. This still makes it vulnerable to attack.

Metapod can often be found dangling from tree branches, usually in large groups.

Butterfree

No. 012



Butterfly Pokémon

Power: 2

Size: Small

Habitat:

Bug

Flying



Description

It doesn't take long before a beautiful Butterfree emerges from a Metapod.

Butterfree's wings are covered in water-repellant, dust-like scales which enables it to fly even on rainy days. In battle, it flaps its wings at high speed to release this toxic dust into the air.

Butterfree mostly feeds on the nectar of flowers. Its furry skin is great for storing nectar and bringing it back to its nest.



Weedle

No. 013



HP 5 Def 3 Spd 2

1 2
3 4
5 6
7 8

Poison Sting

Poison 1+



1: Poison.

String Shot

Grass !4



Inflicts Paralysis.

Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

9
10
11
12

Kakuna

No. 014



HP 5 Def 4 Spd 1

1 2
3 4
5 6
7 8

Poison Sting

Poison 1+



1: Poison.

Harden

Normal !1



Increase this Pokémon's Defence by 1 (max +2).

Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

9
10
11
12

Beedrill

No. 015



HP 6 Def 3 Spd 4

1
2
3

Poison Sting

Poison 3+



1: Poison.

Fury Attack

Normal 3+ !3



Use 3 times (against the same target).

Cut, Fly

Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

8
9

Rage

Normal 5+ !2



If this Pokémon is at or below 3 HP, deals 7+ instead.

Twineedle

Bug 6+ !3



Use twice.
4: Poison.

4 5
6 7
10
11
12

Pidgey

No. 16



HP 6 Def 3 Spd 3

1 2
3 4

Tackle

Normal 2+



Gust

Normal 4+ !1



Pushes the target back 1 space if that space is open.

Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

9
10

Sand-Attack

Normal 3+ !3



Hit: Inflicts Confusion.

Quick Attack

Normal 4+ !1



This Move happens before all other Moves this round.

5 6
7 8
11
12

Pidgeotto

No. 17



HP 7 Def 3 Spd 4

1
2
3

Tackle

Normal 2+



Razor Wind

Normal 12+ !1



Charge for this round, try to attack on the next round.

Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

7
8
9

Whirlwind

Normal 3+ !1



Hit: Pushes each target back 1 space (if that space is open).

Wing Attack

Flying 4+ !1



4
5
6
10
11
12

Pidgeot

No. 18



HP 7 Def 4 Spd 5

1
2

Tackle

Normal 3+



Quick Turn

Normal 5+ !1



After this Move, this Pokémon may move 1 space.

Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

7 8
9 10

Wing Attack

Flying 5+ !1



Hurricane

Normal 8+ !2



Hit: Pushes each target back 1 space (if that space is open).

3 4
5 6
11
12



Weedle

No. 013



Hairy Bug Pokémon

Power: 0

Size: Tiny

Habitat:



Bug

Poison

Description

Weedle has a sharp, venomous stinger with a length of roughly 5 cm on its head. When faced with a predator, it wiggles the stinger for intimidation.

It is mostly found in forests, eating the leaves of low-lying plants. It often hides in grass and bushes, so be careful where you step!

Kakuna

No. 014



Cocoon Pokémon

Power: 0

Size: Tiny

Habitat:



Bug

Poison

Description

After Weedle wraps itself in silk, it forms a cocoon known as Kakuna. In this new form, it is almost completely incapable of movement. However, it can extend the venomous barbs on its chest to defend itself.

Kakuna can often be found in large groups, dangling from tree branches.

Beedrill

No. 015



Poison Bee Pokémon

Power: 2

Size: Small

Habitat:



Bug

Poison

Description

Beedrill often appears in large swarms. It buzzes around at high speed and uses its large venomous stingers on its forelegs and rear to repeatedly attack its prey.

A swarm of Beedrill is a frightening sight. The best recourse is often to jump into the nearest body of water and hope that the swarm flies past.

Pidgey

No. 16



Tiny Bird Pokémon

Power: 1

Size: Tiny

Habitat:



Normal

Flying

Description

Pidgey has amazing eyesight and can spot prey from high in the air. It builds small nests for its young high in the trees, as well as on rooftops.

It does not like to fight. When surrounded, it flaps its wings at the ground to scatter blinding sand and then tries to fly away. When not in the air, it hides among trees and tall grass, looking for small bugs to feed on. It likes to feed on Caterpie and Weedle (in addition to non-Pokémon bugs).

Pidgeotto

No. 17



Bird Pokémon

Power: 2

Size: Small

Habitat:



Normal

Flying

Description

When Pidgeotto sees prey from up in the skies, it can dive down for almost a kilometre to capture it. The claws on its feet are well developed. It can carry even heavy prey such as an Exeggcute to its nest over 100 km away.

Pidgeotto tends to stick to a specific area. If anything enters its territory, it fiercely pecks at the intruder.

Pidgeot

No. 18



Bird Pokémon

Power: 3

Size: Medium

Habitat:



Normal

Flying

Description

Pidgeot can fly at speeds which match the aeroplanes of old. When you hear the flapping of its wings, it is often long gone. It often flies over a kilometre up in the air. When on the ground, it often spreads its gorgeous wings to frighten its enemies.

Its search for food leads it to even the seas. When hunting, it skims the surface of the water to pick off unwary prey such as Magikarp.



Rattata

No. 019

HP Def Spd
5 3 4



Normal x2: Fgt
-1: Gho

1 2
3 4

Tackle

Normal 2+



5 6
7 8
9

Quick Attack

Normal 4+ !1



This Move happens before all other Moves this round.

10
11
12

Hyper Fang

Normal 5+ !1



2: The target can't take actions this round.

Raticate

No. 020

HP Def Spd
6 3 4



Normal x2: Fgt
-1: Gho

1
2
3

Tackle

Normal 3+



4
5
6

Poison Fang

Poison 6+ !1



2: Poison.

7
8
9

Hyper Fang

Normal 6+ !1



2: The target can't take actions this round.

10
11
12

Super Fang

Normal 3+



If this would deal a hit, halve target's current HP (round up).

Spearow

No. 021

HP Def Spd
6 3 3



Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

1 2
3 4

Peck

Flying 2+



5 6
7 8

Fury Attack

Normal 2+ !3



Use 3 times (against the same target).

9

Screech

Normal !4



Deals 2 hits.

10
11
12

Quick Turn

Normal 4+ !1



After this Move, this Pokémon may move 1 space.

Fearow

No. 022

HP Def Spd
7 4 4



Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

1
2

Peck

Flying 4+



3 4
5 6

Drill Peck

Flying 7+ !1



7 8
9 10

Quick Turn

Normal 6+ !1



After this Move, this Pokémon may move 1 space.

11
12

Dive Bomb

Flying 7+ !1



Disappear, reappear in open space and attack next round.

Ekans

No. 023

HP Def Spd
5 3 2



Strength

Poison x2: Grn Psy Bug
-1: Fgt Psn

1 2
3 4

Poison Sting

Poison 2+



1: Poison.

5
6

Glare

Normal !2



Inflicts Paralysis.

7
8
9

Bite

Normal 4+ !1



2: The target can't take actions this round.

10
11
12

Wrap

Normal 3+ !1



Hit: Stops this & target until end of next round or either moves.

Arbok

No. 024

HP Def Spd
6 4 4



Strength

Poison x2: Grn Psy Bug
-1: Fgt Psn

1
2

Poison Sting

Poison 4+



1: Poison.

3 4
5 6

Poison Fang

Poison 7+ !1



2: Poison.

7
8
9

Glare

Normal !2



Inflicts Paralysis.

10
11
12

Acid

Poison !2



Deals 2 hits.



Rattata

No. 019



Mouse Pokémon

Power: 1

Size: Tiny

Habitat:

Normal



Description

Rattata's long, sharp fangs continuously grow throughout its life. It gnaws on hard things to whittle them down. It mostly eats nuts while in the wild, but often ventures into urban terrain to scavenge on the leftovers of humans.

Rattata's small size and quick reflexes make it a tough Pokémon to prey on. It is very eager to bite anything and everything that threatens it.

Raticate

No. 020



Mouse Pokémon

Power: 2

Size: Small

Habitat:

Normal



Description

Raticate has webbed feet, which allow it to swim across rivers. This allows it to add fish to its diet of nuts and litter.

Raticate's whiskers are used for balance. If they are cut off, it has to go back to walking on all fours until they grow back.

Its large fangs can gnaw through tough materials such as wood and concrete.

Spearow

No. 021



Tiny Bird Pokémon

Power: 1

Size: Tiny

Habitat:

Normal

Flying



Description

Compared to Pidgey, Spearow is a lot more aggressive. It mainly searches for prey in the tall grass. It can often be seen flitting from one patch of grass to another. It sometimes flaps its wings to flush out insects from the tall grass.

It has to flap its short wings at high speed to stay airborne, which is why it tends to prefer staying on the ground.

Fearow

No. 022



Beak Pokémon

Power: 3

Size: Medium

Habitat:

Normal

Flying



Description

With its huge and magnificent wings, Fearow can keep aloft without ever having to land for rest. It can dart into the air at great speed, then suddenly come down in one fell swoop to strike its prey. Its powerful beak can swallow prey like Rattata whole.

Fearow can often be seen flying over mountains and lakes looking for prey. If it spots its prey, it often circles it for quite a while, waiting for the perfect moment to strike.

Ekans

No. 023



Snake Pokémon

Power: 1

Size: Small

Habitat:

Poison



Description

Ekans flicks its tongue in and out to smell its surroundings and sense danger. It can move silently and stealthily. It mostly preys on the eggs of Pokémon such as Pidgey and Spearow, although it sometimes swallows other Pokémon (such as Rattata) whole. It doesn't have to eat for another month after doing so.

In the winter, it hibernates in the warm soil of forests. It grows by shedding its skin, which can occasionally be found lying on the forest floor.

Arbok

No. 024



Cobra Pokémon

Power: 3

Size: Medium

Habitat:

Poison



Description

The markings on Arbok's belly resemble a frightening face. Each Arbok seems to have a different pattern.

Arbok's gaze seems to cause paralysis, so avert your gaze when you encounter one.

Raticate seems to be its mortal enemy. The two of them fight whenever they encounter each other.



Pikachu

No. 025



HP 5 Def 2 Spd 4

Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Tackle

Normal 2+



9
10

Quick Attack

Normal 4+ !1



This Move happens before all other Moves this round.

5 6
7 8

Thunder Shock

Electric !2



Deals 2 hits.
6: Paralysis.

11
12

Thunder Wave

Electric !2



Inflicts Paralysis.

Raichu

No. 026



HP 6 Def 3 Spd 5

Flash

Electric

x2: Grn

-1: Elec Fly

1
2

Tackle

Normal 3+



7
8
9

Slam

Normal 8+ !2



3 4
5 6

Thunderbolt

Electric !2



Deals 3 hits.
6: Paralysis.

10
11
12

Thunder

Electric !3



Deals 4 hits.
6: Paralysis.

Sandshrew

No. 027



HP 5 Def 4 Spd 2

Cut, Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2
3

Scratch

Normal 3+



7
8
9

Sand-Attack

Normal 4+ !3



Inflicts Confusion.

4
5
6

Poison Sting

Poison 3+



1: Poison.

10
11
12

Slash

Normal 6+ !1



6: Deals an additional hit.

Sandslash

No. 028



HP 7 Def 5 Spd 3

Cut, Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2

Poison Sting

Poison 4+



1: Poison.

7
8
9

Pin Missile

Bug 4+ !3



Use 3 times (against the same target).

3 4
5 6

Slash

Normal 7+ !1



6: Deals an additional hit.

10
11
12

Dig

Ground 8+ !1



Disappear, reappear in open space and attack next round.

Nidoran ♀

No. 029



HP 6 Def 4 Spd 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Scratch

Normal 2+



7
8

Lure

Normal !4



Target can't move this round. Move it next to this Pokémon.

4
5
6

Poison Sting

Poison 2+



1: Poison.

9 10
11
12

Bite

Normal 4+ !1



2: The target can't take actions this round.

Nidorina

No. 030



HP 7 Def 4 Spd 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Poison Sting

Poison 3+



1: Poison.

7
8
9

Poison Fang

Poison 6+ !1



2: Poison.

4
5
6

Bite

Normal 5+ !1



2: The target can't take actions this round.

10
11
12

Double Kick

Fighting 6+ !3



Use twice (against the same target).



Pikachu

No. 025



Mouse Pokémon

Power: 1

Size: Tiny

Habitat:



Electric

Description

Pikachu lives in the forest where it feeds mainly on nuts. It has small pouches on its cheeks which are used to store electricity. It discharges this electricity at its foes when it feels threatened. When several Pikachu gather, their combined electricity can build and cause lightning storms.

Pikachu is generally quite intelligent and kind to humans, which makes it a popular Pokémon among trainers and researchers. Its rarity makes it all the more popular.

Raichu

No. 026



Mouse Pokémon

Power: 3

Size: Small

Habitat:



Electric

Description

Raichu stores large amounts of electricity within its cheeks. Carelessly touching it can cause even an elephant to faint. To protect itself from its own electricity, it can stick its long tail into the ground to ground itself. This leaves behind scorched patches of ground.

Finding a Raichu can be difficult, since it's quite rare and hides away within its nest most of the time. Your best chance is during thunderstorms, when it can be seen holding up its tail to gather electricity.

Sandshrew

No. 027



Mouse Pokémon

Power: 1

Size: Tiny

Habitat:



Ground

Description

Sandshrew lives in deep burrows underground and only comes up to look for food. Thanks to its powerful claws, it can dig holes in sand at an incredible speed. It tends to prefer arid locations far away from the water.

It sometimes hunts for prey by hiding at the edge of its burrow and lunging out when the prey gets close.

When threatened, Sandshrew often curls into a ball.

Sandslash

No. 028



Mouse Pokémon

Power: 3

Size: Small

Habitat:



Ground

Description

Sandslash is adept at attacking with the spines on its back and its sharp claws. If one of its claws breaks, it grows back in around a day. It curls into a spiny ball when threatened. It can roll while curled up to attack or to escape.

Sandslash spends most of its day scurrying through sand looking for food. It can dig at an alarmingly fast pace.

Nidoran ♀

No. 029



Poison Pin Pokémon

Power: 1

Size: Tiny

Habitat:



Poison

Description

A female Nidoran lacks the large horn of its male counterpart. Despite being small, it can still be quite dangerous thanks to its venomous barbs. It can retract these barbs to prevent harming allies.

It is often quite gentle and skittish, except during its mating season in spring. Only if it feels like its mate, offspring, or other companions are threatened will it turn violent. At the end of summer, it lays its eggs and protects them at all costs.

Nidorina

No. 030



Poison Pin Pokémon

Power: 2

Size: Small

Habitat:



Poison

Description

After evolving, Nidorina loses the ability to lay eggs. This shifts its focus to protecting its offspring. While it is usually docile, it will do everything in its power to protect its family.

Nidorina still has the retractable venomous barbs of its previous form, but has also gained quite powerful teeth and claws.

It uses ultrasonic cries to lure and confuse its prey.



Nidoqueen

No. 031



HP Def Spd
8 5 3

Surf, Strength

Poison x2: Wtr Ice Grn Psy Bug
Ground -1: Fgt Elec Psn Rck

1 Poison Sting
2 Poison 3+
1: Poison.



3 4 Poison Fang
5 6 Poison 6+ !1
2: Poison.



7 Drag Off
8 Normal 6+ !1
9 Hit: Pulls the target towards this Pokémon.



10 Body Slam
11 Normal 8+ !2
12 2: Paralysis



Nidorano♂

No. 032



HP Def Spd
6 3 3

Poison x2: Grn Psy Bug
-1: Fgt Psn

1 Tackle
2 Normal 2+
3



4 Poison Sting
5 Poison 2+
6 1: Poison.



7 Focus Energy
8 Normal 👁 !1
9 Whenever this Pokémon deals damage, it deals an extra hit.



9 10 Horn Attack
11 Normal 5+ !1
12



Nidorino

No. 033



HP Def Spd
7 3 3

Poison x2: Grn Psy Bug
-1: Fgt Psn

1 Poison Sting
2 Poison 3+
3 1: Poison.



4 5 Horn Attack
6 7 Normal 6+ !1



8 Focus Energy
9 Normal 👁 !1
10 Whenever this Pokémon deals damage, it deals an extra hit.



10 Double Kick
11 Fighting 6+ !3
12 Use twice (against the same target).



Nidoking

No. 034



HP Def Spd
7 4 4

Surf, Strength

Poison x2: Wtr Ice Grn Psy Bug
Ground -1: Fgt Elec Psn Rck

1 Poison Sting
2 Poison 4+
1: Poison.



3 4 Thrash
5 6 Normal 8+ !1
Hit: This Pokémon becomes Confused.



8 Drag Off
9 Normal 7+ !1
10 Hit: Pulls the target towards this Pokémon.



10 Horn Drill
11 Normal 10+ !2
12 6: The target faints.



Clefairy

No. 035



HP Def Spd
7 3 2

Strength, Flash

Normal x2: Fgt
-1: Gho

1 2 Pound
3 4 Normal 1+
5



3 4 Thrash
5 6 Normal 8+ !1
Hit: This Pokémon becomes Confused.



5 Metronome (1)
6 Normal 👁 !2
7 3: Swap spaces.
8 4-5: 1 hit + Paralysis.
6: 3 hits + Confusion.



9 Metronome (2)
10 Normal 👁 !2
11 3: Sleep.
12 4-5: 2 hits.
6: 4 hits.



Clefable

No. 036



HP Def Spd
8 3 3

Strength, Flash

Normal x2: Fgt
-1: Gho

1 Pound
2 Normal 3+
5



3 Comet Punch
4 Normal 6+ !3
Use twice.



5 Metronome (1)
6 Normal 👁 !2
7 3: Swap spaces.
8 4-5: 1 hit + Paralysis.
6: 3 hits + Confusion.



9 Metronome (2)
10 Normal 👁 !2
11 3: Sleep.
12 4-5: 2 hits.
6: 4 hits.



Nidoqueen

No. 031



Drill Pokémon

Power: 3

Size: Medium

Habitat:

Poison

Ground



Description

Tough scales cover Nidoqueen's sturdy body. These scales can stand up when it becomes agitated, forming venomous spikes.

Since it requires a Moon Stone to evolve, a wild Nidoqueen is a rare sight indeed. A Nidorina often travels into more dangerous terrain to try and find these special stones. Once it has found one and evolves, it often takes its family with it to its newfound territory.

Nidoran♂

No. 032



Poison Pin Pokémon

Power: 1

Size: Tiny

Habitat:

Poison



Description

Unlike its female counterpart, a male Nidoran has a large venomous horn. This horn isn't just for defence, but also to attract a mate. It also has retractable venomous barbs which help protect this otherwise small Pokémon.

Nidoran's large ears are constantly listening for dangerous noises. It starts flapping them when it's straining to hear faraway sounds.

It is often quite skittish and only turns aggressive when threatened.

Nidorino

No. 033



Poison Pin Pokémon

Power: 2

Size: Small

Habitat:

Poison



Description

Nidorino is a lot more aggressive than its previous form. It can turn violent at the slightest provocation.

The horn on its head secretes a powerful venom. It is also incredibly hard—hard enough to damage even diamonds.

Unlike Nidorina, Nidorino does not lose its ability to breed after its evolution. It usually seems more focused on finding a Moon Stone to evolve, though.

Nidoking

No. 034



Drill Pokémon

Power: 3

Size: Medium

Habitat:

Poison

Ground



Description

Nidoking is known as one of the most fearsome Pokémon. It has an incredibly powerful tail which it can use to smash buildings and break bones, has long and sharp claws and an even longer horn. This horn is also incredibly venomous.

A wild Nidoking doesn't always stay behind to protect its family, if it even has one. It can often be found wandering the mountainsides looking for other Pokémon to fight, although it never seems to want to fight a Nidoqueen.

Clefairy

No. 035



Fairy Pokémon

Power: 1

Size: Tiny

Habitat:

Normal



Description

Clefairy is a rare Pokémon which is said to have many magical powers. Among these is its signature move Metronome. It moves its small hands from side to side and unleashes an unpredictable effect. It sometimes startles even itself with this effect.

Its adorable appearance makes it popular as a pet. However, it is rare and difficult to find, often hiding deep within caves, gently hopping around. Its fellow Pokémon also seem to adore it.

Clefable

No. 036



Fairy Pokémon

Power: 3

Size: Medium

Habitat:

Normal



Description

Clefable does not like conflict. Its hearing is incredibly well developed. It can even hear the sound of a pin dropping a kilometre away. It immediately flees if it hears any danger approaching. It likes to hide in quiet places deep within caves to get away from all the noise and conflict of the outside world. However, during a full moon, it seems more daring.



Vulpix

No. 037



HP Def Spd
5 2 3

Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 2
3 4

Tackle

Normal 2+



9

Roar

Normal !2



Pushes targets back 1 space, opponents can't enter area.

5 6
7 8

Ember

Fire !2



Deals 2 hits.
6: Poison.

10
11
12

Quick Attack

Normal 4+ !1



This Move happens before all other Moves this round.

Ninetales

No. 038



HP Def Spd
6 4 4

Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 2

Tackle

Normal 3+



9
10

Confuse Ray

Ghost !1



Inflicts Confusion.

3 4
5 6
7 8

Flamethrower

Fire !2



Deals 3 hits.
6: Poison.

11
12

Fire Spin

Fire !4



Deals 1 hit + targets can't take actions until end of next round.

Jigglypuff

No. 039



HP Def Spd
9 2 1

Strength, Flash

Normal x2: Fgt
-1: Gho

1 2
3 4

Pound

Normal 2+



10
11
12

Double Slap

Normal 3+ !2



Use twice (against the same target).

5 6
7 8
9

Sing

Normal !4



Inflicts Sleep.

Wigglytuff

No. 040



HP Def Spd
11 3 2

Strength, Flash

Normal x2: Fgt
-1: Gho

1 2

Pound

Normal 3+



7
8
9

Sing

Normal !3



Inflicts Sleep.

3 4
5 6

Body Slam

Normal 8+ !2



6: Paralysis.

10
11
12

Do the Wave

Normal !2



Deals hits = adjacent Pokémon (incl. target).

Zubat

No. 041



HP Def Spd
6 2 3

Fly, Flash

Poison x2: Elec Ice Psy Rck
Flying -1: Grs Fgt Psn Grn

1 2
3 4

Tackle

Normal 2+



5 6
7 8

Supersonic

Normal !3



Inflicts Confusion.

9
10
11
12

Leech Life

Bug 3+ !1



Recovers HP equal to the HP the target loses.

Golbat

No. 042



HP Def Spd
7 4 4

Fly, Flash

Poison x2: Elec Ice Psy Rck
Flying -1: Grs Fgt Psn Grn

1 2

Tackle

Normal 3+



7
8
9

Confuse Ray

Ghost !2



Inflicts Confusion.

3 4
5 6

Poison Fang

Poison 6+ !1



2: Poison.

10
11
12

Wing Attack

Flying 5 !1



Vulpix

No. 037



Fox Pokémon

Power: 1

Size: Tiny

Habitat:



Fire

Description

When Vulpix is born, it has only a single snow-white tail. As it grows, this tail splits into additional tails. It is said to have reached adulthood once it has formed its sixth tail, although it can grow more as it ages.

Vulpix is a popular pet, known for its soft fur and warm body temperature.

It doesn't usually spend a lot of time with its kin, but will team up with other Pokémon when hunting. When attacked, it often feigns injury to fool its enemy.

Ninetales

No. 038



Fox Pokémon

Power: 3

Size: Medium

Habitat:



Fire

Description

After evolving, Ninetales always has nine long tails. Its beautiful golden fur is beloved among Pokémon collectors, but many are too afraid of the legends surrounding Ninetales to dare keep it. Touching its tail is said to curse you.

Ninetales is a very smart and long-lived Pokémon, living up to 1,000 years. It tends to live a quiet, contemplative life atop the mountains, only coming down to search for food or to portend a tragedy it has foreseen.

Jigglypuff

No. 039



Balloon Pokémon

Power: 1

Size: Tiny

Habitat:



Normal

Description

Jigglypuff uses its alluring, glowing eyes to enrapture its foe, then sings a soothing melody that lulls its foe to sleep. If it becomes unhappy, it inflates itself like a balloon.

While its cute appearance makes it a popular Pokémon, it is hard to keep as a pet, since its frequent singing makes it hard for its owner to stay awake.

Wigglytuff

No. 040



Balloon Pokémon

Power: 3

Size: Small

Habitat:



Normal

Description

Wigglytuff's fur is extremely fine, dense, and supple. When angered, it sucks in air and inflates itself to an enormous size.

Wigglytuff is considered one of the most luxurious pets. It is less prone to random singing than Jigglypuff, which means its owner doesn't often fall asleep without warning throughout the day.

Zubat

No. 041



Bat Pokémon

Power: 1

Size: Small

Habitat:



Poison

Flying

Description

Zubat mostly lives in murky caves or—more rarely—within dark woods. Because it lives in darkness, it has lost its eyesight. It emits ultrasonic cries which allow it to navigate while flitting around in darkness.

It mostly lives in large swarms, although occasionally a lone Zubat leaves its swarm in search of food. Zubat is bigger than one might expect, which makes a Zubat swarm quite an intimidating sight.

Golbat

No. 042



Bat Pokémon

Power: 3

Size: Medium

Habitat:



Poison

Flying

Description

Golbat's massive jaw houses sharp fangs. Once it bites into its victim, it starts draining its blood. It keeps sucking blood even when it becomes too heavy to fly. With its large form and imposing silhouette, it strikes fear into the hearts of all who see it.

Unlike Zubat, Golbat tends to travel alone or in small groups, which leaves more blood for itself when it finds prey.



Oddish

No. 043



HP 5 Def 3 Spd 2
Cut

Grass x2: Fire Ice Fly Psy Bug
Poison -1: Wtr Elec Grs Fgt

1 2
3 4

Tackle

Normal 2+



5 6
7 8

Strange Powder

Grass !2



3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

9
10
11
12

Absorb

Grass !2



Deals 1 hit. Recovers HP equal to the HP the target loses.

Gloom

No. 044



HP 6 Def 4 Spd 2
Cut

Grass x2: Fire Ice Fly Psy Bug
Poison -1: Wtr Elec Grs Fgt

1
2
3

Tackle

Normal 3+



8
9
10

Foul Odour

Poison !3



Deals 2 hits. This Pokémon and each target becomes Confused.

4 5
6 7

Strange Powder

Grass !2



3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

Vileplume

No. 045



HP 7 Def 5 Spd 2
Cut

Grass x2: Fire Ice Fly Psy Bug
Poison -1: Wtr Elec Grs Fgt

1
2

Tackle

Normal 3+



7
8
9

Foul Odour

Poison !2



Deals 2 hits. This Pokémon and each target becomes Confused.

3 4
5 6

Petal Dance

Grass !1



Deals 3 hits. This Pokémon becomes confused.

Paras

No. 046



HP 5 Def 3 Spd 2
Cut

Bug x2: Fire Ice Psn Fly Bug Rck
Grass -1: Wtr Elec Grs Fgt Grn Psy

1 2
3 4

Scratch

Normal 3+



10
11
12

Spore

Grass !2



Inflicts Sleep.

5 6
7 8
9

Leech Life

Bug 4+ !1



Recovers HP equal to the HP the target loses.

Parasect

No. 047



HP 7 Def 4 Spd 2
Cut

Bug x2: Fire Ice Psn Fly Bug Rck
Grass -1: Wtr Elec Grs Fgt Grn Psy

1
2

Scratch

Normal 4+



7
8
9

Spore

Grass !1



Inflicts Sleep.

3 4
5 6

Leech Life

Bug 5+ !1



Recovers HP equal to the HP the target loses.

Venonat

No. 048



HP 6 Def 3 Spd 2
Flash

Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

1 2
3 4

Tackle

Normal 2+



8
9

Leech Life

Bug 3+ !1



Recovers HP equal to the HP the target loses.

5
6
7

Disable

Normal !2



Deals 1 hit. The target must use a Basic Move next round.

10
11
12

Confusion

Psychic !2



Deals 2 hits. Swap with target. 6: Confusion.



Oddish

No. 043

Weed Pokémon



Power: 1

Size: Tiny

Habitat:

Grass

Poison



Description

Oddish is often found next to small bodies of water. During the day, it tends to keep its face buried in the ground. At night, it wanders far and wide, spreading its pollen.

While underground, it is often mistaken for weeds. If anything tries to yank it out, it starts shrieking horribly.

Gloom

No. 044

Weed Pokémon



Power: 2

Size: Small

Habitat:

Grass

Poison



Description

The pistil of Gloom's flower emits a foul stench that can make even those with the toughest stomachs start to retch. It uses this stench as a defence mechanism. This allows it to freely walk around during the day, unlike its previous form.

Gloom seems to be constantly drooling, but what oozes from its mouth isn't drool. It is a nectar that it uses to attract its prey.

Vileplume

No. 045

Flower Pokémon



Power: 3

Size: Medium

Habitat:

Grass

Poison



Description

Vileplume's large petals contain toxic pollen. This pollen affects the airways of anyone who breathes it in. It can flap its petals to spread its pollen far and wide. This makes it difficult for other Pokémon to live near Vileplume, which suits Vileplume just fine, since its heavy head makes it difficult for it to walk around.

Vileplume likes to hang out deep in the woods, where it can sit in peace.

Paras

No. 046

Mushroom Pokémon



Power: 1

Size: Tiny

Habitat:

Bug

Grass



Description

Paras always has several mushrooms growing on its back. These mushrooms draw nutrients from their host. Paras occasionally takes one of the mushrooms off its back and plants it. This seems to serve no function for Paras, which means it must be compelled by the mushroom to do this.

It mostly feeds by sucking nutrients from the roots of trees.

Parasect

No. 047

Mushroom Pokémon



Power: 3

Size: Small

Habitat:

Bug

Grass



Description

After a mushroom on Paras' back grows large enough, it essentially takes over its host and forces it to evolve. Parasect, the new entity, essentially becomes a hybrid of the plant and the insect. It spends most of its time in dark and damp places, the preference not of the insect, but of the mushroom.

When threatened, Parasect can scatter toxic spores from the mushroom's cap. These spores are often used as ingredients in herbal medicines, although their effectiveness is dubious.

Venonat

No. 048

Insect Pokémon



Power: 1

Size: Small

Habitat:

Bug

Poison



Description

Venonat's eyes act as a radar, enabling it to stay active even in complete darkness. The eyes can also emit beams of light. A group of Venonat can be a scary sight to unprepared nightly adventurers. During the day, it tends to stay in the shadows of tall trees, looking for insects.

Venonat evolves into Venomoth through a brief pupal stage. It digs underground for this, which makes information on this pupa quite scarce.



Venomoth

No. 049



HP Def Spd
7 3 4

Fly, Flash

Bug x2: Fire Fly Bug Rck
Poison -1: Grs Fgt

1 Tackle Normal 3+

2
7 Healing Pollen Grass !2
8 Recovers 2 HP from this
9 Pokémon and each target.

3 4 Psybeam Psychic !1
5 6 Deals 2 hits.
6: Confusion.

10 Psychic Psychic !2
11 Deals 3 hits.
12

Diglett

No. 050



HP Def Spd
4 2 5

Cut

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 2 Scratch Normal 2+
3 4

8 Sand-Attack Normal 3+ !3
9 Hit: Inflicts Confusion.

5 Tremor Ground 4+ !1
6
7

10 Dig Ground 6+ !1
11 Disappear, reappear in open
12 space and attack next round.

Dugtrio

No. 051



HP Def Spd
5 3 6

Cut

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 Scratch Normal 4+
2

7 Dig Ground 8+ !1
8 Disappear, reappear in open
9 space and attack next round.

3 4 Slash Normal 7+ !1
5 6 2-6: Deals an additional hit.

10 Earthquake Ground 9+ !2
11
12

Meowth

No. 052



HP Def Spd
6 2 4

Flash

Normal x2: Fgt
-1: Gho

1 2 Scratch Normal 2+
3 4

8 Pounce Normal 4+ !1
9 Move up to 1 extra space
before using this Move.

5 Fury Swipes Normal 2+ !3
6 Use 3 times (against the
7 same target).

10 Pay Day Normal 4+ !1
11 Hit: The opponent gains 1
12 Poké.

Persian

No. 053



HP Def Spd
6 3 6

Flash

Normal x2: Fgt
-1: Gho

1 Scratch Normal 3+
2

7 Pounce Normal 5+ !1
8 Move up to 1 extra space
9 before using this Move.

3 4 Slash Normal 6+ !1
5 6 2-6: Deals an additional hit.

10 Fury Swipes Normal 3+ !3
11 Use 3 times (against the
12 same target).

Psyduck

No. 054



HP Def Spd
6 3 2

Surf, Strength

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2 Scratch Normal 2+
3 4

9 10 Confusion Psychic !2
11 Deals 2 hits. Swap with target.
12 6: Confusion.

5 6 Disable Normal !2
7 8 Deals 1 hit. The target must
use a Basic Move next round.



Venomoth

No. 049

Poison Moth Pokémon



Power: 3

Size: Medium

Habitat:



Description

Venomoth's wings are covered in dust-like, toxic scales. With every flap of its wings, it scatters these scales, creating poisonous clouds.

A wild Venomoth is a rare sight. While dangerous up close, seeing a Venomoth fly by, leaving behind colourful clouds, is something many travellers wish to experience. Seeing a Venomoth fly over a lake during sunset is said to be one of the most beautiful sights in the world.

Diglett

No. 050

Mole Pokémon



Power: 1

Size: Tiny

Habitat:



Description

Diglett mostly lives in grasslands, but around a metre underground, which makes it very difficult to find it there. It feeds on plant roots, which doesn't make them popular among farmers (even though they actually help till the soil).

In caves, Diglett is sometimes found in the trail of an Onix—probably looking for its leftovers.

Diglett's lower body is hard to describe... Don't worry about it, just know that there are claws involved somewhere.

Dugtrio

No. 051

Mole Pokémon



Power: 3

Size: Small

Habitat:



Description

A Dugtrio is actually just three Diglett working together as one unit. They are entangled below the ground in ways which are hard to describe or comprehend, so don't worry about it.

Dugtrio can cause big earthquakes by digging deep underground and vibrating the earth at just the right frequency. They can dig through even the hardest ground at incredible speed.

Meowth

No. 052

Scratch Cat Pokémon



Power: 1

Size: Tiny

Habitat:



Description

As a nocturnal Pokémon, Meowth is rarely seen during the day. At night, it prowls its territory looking for both prey and trinkets. It loves circular objects and often tries to amass quite a sizeable collection. It wears its most precious object on its forehead, perhaps to attract potential mates. This is often a golden coin commonly used by humans. To find one of these, it often risks travelling deep into human settlements.

Persian

No. 053

Classy Cat Pokémon



Power: 3

Size: Small

Habitat:



Description

Persian is highly prized as a pet, but keeping and raising one is often difficult. It is often quite picky about what it wants to eat and how it wants to be treated.

Unlike its previous evolution, the gem on its forehead is an actual part of its body. The gem can emit a faint red light, which it can combine with its infrared vision to hunt even in complete darkness.

It straightens its curly tail as a sign of aggression.

Psyduck

No. 054

Duck Pokémon



Power: 1

Size: Small

Habitat:



Description

Psyduck seems to be constantly suffering from headaches. When the headache turns intense, it begins manifesting mysterious powers, such as levitating nearby objects. It does not seem to remember these events once the headache subsides a bit.

Its vacant look can lull its enemies into a false sense of security, but don't be fooled, it can and will use its psychokinetic powers when challenged.



Golduck

No. 055



HP Def Spd
7 4 4

Surf, Strength

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2 Scratch Normal 3+

9 10 Super Psy Psychic !3
Deals 4 hits.

3 4 5 6 7 8 Fury Swipes Normal 3+ !3
Use 3 times (against the same target).

11 12 Hydro Pump Water !3
Deals 4 hits.

Mankey

No. 056



HP Def Spd
6 2 3

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 2 3 4 Scratch Normal 3+

8 9 10 Drag Off Normal 6+ !1
Hit: Pulls the target towards this Pokémon.

5 6 7 Low Kick Fighting 5+ !1
2: The target can't take actions this round.

11 12 Karate Chop Fighting 5+ !1
5-6: Deals an additional hit.

Primeape

No. 057



HP Def Spd
7 3 4

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 2 Scratch Normal 4+

7 8 9 Seismic Toss Fighting 7+ !1
Hit: Moves the target to the other side of this Pokémon.

3 4 5 6 Karate Chop Fighting 6+ !1
4-6: Deals an additional hit.

10 11 12 Thrash Normal 8+ !1
Hit: This Pokémon becomes Confused.

Growlithe

No. 058



HP Def Spd
6 2 2

Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 2 3 4 Tackle Normal 3+

8 9 Roar Normal !2
Pushes targets back 1 space, opponents can't enter area.

5 6 7 Ember Fire !2
Deals 2 hits. 6: Poison.

10 11 12 Bite Normal 5+ !1
2: The target can't take actions this round.

Arcanine

No. 059



HP Def Spd
7 4 4

Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 2 Tackle Normal 4+

7 8 9 Take Down Normal 8+ !1
Hit: This Pokémon loses 1 HP.

3 4 5 6 Heat Tackle Fire 8+ !1
Hit: This Pokémon loses 1 HP.

10 11 12 Flamethrower Fire !3
Deals 3 hits. 6: Poison.

Poliwag

No. 060



HP Def Spd
5 2 4

Surf

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2 3 4 Tackle Normal 2+

8 9 Hypnosis Psychic !3
Inflicts Sleep.

5 6 7 Bubble Water !2
Deals 2 hits. 6: Paralysis

10 11 12 Water Gun Water !2
Deals 2 hits.



Golduck

No. 055

Duck Pokémon



Power: 3

Size: Medium

Habitat:

Water



Description

Golduck can often be found swimming elegantly by lake shores. Its hands are webbed, which makes it an excellent swimmer. Although research is still ongoing, it seems that Golduck might even be the fastest Pokémon in the water.

The gem on its head is used to regulate its psychic powers. No longer burdened by the headaches of its previous form, it is now free to use these powers as it sees fit.

Mankey

No. 056

Pig Monkey Pokémon



Power: 1

Size: Tiny

Habitat:

Fighting



Description

A wild Mankey spends most of its time in the treetops searching for berries and other fruits. It can deftly swing from branch to branch with incredible speed and precision.

While it can often appear quite docile, a wild Mankey can turn aggressive with the slightest provocation.

Primeape

No. 057

Pig Monkey Pokémon



Power: 3

Size: Small

Habitat:

Fighting



Description

Primeape always seems to be in a constant state of anger. If something or someone becomes the focus of its ire, it will not abandon chasing its quarry until it is caught. Simply looking it straight in the eyes is often enough to provoke it.

Primeape doesn't spend as much time in trees as it did when it was a Mankey. While it can definitely still swing from tree to tree, it finds that running is often more effective.

Growlithe

No. 058

Puppy Pokémon



Power: 1

Size: Small

Habitat:

Fire



Description

A Growlithe is generally friendly towards people who seem to mean it no harm. It will however bark fiercely at anything which it sees as invading its territory or threatening its companions. If the barking fails, it will not hesitate to turn to biting.

More than any other Pokémon, Growlithe seem to actively seek out the companionship of humans. In the wild, they generally travel in small groups.

Arcanine

No. 059

Legendary Pokémon



Power: 3

Size: Large

Habitat:

Fire

Description

Despite being the evolution of the seemingly innocuous Growlithe, Arcanine has long been considered a legendary Pokémon. It can run at incredible speeds as if borne by the wind. Its majesty and beauty are often considered to be unmatched. Its mighty bark commands the respect of all who hear it. Many stories of old feature an Arcanine saving its protagonist from otherwise insurmountable danger.

Poliwag

No. 060

Tadpole Pokémon



Power: 1

Size: Tiny

Habitat:

Water



Description

Poliwag's slick black skin is thin and damp. Part of its internal organs can be seen through its skin as a spiral pattern. It can rotate these organs to make the spiral on its belly spin, which can hypnotise its foe.

Its legs are quite weak, which makes it unable to run. It prefers to swim instead. When threatened, it often tries to swim away or hide.



Poliwhirl

No. 061



HP Def Spd
6 3 4

Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2
3

Pound

Normal

3+



8
9

Hypnosis

Psychic

!3



Inflicts Sleep.

4 5
6 7

Water Gun

Water

!2



Deals 2 hits.

10
11
12

Body Slam

Normal

8+

!2



3: Paralysis.

Poliwrath

No. 062



HP Def Spd
7 5 3

Surf, Strength

Water

x2: Elec Grs Fly Psy

Fighting

-1: Fire Wtr Ice Bug Rck

1
2

Pound

Normal

4+



7 8
9
10

Special Punch

Fighting

9+

!2



3 4
5 6

Body Slam

Normal

9+

!2



3: Paralysis.

11
12

Bubble Beam

Water

!3



Deals 3 hits.

6: Paralysis

Abra

No. 063



HP Def Spd
4 2 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1 2 3
4 5 6
7 8 9
10 11 12

Teleport

Psychic

!1



Move to any open space.

Kadabra

No. 064



HP Def Spd
5 2 5

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2
3

Teleport

Psychic

!1



Move to any open space.

8
9
10

Disable

Normal

!1



Deals 1 hit. The target must use a Basic Move next round.

4 5
6 7

Psybeam

Psychic

!1



Deals 2 hits.

6: Confusion.

11
12

Psychic

Psychic

!2



Deals 3 hits.

Alakazam

No. 065



HP Def Spd
6 3 6

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Teleport

Psychic

!1



Move to any open space.

8
9

Recover

Normal

!2



Recovers HP equal to the result of the Move die -2.

3 4
5 6
7

Psybeam

Psychic

!1



Deals 2 hits.

6: Confusion.

10
11
12

Super Psy

Psychic

!2



Deals 4 hits.

Machop

No. 066



HP Def Spd
6 3 2

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1 2
3 4

Jab

Fighting

3+



8
9

Focus Energy

Normal

!1



Whenever this Pokémon deals damage, it deals an extra hit.

5
6
7

Low Kick

Fighting

5+

!1



2: The target can't take actions this round.

10
11
12

Karate Chop

Fighting

5+

!1



6: Deals an additional hit.



Poliwhirl

No. 061



Tadpole Pokémon

Power: 2

Size: Small

Habitat:

Water



Description

Upon evolution, Poliwhirl grows two muscular arms. Its hands are protected by thick, rubbery skin which looks like mittens. It can stretch the bones inside to give it separate fingers.

Like its previous form, it can rotate its internal organs to make the spiral on its belly spin. Poliwhirl's mouth is located right about this spiral.

While Poliwhirl is capable of living on land, it prefers the water. It constantly keeps its skin moist while on land.

Poliwrath

No. 062



Tadpole Pokémon

Power: 3

Size: Medium

Habitat:

Water

Fighting



Description

Thanks to its powerful arms, Poliwrath is a strong swimmer. It swims much like a human, using either front crawl or breast stroke, although it can easily overtake even the best human swimmers. Its leg muscles aren't nearly as strong, which limits its speed on land. Like its previous forms, it still prefers the water to the land.

Abra

No. 063



Psi Pokémon

Power: 1

Size: Small

Habitat:

Psychic



Description

Abra possesses unusual magical powers, although it rarely uses them. If trained well, it can levitate objects with its mind. Its most notable power is teleportation—it can teleport to any location with ease. It is rarely seen in the wild, partly because of its small population, but also because it teleports to safety as soon as it feels threatened.

Abra spends around two-thirds of the day sleeping, but it uses its extrasensory perception to sense if any threat is nearby even while asleep.

Kadabra

No. 064



Psi Pokémon

Power: 2

Size: Medium

Habitat:

Psychic



Description

After evolving, Kadabra looks for a physical object to hone and focus its mental powers with. It is said to favour spoons, since their elliptical shape can help it focus the special alpha waves emitted by its brain. These alpha waves can induce headaches just by standing near it.

Many odd things happen around Kadabra, such as objects suddenly levitating and clocks running backwards.

Alakazam

No. 065



Psi Pokémon

Power: 3

Size: Medium

Habitat:

Psychic

Description

Alakazam seems to have honed its extrasensory powers to perfection. It seems to dislike physical attacks and prefers to use its mental powers in battle. It remains expressionless, but nevertheless exerts great power over its foe.

It is said to be extremely intelligent. It can do calculations faster than most computers and can remember everything it sees.

Machop

No. 066



Superpower Pokémon

Power: 1

Size: Small

Habitat:

Fighting



Description

Despite its small size, Machop's powerful muscles allow it to carry and throw many times its own weight. It trains its muscles by constantly lifting rocks.

When it's not training, Machop wanders around looking for food. It lives a mostly solitary life, but will spend time with other Machop when it encounters them so they can teach each other new fighting styles.



Machoke

No. 067



HP Def Spd
7 4 2

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1
2
3

Jab

Fighting 4+

4 5
6 7

Drag Off

Normal 7+ !1



Hit: Pulls the target towards this Pokémon.

8
9

Focus Energy

Normal !1



Whenever this Pokémon deals damage, it deals an extra hit.

10
11
12

Seismic Toss

Fighting 7+ !1



Hit: Moves the target to the other side of this Pokémon.

Machop

No. 068



HP Def Spd
8 4 2

Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1
2

Jab

Fighting 5+

3 4
5 6
7

Seismic Toss

Fighting 8+ !1



Hit: Moves the target to the other side of this Pokémon.

8
9
10

Drag Off

Normal 8+ !1



Hit: Pulls the target towards this Pokémon.

11
12

Special Punch

Fighting 10+ !2



Bellsprout

No. 069



HP Def Spd
6 2 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1 2
3 4

Constrict

Normal 3+



Hit: The target can't move this round.

5 6
7 8
9

Wrap

Normal 4+ !1



Hit: Stops this & target until end of next round or either moves.

10
11
12

Vine Whip

Grass 5+ !1



Weepinbell

No. 070



HP Def Spd
6 3 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2
3

Constrict

Normal 4+



Hit: The target can't move this round.

4
5

Lure

Normal !2



Pulls targets towards itself and it can't move this round.

6 7
8 9

Vine Whip

Grass 6+ !1

10
11
12

Acid

Poison !2



Deals 2 hits.

Victreebel

No. 071



HP Def Spd
7 3 3

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2

Constrict

Normal 4+



Hit: The target can't move this round.

3
4
5

Acid

Poison !1



Deals 2 hits.

6 7
8 9

Razor Leaf

Grass 7+ !1



5-6: Deals an additional hit.

10
11
12

Slam

Normal 9+ !2



Tentacool

No. 072



HP Def Spd
5 2 3

Cut, Surf

Water

x2: Elec Grn Psy Bug

Poison

-1: Fire Wtr Ice Fgt Psn

1
2
3

Constrict

Normal 1+



Hit: The target can't move this round.

4
5
6

Poison Sting

Poison 1+



1: Poison.

7
8
9

Acid

Poison !1



Deals 2 hits.

10
11
12

Water Gun

Water !1



Deals 2 hits.



Machoke

No. 067

Superpower Pokémon



Power: 2
Size: Medium
Habitat:

Fighting



Description

Machoke's muscles have grown so powerful, it has to tie ropes and vines around its waist to regulate its emotions. Trainers can get special belts specifically designed for Machoke at any Pokémon Mart.

Machoke are often used in construction. They are diligent and hardworking and can carry a lot of weight with very little effort.

In the wild, it mostly wanders around honing its martial arts skills.

Machamp

No. 068

Superpower Pokémon



Power: 3
Size: Medium
Habitat:

Fighting



Description

Using its heavy muscles, Machamp can throw powerful punches that can launch small Pokémon far away. Its arms are also incredibly fast, capable of throwing a thousand punches per minute.

A wild Machamp is a rare sight. It usually travels to the most extreme locations to hone its skills.

Bellsprout

No. 069

Flower Pokémon



Power: 1
Size: Small
Habitat:

Grass

Poison



Description

Bellsprout mainly feeds on small insects. Its mouth emits a faint aroma which seems to attract these insects, which it then traps within its mouth.

It uses its roots to soak up moisture. These roots also allow it to walk along the forest floor. A walking Bellsprout can be an amusing sight, but it's nevertheless a surprisingly quick walker.

Weepinbell

No. 070

Flycatcher Pokémon



Power: 2
Size: Small
Habitat:

Grass

Poison



Description

Weepinbell's leaves act as cutters for slashing its enemies. Additionally, it can spit out strange powders to immobilise its enemies, as well as strong acids which can dissolve almost anything. Unlike Bellsprout, it captures and eats fairly large insects and even birds. Its feeding is quite a grim spectacle, since it slowly dissolves its prey with its strong acids.

Weepinbell spends most of its time hanging in trees surrounded by its kin.

Victreebel

No. 071

Flycatcher Pokémon



Power: 3
Size: Medium
Habitat:

Grass

Poison



Description

Victreebel uses a honey-like aroma to lure its prey into its mouth, where it is then dissolved using a strong acid, bones and all. Victreebel eats almost anything that fits in its mouth.

It lives in huge colonies deep in the woods. Large and sturdy trees can have multiple Victreebel hanging from them.

Tentacool

No. 072

Jellyfish Pokémon



Power: 1
Size: Small
Habitat:

Water

Poison



Description

Tentacool can shoot mysterious beams of light from the crystal-like eyes on the top of its head. It mostly feeds on plankton. 99% of its body is composed of water.

It mostly drifts in shallow seas. If a fisher hooks a Tentacool by accident, they often get stung by its venomous stingers.



Tentacruel

No. 073



HP Def Spd
7 3 4

Cut, Surf

Water

x2: Elec Grn Psy Bug

Poison

-1: Fire Wtr Ice Fgt Psn

1
2
7
8
9

Constrict

Normal 2+



The target can't move this round.

Screech

Normal !1



Deals 2 hits.

3 4
5 6

Acid

Poison !1



Deals 2 hits.

10
11
12

Hydro Pump

Water !2



Deals 4 hits.

Geodude

No. 074



HP Def Spd
5 4 2

Strength

Rock

x2: Wtr Grs Ice Fgt Grn

Ground

-1: Nrm Elec Fire Psn Fly Rck

1 2
3 4
9
10
11

Tackle

Normal 3+



Tremor

Ground 5+ !1



5 6
7 8

Rock Throw

Rock 5+ !1



12

Selfdestruct

Normal 6+



This Pokémon faints.
Deals 2 additional hits.

Graveler

No. 075



HP Def Spd
6 5 2

Strength

Rock

x2: Wtr Grs Ice Fgt Grn

Ground

-1: Nrm Elec Fire Psn Fly Rck

1
2
3
9
10
11

Tackle

Normal 4+



Earthquake

Ground 9+ !2



4 5
6 7
8

Rock Throw

Rock 6+ !1



12

Selfdestruct

Normal 7+



This Pokémon faints.
Deals 2 additional hits.

Golem

No. 076



HP Def Spd
7 6 2

Strength

Rock

x2: Wtr Grs Ice Fgt Grn

Ground

-1: Nrm Elec Fire Psn Fly Rck

1
2
8 9
10
11

Tackle

Normal 4+



Earthquake

Ground 9+ !2



3 4
5 6
7

Rock Slide

Rock 7+ !1



12

Explosion

Normal 9+ !1



This Pokémon faints.
Deals 4 additional hits.

Ponyta

No. 077



HP Def Spd
6 3 4

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2
3
7
8
9

Tackle

Normal 3+



Stomp

Normal 6+ !1



2: The target can't take actions this round.

4
5
6

Quick Turn

Normal 5+ !1



After this Move, this Pokémon may move 1 space.

10
11
12

Heat Tackle

Fire 7+ !1



Hit: This Pokémon loses 1 HP.

Rapidash

No. 078



HP Def Spd
6 3 5

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2
7
8
9

Tackle

Normal 4+



Stomp

Normal 7+ !1



2: The target can't take actions this round.

3 4
5 6

Heat Tackle

Fire 8+ !1



Hit: This Pokémon loses 1 HP.

10
11
12

Fire Spin

Fire !4



Deals 1 hit + targets can't take actions until end of next round.



Tentacruel

No. 073

Jellyfish Pokémon



Power: 3

Size: Medium

Habitat:

Water

Poison



Description

Tentacruel has many extendable tentacles. They are usually kept short, but can be extended to ensnare and immobilise its prey. The tentacles are lined with venomous needles which cause a sharp, stabbing pain when touched. This pain completely paralyzes the target.

While it can be found all over the ocean, it spends most of its time hiding in rock formations on the ocean floor.

Geodude

No. 074

Rock Pokémon



Power: 1

Size: Tiny

Habitat:

Rock

Ground



Description

Geodude moves by dragging itself along the ground with its strong arms. While this form of locomotion may seem cumbersome, it allows it to climb steep walls with relative ease. (It can't float.)

It is often quite a docile Pokémon. However, inattentive travellers may confuse them for rocks and accidentally step on them, which may cause them to lose their temper.

Graveler

No. 075

Rock Pokémon



Power: 2

Size: Small

Habitat:

Rock

Ground



Description

Graveler isn't the fastest walker, but it can climb at a decent pace. Its fastest way of moving, however, is to just start rolling. It can pick up incredible speeds by rolling downhill, ploughing through any rocks and trees that may be in its way. Travellers in the mountains should always look up to make sure there's no Graveler tumbling down.

Golem

No. 076

Megaton Pokémon



Power: 3

Size: Medium

Habitat:

Rock

Ground



Description

Golem is encased in a hard shell of rock-like slabs which can easily withstand dynamite blasts without taking damage. This allows them to tumble down slopes at greater speeds than Graveler. With its immense weight, you definitely don't want it tumbling into you.

It sheds its shell once a year to allow it to grow. The new shell is tender and white, but hardens quite quickly when exposed to air. Discarded Golem shells are a popular collectable among hikers.

Ponyta

No. 077

Fire Horse Pokémon



Power: 2

Size: Small

Habitat:

Fire



Description

Ponyta is known for its jumping prowess. With its incredibly strong legs, it can effortlessly jump metres into the air and is known to occasionally jump on top of buildings. Its hooves are said to be harder than diamond. Its unique physique allows it to absorb the impact of even the hardest landings.

Wild Ponyta often travel in herds, but it's not uncommon to find a lone grazer. They usually aren't afraid of humans, but will quickly jump away if they feel threatened.

Rapidash

No. 078

Fire Horse Pokémon



Power: 3

Size: Large

Habitat:

Fire



Description

Rapidash's strong legs allow it to run at incredible speeds. It can reach its top speed within just a few steps. At high speeds, it envelops itself in flames. It can easily keep pace with any train and is said to reach a top speed of 240 km/h.

Wild Rapidash often travel in small herds. They can be very aggressive and dangerous, especially if there are young Ponyta with them. Once tamed, they often become very loyal.



Slowpoke

No. 079



HP Def Spd
8 3 1

Surf, Strength, Flash

Water x2: Elec Grs Bug Gho
Psychic -1: Fire Wtr Ice Fgt Psy

1 2
3 4

Tackle

Normal 2+



9 10
11
12

Headbutt

Normal 5+ !1



2: The target can't take actions this round (if it's somehow slower).

5 6
7 8

Confusion

Psychic !4



Deals 2 hits. Swap with target. 6: Confusion.

Slowbro

No. 080



HP Def Spd
8 6 1

Surf, Strength, Flash

Water x2: Elec Grs Bug Gho
Psychic -1: Fire Wtr Ice Fgt Psy

1
2

Tackle

Normal 3+



7
8
9

Headbutt

Normal 6+ !1



2: The target can't take actions this round.

3 4
5 6

Water Gun

Water !2



Deals 2 hits.

10
11
12

Psychic

Psychic !3



Deals 3 hits.

Magnemite

No. 081



HP Def Spd
4 4 2

Fly, Flash

Electric x2: Grn
-1: Elec Fly

1 2
3 4

Tackle

Normal 1+



8
9

Supersonic

Normal !2



Inflicts Confusion.

5
6
7

Sonic Boom

Normal !1



Always deals exactly 2 hits.

10
11
12

Thunder Shock

Electric !1



Deals 2 hits. 6: Paralysis.

Magneton

No. 082



HP Def Spd
6 5 3

Fly, Flash

Electric x2: Grn
-1: Elec Fly

1
2

Tackle

Normal 2+



7
8
9

Sonic Boom

Normal !1



Always deals exactly 2 hits.

3 4
5 6

Chain Lightning

Electric !1



Deals 2 hits and 1 hit to each Pokémon next to the target.

10
11
12

Tri Attack

Normal !3



Deals 2 hits. Use 3 times (against the same target).

Farfetch'd

No. 083



HP Def Spd
6 3 3

Cut, Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

1
2
3

Peck

Flying 4+



9
10
11

Swords Dance

Normal !1



Double the number of hits of the next successful Move.

4 5
6 7
12

Slash

Normal 7+ !1



5-6: Deals an additional hit.

12

Leek Slap

Normal 9+ !1



Doduo

No. 084



HP Def Spd
5 3 3

Fly

Normal x2: Elec Ice Rck
Flying -1: Grs Grn Bug Gho

1 2
3 4

Peck

Flying 3+



10
11
12

Fury Attack

Normal 3+ !3



Use 3 times (against the same target).

7
8
9

Quick Turn

Normal 5+ !1



After this Move, this Pokémon may move 1 space.



Slowpoke

No. 079



Dopey Pokémon

Power: 1
Size: Medium
Habitat:

Water

Psychic



Description

Slowpoke seems to be constantly lost in thought. Its vacant expression makes it impossible to determine what it is thinking. It takes around 5 seconds for it to register pain.

It lives by the water's edge, where it deftly catches prey with its tail. It sometimes swims underwater in search of food, but this rarely ends with a positive result.

Slowbro

No. 080



Hermit Crab Pokémon

Power: 3
Size: Medium
Habitat:

Water

Psychic



Description

After a Shellder bites a Slowpoke's tail, it evolves into Slowbro. Slowbro itself remains essentially the same, although the Shellder on its tail allows it to stand upright with greater ease. The Shellder, however, takes on a completely new form. It is said to feed on the leftover scraps of its host.

Slowbro's behaviour is largely unchanged. It still spends most of its time near the water's edge zoning out.

Magnemite

No. 081



Magnet Pokémon

Power: 1
Size: Tiny
Habitat:

Electric



Description

Magnemite moves around by levitating using some kind of magnetic power. The magnet-like units on its side radiate electromagnetic energy. Proximity to it can cause electronic devices to malfunction.

It seems to have been created by the previous civilisation for electronic maintenance. Since Magnemite can't reproduce, no new Magnemite are being created.

Magneton

No. 082



Magnet Pokémon

Power: 3
Size: Small
Habitat:

Electric



Description

Magneton is simply three Magnemite linked together. Thanks to their strong magnetic attraction, they are hard to separate again. Their combined power allows them to discharge powerful magnetic waves at high voltage.

They seem to show up when there are a lot of sunspots. Where they hide is unclear.

Farfetch'd

No. 083



Wild Duck Pokémon

Power: 2
Size: Small
Habitat:

Normal

Flying



Description

Farfetch'd always seems to carry a plant stalk. It uses these stalks to build its nest, but also for self-defence. It picks these stalks with great care, looking for ones which would serve as good weapons. So adept is Farfetch'd at finding suitable stalks, that they can even cut through wood as if they were a sword.

Once it has found a suitable stalk, it tends to stay away from the land. It mostly sits on the water looking for prey.

Doduo

No. 084



Twin Bird Pokémon

Power: 1
Size: Medium
Habitat:

Normal

Flying



Description

Doduo seems to dislike flying, probably as a result of its short wings. It makes up for this by having an incredible running speed—up to 100 kph. It leaves behind deep footprints when doing so.

Both of its heads have a separate brain. They have to work together, otherwise Doduo becomes unable to move. During the night, one head always stays awake to keep watch while the other rests.



Dodrio

No. 085



HP Def Spd
6 4 4

Fly

Normal x2: Elec Ice Rck

Flying -1: Grs Grn Bug Gho

1
2

Peck

Flying 5+



3 4
5 6

Drill Peck

Flying 8+ !1



7
8
9

Tri Attack

Normal !4



10
11
12

Rage

Normal 7+ !1



If this Pokémon is at or below 3 HP, deals 9+ instead.

Seel

No. 086



HP Def Spd
6 3 2

Surf, Strength

Water x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal 1+



5
6

Headbutt

Normal 4+ !1



2: The target can't take actions this round.

7
8
9

Aurora Beam

Ice !2



10
11
12

Water Gun

Water !2



Deals 2 hits.

Dewgong

No. 087



HP Def Spd
8 4 3

Surf, Strength

Water x2: Elec Fgt Rck

-1: Wtr Ice

1
2

Tackle

Normal 2+



3 4
5 6

Ice Beam

Ice !2



Deals 3 hits.
6: Sleep.

8
9

Rest

Psychic !1



10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

Grimer

No. 088



HP Def Spd
7 2 2

Poison x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Pound

Normal 3+



5 6
7 8

Nasty Goo

Poison 5+ !1



2: Paralysis.

9

Foul Odour

Poison !4



10
11
12

Poison Gas

Poison !4



Inflicts Poison.

Muk

No. 089



HP Def Spd
9 4 2

Poison x2: Grn Psy Bug

-1: Fgt Psn

1
2

Pound

Normal 4+



3 4
5 6
7 8

Sludge

Poison 7+ !1



2: Poison.

9
10

Acid Armour

Poison !2



11
12

Screech

Normal !2



Deals 2 hits.

Shellder

No. 090



HP Def Spd
5 5 2

Surf

Water x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal 2+



5 6
7 8
9

Clamp

Water 3+



Hit: Stops this & target until end of next round or either moves.

10
11
12

Withdraw

Water !1



This Pokémon can't take actions or take damage until end of next round.



Dodrio

No. 085



Triple Bird Pokémon

Power: 3

Size: Medium

Habitat:



Normal

Flying

Description

Dodrio's three heads often have very different emotions, yet they seem to work together flawlessly. It can run at tremendously high speeds over plains and valleys.

During the night, when the other two heads sleep, one always stays awake to keep watch or look for easy prey.

Seel

No. 086



Sea Lion Pokémon

Power: 1

Size: Small

Habitat:



Water

Description

Covered with light blue fur, its hide is thick and tough. This allows it to stay active even in temperatures as low as -40°C . It mostly lives in sea caves or on icebergs. During the day, it often swims around looking for prey.

The horn on Seel's head is very hard. It uses it to bash through thick ice in search of food or shelter.

Dewgong

No. 087



Sea Lion Pokémon

Power: 3

Size: Medium

Habitat:



Water

Ice

Description

Dewgong is cloaked entirely in pure white fur, which allows it to camouflage within the snow. It is covered in thick blubber, which makes it highly resistant to cold. In fact, it seems to become more active when the temperature starts falling. It can swim at very high speeds even in intensely cold waters.

Like Seel, it uses its horn to dig through ice.

Grimer

No. 088



Sludge Pokémon

Power: 1

Size: Small

Habitat:



Poison

Description

Grimer's appearance seems to be a result of the toxic waste of the previous civilisation. While it may seem nasty, it actually serves a very useful function. It loves to eat filthy things, which makes it quite useful for cleaning up the mess that humans have left behind.

It is almost exclusively found in abandoned factories and landfills.

Muk

No. 089



Sludge Pokémon

Power: 3

Size: Medium

Habitat:



Poison

Description

Muk is covered with a filthy, vile sludge. It leaves behind a toxic trail when it moves. It tends to blend in with the soil, which makes it hard to detect.

While Muk produces a horrible smell and touching it can be very dangerous, it serves a useful purpose in cleaning up the filth that the humans of old have left behind.

It is almost exclusively found in abandoned factories and landfills.

Shellder

No. 090



Bivalve Pokémon

Power: 1

Size: Tiny

Habitat:



Water

Description

Shellder is encased in an incredibly hard shell which seems to repel any kind of attack. It is only vulnerable when its shell is open.

It spends most of its time on the sea floor. It uses its broad tongue to dig a hole in the sand, then hides and uses that same tongue to catch prey.

Shellder swims backwards by opening and closing its shell.



Cloyster

No. 091



HP 5 Def 7 Spd 2
Surf

Water x2: Elec Fgt Rck
Ice -1: Wtr Ice

1 Tackle Normal 4+

2
3 8 Spike Cannon Normal 5+ !3
9 Use 3 times (against the same target).
10

3 4 Clamp Water 5+ !1
5 6 Hit: Stops this & target until end of next round or either moves.

11 Ice Beam Ice !3
12 Deals 3 hits.
6: Sleep.

Gastly

No. 092



HP 4 Def 2 Spd 3
Fly

Ghost x2: Grn Psy Gho
Poison -1: Nrm Grs Fgt Psn

1 2 Lick Ghost 1+
3 4 1: Paralysis.

9 10 Spook Ghost !1
11 Deals 2 hits.
12 6: Target can't take actions this round.

5 6 Confuse Ray Ghost !1
7 8 Inflicts Confusion.

Haunter

No. 093



HP 5 Def 2 Spd 4
Fly

Ghost x2: Grn Psy Gho
Poison -1: Nrm Grs Fgt Psn

1 Lick Ghost 1+
2 1: Paralysis.
3

7 Dream Eater Psychic !1
8 If target is Asleep: Deals 4 hits.
9 Recovers HP equal to HP lost.

4 Night Shade Ghost !2
5 Deals 3 hits.
6

10 Hypnosis Psychic !2
11 Inflicts Sleep.
12

Gengar

No. 094



HP 5 Def 3 Spd 5
Fly, Strength

Ghost x2: Grn Psy Gho
Poison -1: Nrm Grs Fgt Psn

1 Lick Ghost 2+
2 1: Paralysis.

5 6 Dark Wave Ghost !2
7 8 Deals 2 hits. Darkens the room until the end of the round.

3 Confuse Ray Ghost !1
4 Inflicts Confusion.

9 10 Night Shade Ghost !2
11 Deals 3 hits.
12

Onix

No. 095



HP 6 Def 6 Spd 3
Strength

Rock x2: Wtr Grs Ice Fgt Grn
Ground -1: Nrm Elec Fire Psn Fly Rck

1 Tackle Normal 2+
2
3

7 Rage Normal 4+ !1
8 If this Pokémon is at or below
9 3 HP, deals 6+ instead.

4 Rock Throw Rock 4+ !1
5
6

10 Tunneling Ground 5+ !1
11 Before using this Move,
12 move to any open space.

Drowzee

No. 096



HP 6 Def 2 Spd 2
Flash

Psychic x2: Bug Gho
-1: Fgt Psy

1 2 Pound Normal 1+
3 4

7 Hypnosis Psychic !2
8 Inflicts Sleep.
9

5 Disable Normal !1
6 Deals 1 hit. The target must use a Basic Move next round.

10 Confusion Psychic !1
11 Deals 2 hits. Swap with target.
12 6: Confusion.



Cloyster

No. 091



Bivalve Pokémon

Power: 3

Size: Medium

Habitat:

Water

Ice



Description

Cloyster's hard shell can withstand even explosives. The shell only opens when Cloyster wishes to attack. Within its shell, Cloyster can grow and store spikes. It can channel water within and through its shell to propel itself in the water and to fire these spikes at great speed.

Cloyster is less sanitary than its previous form and can often be found swimming around the ocean.

Gastly

No. 092



Gas Pokémon

Power: 1

Size: Medium

Habitat:

Ghost

Poison



Description

Gastly seems to consist entirely of a thin, noxious gas. Being enveloped by it can suffocate even an elephant. Strong winds can blow it away, although it will just reform when the winds subside. It likes to hang out in caves and abandoned buildings to escape the wind.

There are some who believe Gastly is the soul of a dead Pokémon, but there is little evidence for this. The more plausible explanation is that it arose out of some experiment by the previous civilisation, much like Grimer and Koffing.

Haunter

No. 093



Gas Pokémon

Power: 2

Size: Medium

Habitat:

Ghost

Poison



Description

Like its previous form, Haunter seems to be made entirely out of noxious gas. Because of its gaseous nature, it can slip through walls with ease. It manages to maintain a coherent shape most of the time, although strong winds can distort its features.

It likes to hide in the shadows. It especially loves abandoned places such as old buildings, mines, or even drifting ghost ships.

Gengar

No. 094



Shadow Pokémon

Power: 3

Size: Medium

Habitat:

Ghost

Poison



Description

After evolving, Gengar seems to have taken on a more solid form, although it can still transform into a gas to move through walls. It seems to absorb the heat from its surroundings, which may cause a sudden chill if you get near it.

Gengar is the subject of many ghost stories. It is said to emerge from the darkness to steal the lives of those who become lost in the mountains. There are shrines honouring it on many mountains.

Onix

No. 095



Rock Snake Pokémon

Power: 2

Size: Huge

Habitat:

Rock

Ground



Description

Onix is capable of tunnelling at great speed, moving up to 80 kph in search of prey. It usually spends its entire life deep below the ground, digging its tunnels. The thundering sounds it causes while digging strike fear into the heart of any Pokémon.

The Rocks of Onix's body seem only loosely connected, but are nearly impossible to separate. How the separate segments connect remains a mystery.

Drowzee

No. 096



Hypnosis Pokémon

Power: 1

Size: Small

Habitat:

Psychic



Description

Drowzee is a skilled hypnotist. Once it puts its foe to sleep, it seems to be able to feed off of its dreams. When put in front of a mirror, it often tries to hypnotise itself and occasionally even succeeds.

It is a gluttonous herbivore. It repeatedly brings up food from one of its four stomachs to rechew it.



Hypno

No. 097



HP Def Spd
7 4 3

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Pound

Normal

3+



7
8
9

Dream Eater

Psychic

!1



If target is Asleep: Deals 4 hits.
Recovers HP equal to HP lost.

3 4
5 6

Hypnosis

Psychic

!2



Inflicts Sleep.

10
11
12

Psychic

Psychic

!2



Deals 3 hits.

Krabby

No. 098



HP Def Spd
4 4 2

Cut, Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Pound

Normal

4+



8
9

Stomp

Normal

7+ !1



5
6
7

Vice Grip

Normal

6+ !1



Hit: The target can't move this round.

10
11
12

Crabhammer

Water

9+ !2



6: Deals an additional hit.

Kingler

No. 099



HP Def Spd
6 5 3

Cut, Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2

Pound

Normal

5+



7 8
9
10

Crabhammer

Water

10+ !2



6: Deals an additional hit.

3 4
5 6

Vice Grip

Normal

7+ !1



Hit: The target can't move this round.

11
12

Guillotine

Normal

11+ !2



6: The target faints.

Voltorb

No. 100



HP Def Spd
5 3 4

Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Tackle

Normal

1+



10
11
12

Sonic Boom

Normal

!2



Always deals exactly 2 hits.

5 6
7 8
9

Selfdestruct

Normal

4+



This Pokémon faints.
Deals 2 additional hits.

Electrode

No. 101



HP Def Spd
6 3 7

Flash

Electric

x2: Grn

-1: Elec Fly

1
2

Tackle

Normal

2+



7
8
9

Sonic Boom

Normal

!2



Always deals exactly 2 hits.

3 4
5 6

Explosion

Normal

7+ !1



This Pokémon faints.
Deals 4 additional hits.

10
11
12

Chain Lightning

Electric

!2



Deals 2 hits and 1 hit to each Pokémon next to the target.

Exeggcute

No. 102



HP Def Spd
6 4 2

Grass

x2: Fire Ice Psn Fly Bug Gho

Psychic

-1: Wtr Elec Grs Fgt Grn Psy

1 2
3 4

Barrage

Normal

1+ !3



Use 3 times (against the same target).

8
9

Hypnosis

Psychic

!3



Inflicts Sleep.

5
6
7

Leech Seed

Grass

!3



Pokémon next to target each recover 1 HP. It loses that HP.

10
11
12

Egg Bomb

Normal

6+ !2



Hypno

No. 097



Hypnosis Pokémon

Power: 3

Size: Medium

Habitat:

Psychic



Description

Hypno seems to always be carrying a pendulum-like device. It makes this device from discarded human objects such as rings and pieces of string. By swinging it from side to side, it can hypnotise almost anyone.

It seems to favour human settlements. It often lures away children from their parents, then hypnotises them so it can feed on their dreams. The children often show up a day or two later with no memory of what happened.

Krabby

No. 098



River Crab Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Krabby often raises its large pincers to intimidate its foes. It hopes to avoid a fight in this way. Its pincers aren't just powerful weapons—they're also used for balance when walking sideways. If a pincer is torn out of its sockets, it simply grows back.

You can usually find Krabby at the edges of bodies of water, in lakebeds, or on the sea floor.

Kingler

No. 099



Pincer Pokémon

Power: 3

Size: Medium

Habitat:

Water



Description

Kingler's big pincer has an immense crushing force, capable of crushing cars. However, its large size makes it very unwieldy and makes it hard for Kingler to move. It prefers to walk underwater, where the weight of its pincer isn't as much of an issue.

Voltorb

No. 100



Ball Pokémon

Power: 1

Size: Tiny

Habitat:

Electric



Description

Who made Voltorb and why remains a mystery. It seems to be associated with the old factories that made Poké Balls. Having the same size and colours, it is easily mistaken for one. A dangerous mistake to make, since touching a Voltorb can lead to it zapping you or even exploding. An exploded Voltorb resembles an open Poké Ball (which isn't hollow). It puts itself together again after a while.

It mostly lives in old factories and power plants, where it 'eats' by draining electricity. It seems to have some way of reproducing, but it is unclear how.

Electrode

No. 101



Ball Pokémon

Power: 3

Size: Medium

Habitat:

Electric



Description

While it still resembles a Poké Ball, Electrode is much bigger than Voltorb, which means it isn't easily mistaken for one. Inside its smooth exterior, it stores energy under very high pressure. It often explodes with little or no provocation.

Like its previous form, Electrode mostly hangs around old factories and power plants, feeding off of the stored energy found there.

Exeggcute

No. 102



Egg Pokémon

Power: 1

Size: Tiny

Habitat:

Grass

Psychic



Description

While Exeggcute may look like eggs, it is actually more like a seed. The individual heads tend to swarm together in groups for protection.

Exeggcute can be quite aggressive. The heads often work together to throw whatever they can at anyone they perceive as an enemy, sometimes even throwing one of the other heads.

The heads can be of wildly different sizes, since each head is technically a different Pokémon.



Exeggutor

No. 103



HP Def Spd
7 4 2

Strength

Grass x2: Fire Ice Psn Fly Bug Gho
Psychic -1: Wtr Elec Grs Fgt Grn Psy

1 2 **Barrage** Normal 3+ !3
3 4 Use 3 times (against the same target).

5 **Egg Bomb** Normal 8+ !2

6 7 **Psybeam** Psychic !1
8 9 Deals 2 hits.
6: Confusion

10 **Solar Beam** Grass !1
11 Charge for this round.
12 Deals 5 hits on the next turn.

Cubone

No. 104



HP Def Spd
6 4 2

Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

1 2 **Pound** Normal 2+
3 4

5 **Fury Attack** Normal 2+ !3
6 Use 3 times (against the
7 same target).

8 **Focus Energy** Normal !1
9 Whenever this Pokémon deals
damage, it deals an extra hit.

10 **Bone Club** Ground 5+ !1
11 2: The target can't take
12 actions this round.

Marowak

No. 105



HP Def Spd
7 6 2

Strength

Ground x2: Wtr Grs Ice
-1: Elec Psn Rck

4 **Pound** Normal 4+
5 6 7 8

5 6 **Fury Attack** Normal 4+ !3
7 8 Use 3 times (against the
same target).

8 **Focus Energy** Normal !1
9 Whenever this Pokémon deals
damage, it deals an extra hit.

10 **Bonemerang** Ground 7+ !3
11 Use twice (against the same
12 target).

Hitmonlee

No. 106



HP Def Spd
6 3 3

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 **Kick** Fighting 5+
2
3

4 5 **Jump Kick** Fighting 9+ !1
6 7 Miss: This Pokémon loses 1 HP.

8 **High Jump Kick** Fighting 11+ !2
9 Miss: This Pokémon loses 2 HP.
10

11 **Rolling Kick** Fighting 7+ !1
12 2: The target can't take
actions this round.

Hitmonchan

No. 107



HP Def Spd
6 4 3

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 **Jab** Fighting 4+
2
3

4 **Ice Punch** Ice 7+ !1
5
6 2: Sleep.

7 **Thunder Punch** Electric 7+ !1
8
9 2: Paralysis.

10 **Special Punch** Fighting 9+ !2
11
12

Lickitung

No. 108



HP Def Spd
8 4 2

Cut, Surf, Strength

Normal x2: Fgt
-1: Gho

1 **Constrict** Normal 2+
2 The target can't move this
3 round.

4 5 **Wrap** Normal 3+ !1
6 7 Hit: Stops this & target until end
of next round or either moves.

8 **Supersonic** Normal !3
9 Inflicts Confusion.

10 **Slam** Normal 7+ !2
11
12



Exeggutor No. 103



Coconut Pokémon

Power: 3

Size: Large

Habitat:

Grass

Psychic



Description

When Exeggute evolves into Exeggutor, it suddenly grows a body. Not every head attaches itself to this body—some just roll away. Each of the remaining heads still has a life and will of its own. It constantly grows new heads. When a head falls off, it becomes a new Exeggute head. An Exeggutor head with a close bond with its trainer tries not to fall off, though.

Exeggutor loves warm and moist places. It can be found deep within tropical woods or while walking along tropical beaches.

Cubone No. 104



Lonely Pokémon

Power: 1

Size: Tiny

Habitat:

Ground



Description

After being born, a young Cubone is given a skull by its mother to serve as protection. The fact that Marowak leaves its offspring behind after birth has led to the enduring idea that the skull Cubone wears is of its deceased mother.

Cubone is often heard crying, although the exact reason for this is hard to ascertain. The rattling and echoes of its skull make its cry seem mournful. It is a very asocial Pokémon. It often spends its time alone in small crevices. It collects small bones to use as weapons.

Marowak No. 105



Bone Keeper Pokémon

Power: 3

Size: Small

Habitat:

Ground



Description

After evolving, Marowak's skull helmet has fused onto its skin for even greater protection.

Marowak collects the bones of dead Pokémon to use as weapons. Only once a female Marowak finds a suitable skull will it start looking for a mate. It then gives this skull to its offspring for protection. It doesn't spend any more time with its mate or offspring than is strictly necessary and quickly goes back to its solitary lifestyle.

Hitmonlee No. 106



Kicking Pokémon

Power: 2

Size: Medium

Habitat:

Fighting



Description

Hitmonlee can freely stretch and contract its legs. This not only allows it to kick far-away foes, it also allows it to easily cover great distances in mountainous terrain. It can also jump surprisingly high by quickly stretching and then contracting its legs.

A wild Hitmonlee is often surprisingly docile. It usually only attacks when specifically provoked.

Hitmonchan No. 107



Punching Pokémon

Power: 2

Size: Medium

Habitat:

Fighting



Description

Hitmonchan is known for its incredibly fast punches. Legend has it that each Hitmonchan is inhabited by the spirit of a former boxer. While this claim seems dubious, it does help explain why it is drawn to abandoned towns and why it often dresses in human clothing.

If it cannot find suitable gloves, it uses whatever it can find to wrap its hands. It is said that the power of Hitmonchan's punches would shatter the bones of its hand if it were unprotected.

Lickitung No. 108



Licking Pokémon

Power: 2

Size: Medium

Habitat:

Normal



Description

At 2.5 metres, Lickitung's tongue is twice as long as its body. It usually stows this tongue away inside its body by curling it up. Its tongue can be moved as if it were an arm, which makes it useful for grabbing food and attacking enemies. It leaves a tickling sensation after getting licked by it.

Lickitung has a voracious appetite, but doesn't like to move. It often simply stands in a spot and uses its tongue to eat anything it can reach.



Koffing

No. 109



HP Def Spd
5 4 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Tackle

Normal

2+

9
10

Smoke Screen

Normal

!2



Darkens the field for the rest of the battle.

5 6
7 8

Smog

Poison

!3



Deals 1 hit + Poison.

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

Weezing

No. 110



HP Def Spd
6 6 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2

Tackle

Normal

4+

9
10

Sludge

Poison

7+ !1



2: Poison.

5 6
7 8

Smog

Poison

!3



Deals 1 hit + Poison.

11
12

Explosion

Normal

9+ !1



This Pokémon faints. Deals 4 additional hits.

Rhyhorn

No. 111



HP Def Spd
7 5 2

Strength

Rock

x2: Wtr Grs Ice Fgt Grn

Ground

-1: Nrm Elec Fire Psn Fly Rck

1
2
3

Tackle

Normal

3+

8
9
10

Fury Attack

Normal

3+ !3



Use 3 times (against the same target).

4 5
6 7

Horn Attack

Normal

6+ !1

11
12

Stomp

Normal

6+ !1



6: The target can't take actions this round.

Rhydon

No. 112



HP Def Spd
8 5 2

Surf, Strength

Rock

x2: Wtr Grs Ice Fgt Grn

Ground

-1: Nrm Elec Fire Psn Fly Rck

1
2

Tackle

Normal

5+

6 7
8 9

Fury Attack

Normal

5+ !3



Use 3 times (against the same target).

3
4
5

Horn Attack

Normal

8+ !1

10
11
12

Horn Drill

Normal

11+ !2



6: The target faints.

Chansey

No. 113



HP Def Spd
16 1 2

Strength Flash

Normal

x2: Fgt

-1: Gho

1
2

Pound

Normal

1+

7
8
9

Sing

Normal

!2



Inflicts Sleep.

3 4
5 6

Softboiled

Normal

!2



Transfer any HP from this Pokémon to the target.

10
11
12

Double-Edge

Normal

6+ !1



Hit: This Pokémon loses 1 HP.

Tangela

No. 114



HP Def Spd
6 6 3

Cut

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

1
2

Constrict

Normal

2+



The target can't move this round.

7 8
9
10

Mega Drain

Grass

!2



Deals 2 hits. Recovers HP equal to the HP the target loses.

3 4
5 6

Slam

Normal

7+ !2

11
12

Healing Pollen

Grass

!2



Recovers 2 HP from this Pokémon and each target.



Koffing

No. 109

Poison Gas Pokémon



Power: 1

Size: Tiny

Habitat:

Poison



Description

Koffing's thin, balloon-like body is inflated by horribly toxic gases. It reeks when it is nearby. Because it stores several kinds of toxic gases in its body, it is prone to exploding without warning. A deflated Koffing takes a while to restore itself and reinflate.

Koffing was created by the old civilisation, probably for warfare. It now mostly hangs around abandoned munitions factories and other toxic places.

Weezing

No. 110

Poison Gas Pokémon



Power: 3

Size: Medium

Habitat:

Poison



Description

Weezing can arise in a few different ways. Sometimes two Koffing end up fusing after exploding near each other, sometimes two Koffings slowly fuse when in the presence of toxic fumes, and sometimes a Koffing simply grows another head.

Weezing's body is still filled with toxic gases, leading to the same stench and explosive tendencies as Koffing.

Rhyhorn

No. 111

Spikes Pokémon



Power: 2

Size: Medium

Habitat:

Rock

Ground



Description

Rhyhorn is not known for its intelligence, but it makes up for this with raw power. It can ram through buildings with ease and can even send vehicles flying. Sadly, its unreliable nature makes it less than ideal for use in construction.

Rhyhorn often travels in small herds. The sounds of an approaching Rhyhorn herd can be deafening. This should give unsuspecting travellers some time to get out of the way lest they be trampled.

Rhydon

No. 112

Drill Pokémon



Power: 3

Size: Large

Habitat:

Rock

Ground



Description

After evolution, Rhydon now walks on two legs. It also seems to have developed a greater intellect. It is however still quite unreliable and hard to train.

Rhydon's armour-like hide can resist even lava. Its powerful horn can rotate like a drill, which allows it to puncture rocks.

Rhydon often lives a solitary life in some of the most extreme terrains imaginable, such as shattered mountainsides or deep within a volcano.

Chansey

No. 113

Egg Pokémon



Power: 3

Size: Small

Habitat:

Normal



Description

Chansey lays several eggs a day, none of which are fertilised. It uses these eggs to feed other Pokémon, which in turn protect it and feed it. All this makes Chansey one of the kindest and peaceful Pokémon.

Seeing a wild Chansey is considered a rare and lucky occurrence. Catching one is a white whale for many a trainer.

Tangela

No. 114

Vine Pokémon



Power: 3

Size: Small

Habitat:

Grass



Description

Tangela is cloaked in blue plant vines which resemble seaweed. They shake as it walks, which makes a walking Tangela sound like rustling leaves.

It likes to hide in bushes and tries to entangle anyone who gets close to it.

You won't often find groups of wild Tangela, as they are mostly solitary Pokémon.



Kangaskhan

No. 115



HP Def Spd
8 4 4

Surf, Strength

Normal x2: Fgt
-1: Gho

1
2
7
8
9

Pound

Normal 4+



Dizzy Punch

Normal 7+ !1



2: Confusion.

3 4
5 6

Comet Punch

Normal 7+ !3



Use twice (against the same target).

10
11
12

Mega Punch

Normal 9+ !2



Horsea

No. 116



HP Def Spd
5 4 2

Surf

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2
3 4
10
11
12

Tackle

Normal 1+



Smoke Screen

Normal !2



Darkens the field for the rest of the battle.

5 6
7 8
9

Bubble

Water !2



Deals 2 hits.
6: Paralysis

Seadra

No. 117



HP Def Spd
6 5 4

Surf

Water x2: Elec Grs
-1: Fire Wtr Ice

1
2
9
10

Tackle

Normal 2+



Smoke Screen

Normal !1



Darkens the field for the rest of the battle.

3 4
5 6
7 8

Bubble Beam

Water !2



Deals 3 hits.
6: Paralysis.

11
12

Hydro Pump

Water !3



Deals 4 hits.

Goldeen

No. 118



HP Def Spd
4 3 3

Surf

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2
3 4
8
9

Peck

Flying 2+



Supersonic

Normal !3



Inflicts Confusion.

5
6
7

Quick Turn

Normal 4+ !1



After this Move, this Pokémon may move 1 space.

10
11
12

Horn Attack

Normal 5+ !1



Seaking

No. 119



HP Def Spd
7 4 3

Surf

Water x2: Elec Grs
-1: Fire Wtr Ice

1
2
9
10

Peck

Flying 4+



Fury Attack

Normal 4+ !3



Use 3 times (against the same target).

3 4
5 6
7 8

Waterfall

Water 7+ !1



2: The target can't take actions this round.

11
12

Horn Drill

Normal 10+ !2



6: The target faints.

Staryu

No. 120



HP Def Spd
5 3 4

Surf, Flash

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2
3 4
9

Tackle

Normal 1+



Swift

Normal !3



Deals 1 hit to any Pokémon. Can't be prevented.

5 6
7 8

Water Gun

Water !2



Deals 2 hits.

10
11
12

Recover

Normal !3



Recovers HP equal to the result of the Move die -3.



Kangaskhan

No. 115



Parent Pokémon

Power: 3

Size: Large

Habitat:

Normal



Description

A female Kangaskhan can easily be recognised by its pouch which often has a baby Kangaskhan inside it. A baby Kangaskhan only rarely ventures out of its pouch until it is 3 years old. The mother is very protective of its baby and will do everything in its power to protect it.

Male Kangaskhan are quite rare, but do exist.

Horsea

No. 116



Dragon Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Horsea keeps its balance in the water using its coiled tail. When it senses danger, it can shoot black ink to defend itself. It also shoots this ink to hunt. It is known to shoot down flying bugs from the surface of the water with extraordinary precision.

Every spring, a female Horsea can lay several thousand eggs on seaweed, although most of these get eaten by Goldeen. Male Horsea take care of the young.

Seadra

No. 117



Dragon Pokémon

Power: 3

Size: Medium

Habitat:

Water



Description

Seadra is a lot more vicious than its previous form. Carelessly trying to touch it can result in punctures from the spikes growing on its body. These spikes are toxic and cause excruciating pain and may even result in fainting.

It often comes up to the surface to shoot ink at airborne prey.

Goldeen

No. 118



Goldfish Pokémon

Power: 1

Size: Tiny

Habitat:

Water



Description

Goldeen's dorsal and pectoral fins are strongly developed like muscles. This helps it propel through the water at great speed. They seem to have little intelligence and sometimes swim right towards predators. Its tail fin billows like an elegant ballroom dress, giving it the nickname "The Water Queen".

Seaking

No. 119



Goldfish Pokémon

Power: 3

Size: Medium

Habitat:

Water



Description

Using the drill-like horn on its head, Seaking hollows out boulders to make its nest.

In autumn, Seaking swims up rivers and creeks to spawn. When large enough groups swim upstream, they can seemingly colour the river red. During the other seasons, it lives a mostly solitary life. It isn't generally aggressive and mostly feeds on small fish.

Saryu

No. 120



Star Shape Pokémon

Power: 1

Size: Small

Habitat:

Water



Description

Saryu is commonly found on beaches. At night, the crystal at its core shines brightly. Why it does this remains unclear. Saryu does not need a partner to reproduce and does not seem to possess a gender.

If a part of Saryu's body is cut off, it can effortlessly regenerate it.

By rapidly spinning, it can launch itself into the air.



Starmie

No. 121



HP Def Spd
6 4 5

Surf, Flash

Water x2: Elec Grs Bug Gho
Psychic -1: Fire Wtr Ice Fgt Psy

1 Tackle Normal 1+

2

9 Star Freeze Ice !3

10 Deals 3 hits and inflicts Paralysis.

3 4 Flood Water !2

4 6 Deals 2 hits.

7 8

11 Hydro Pump Water !3

12 Deals 4 hits.

Mr. Mime

No. 122



HP Def Spd
5 5 4

Flash

Psychic x2: Bug Gho
-1: Fgt Psy

1 Barrier Psychic !1

2 Completely blocks the space. A Regular Move can break it.

3

9 Light Screen Psychic !2

10 Acts first. Can't move this round, unaffected by Special Moves.

4 5 Confusion Psychic !1

6 7 Deals 2 hits. Swap with target. 6: Confusion.

11 Reflect Psychic !2

12 Acts first. Can't move this round, unaffected by Regular Moves.

Scyther

No. 123



HP Def Spd
6 4 5

Cut

Bug x2: Fire Elec Ice Psn Fly Rck
Flying -1: Grs Fgt Grn Psy Bug

1 Scratch Normal 4+

2

8 Swords Dance Normal !1

9 Double the number of hits of the next successful Move.

10

3 4 Slash Normal 7+ !1

5 6 Deals an additional hit.

10 Wing Attack Flying 6+ !1

11 Deals an additional hit.

12

Jynx

No. 124



HP Def Spd
7 3 5

Ice x2: Fire Bug Rck Gho
Psychic -1: Grs Ice Psy

1 Pound Normal 2+

2

7 Lovely Kiss Normal !1

8 Inflicts Sleep.

9

3 4 Ice Punch Ice 5+ !1

5 6 Sleep.

10 Powder Snow Ice !1

11 Deals 2 hits. 6: Sleep.

12

Electabuzz

No. 125



HP Def Spd
7 3 5

Strength, Flash

Electric x2: Grn
-1: Elec Fly

1 Pound Normal 3+

2

7 Drag Off Normal 6+ !1

8 Hit: Pulls the target towards this Pokémon.

9

3 4 Thunder Punch Electric 6+ !1

5 6 Paralysis.

10 Thunder Shock Electric !2

11 Deals 2 hits. 6: Paralysis.

12

Magmar

No. 126



HP Def Spd
7 3 4

Strength, Flash

Fire x2: Wtr Grn Rck
-1: Fire Grs Bug

1 Pound Normal 4+

2

7 Drag Off Normal 6+ !1

8 Hit: Pulls the target towards this Pokémon.

9

3 4 Fire Punch Fire 7+ !1

5 6 Poison.

10 Ember Fire !2

11 Deals 2 hits. 6: Poison.

12



Starmie

No. 121

Mysterious Pokémon



Power: 3
Size: Small
Habitat:

Water

Psychic



Description

Starmie's core glows with many different colours. The function of this glow remains unclear, although it is suspected that it is used for communication with other Starmie.

Starmie is a surprisingly fast swimmer. By quickly rotating, it can move through the water at great speed and can even become airborne.

Mr. Mime

No. 122

Barrier Pokémon



Power: 2
Size: Medium
Habitat:

Psychic



Description

Mr. Mime is perhaps the most enigmatic Pokémon of all. Its appearance seems too human-like to be a coincidence, but there are no clear indications of where or how it may have been created. It can create transparent walls out of thin air and then climb those walls with the suction pads on its fingertips. It tries to slap anyone who interrupts it while creating these walls.

People call it Mr. Mime, but its actual gender and reproductive habits remain a mystery. Presumably, just calling it "Mime" would be more correct.

Scyther

No. 123

Mantis Pokémon



Power: 3
Size: Medium
Habitat:

Bug

Flying



Description

Scyther is known for its incredibly sharp claws and amazing agility. If it moves fast enough, it can create the illusion that there are more of it. It only rarely uses its wings to fly and prefers to use its swift legs to get around.

Scyther can fully distinguish colours, which is somewhat rare among Pokémon. It especially likes the colour red.

While it sometimes travels as part of a swarm, it is usually quite solitary.

Jynx

No. 124

Human Shape Pokémon



Power: 3
Size: Medium
Habitat:

Ice

Psychic



Description

Jynx seems to have evolved to mimic humans. It speaks in a humanlike manner, but the words seem to be complete gibberish. If any attempt is made to remove its cloth-like shroud, it becomes incredibly violent.

It seems to prefer cold places. It can often be found in frigid caves singing an eerie song.

Electabuzz

No. 125

Electric Pokémon



Power: 3
Size: Small
Habitat:

Electric



Description

Electabuzz loves to feast on electricity. In the wild, it often stands in open fields during lightning storms. In urban areas, it often attacks transformer stations or wind farms. It especially likes (abandoned) power plants. If a wild Electabuzz finds an inhabited settlement, it often causes major blackouts.

It can fully distinguish colours, which is somewhat rare among Pokémon. It especially likes the colour red.

Magmar

No. 126

Spitfire Pokémon



Power: 3
Size: Medium
Habitat:

Fire



Description

Magmar's body temperature is incredibly high—up to 1200 °C—which causes it to constantly emit an orange glow and allows it to blend in seamlessly among flames.

It mostly hangs out near the craters of volcanoes, although it occasionally seeks out human-made sources of heat, such as abandoned factories and refineries.



Pinsir

No. 127



HP Def Spd
6 5 3

Cut, Strength

Bug x2: Fire Psn Fly Rck
-1: Grs Fgt Grn Psy

1 2 **Constrict**
Normal 5+
Hit: The target can't move this round.

7 8 **Vice Grip**
Normal 7+ !1
Hit: The target can't move this round.

3 4 **Seismic Toss**
Fighting 8+ !1
Hit: Moves the target to the other side of this Pokémon.

11 12 **Guillotine**
Normal 11+ !2
6: The target faints.

Tauros

No. 128



HP Def Spd
6 4 5

Strength

Normal x2: Fgt
-1: Gho

1 2 **Tackle**
Normal 4+

7 8 9 **Stomp**
Normal 7+ !1
2: The target can't take actions this round.

3 4 5 6 **Overrun**
Normal 7+ !1
Can move +2 spaces, can/must cross target to opposite side.

10 11 12 **Rage**
Normal 6+ !1
If this Pokémon is at or below 3 HP, deals 8+ instead.

Magikarp

No. 129



HP Def Spd
4 3 3

Surf

Water x2: Elec Grs
-1: Fire Wtr Ice

1 2 3 4 5 6 7 8 **Splash**
Normal

9 10 11 12 **Tackle**
Normal 1+

Gyarados

No. 130



HP Def Spd
7 3 3

Surf, Strength

Water x2: Elec Rck
Flying -1: Fire Wtr Fgt Grn Bug

1 2 **Tackle**
Normal 5+ !1

9 10 **Dragon Rage**
Dragon !3
Deals 4 hits.

3 4 5 6 7 8 **Bubble Beam**
Water !2
Deals 3 hits.
6: Paralysis.

11 12 **Hyper Beam**
Normal !3
Deals 5 hits. If target doesn't faint, this skips its next turn.

Lapras

No. 131



HP Def Spd
9 4 2

Surf, Strength

Water x2: Elec Fgt Rck
Ice -1: Wtr Ice

1 2 **Tackle**
Normal 3+

7 8 9 10 **Ice Beam**
Ice !3
Deals 2 hits.
6: Sleep.

3 4 5 6 **Flood**
Water !3
Deals 3 hits.

11 12 **Sing**
Normal !3
Inflicts Sleep.

Ditto

No. 132



HP Def Spd
6 3 2

Normal x2: Fgt
-1: Gho

1 2 3 4 5 6 7 8 9 10 11 12 **Transform**
Normal
This Pokémon becomes the same Pokémon as the target, except for its HP.



Pinsir

No. 127



Stag Beetle Pokémon

Power: 3

Size: Medium

Habitat:



Bug

Description

Pinsir has two powerful pincer horns on the top of its head. If those pincers fail to crush its foe, it starts swinging around and tosses its opponent. I can toss Pokémon that are heavier than it in this way.

It spends most of its time in the forest undergrowth. It burrows a hole to sleep at night.

It can fully distinguish colours, which is somewhat rare among Pokémon. It seems to especially like the greens of its native forest.

Tauros

No. 128



Wild Bull Pokémon

Power: 3

Size: Large

Habitat:



Normal

Description

Tauros roams the prairie as part of a massive herd. While it generally doesn't attack other Pokémon without provocation, a herd can accidentally trample anyone who stands in its way. The thundering sound of hundreds of Tauros hooves is a frightening sound indeed.

When it's about to ram its foe, it whips itself with its three tails to heighten its will to fight.

Magikarp

No. 129



Fish Pokémon

Power: 0

Size: Small

Habitat:



Water

Description

Magikarp is generally known as one of the weakest and most pathetic Pokémon. If it is attacked, it tends to splash around uselessly instead of defending itself. However, deep within its DNA lurk the genes of a dragon.

Magikarp can be found swimming in the oceans, lakes, and even large puddles of the world. It usually follows the currents and eats whatever is nearby.

Gyarados

No. 130



Atrocious Pokémon

Power: 3

Size: Huge

Habitat:



Water

Flying

Description

Huge and vicious, Gyarados is known as one of the most dangerous Pokémon. It can fire a powerful Hyper Beam which allows it to destroy ships and buildings. An enraged Gyarados is a frightening sight for any sailor.

Gyarados mostly lives on the seafloor or in deep waters. As a result, it is rarely seen. It is an omnivore. Its powerful fangs are capable of crushing boulders. Its scales are as hard as steel and are sometimes used to make jewellery.

Lapras

No. 131



Transport Pokémon

Power: 3

Size: Large

Habitat:



Water

Ice

Description

Lapras is apparently quite gentle by nature. It doesn't mind ferrying people and Pokémon across the water on its back. Its enchanting cry often means salvation to anyone lost at sea.

It is quite a rare Pokémon. It seems that it was more abundant long ago, but its population has been dwindling for quite some time. In times of old, it was often used to ferry people and goods. Perhaps their exploitation of this Pokémon's kindness is to blame.

Ditto

No. 132



Transform Pokémon

Power: 1

Size: Tiny

Habitat:



Normal

Description

Ditto can transform into other Pokémon by changing its body's cellular structure. How it does this remains a mystery, but it seems to have been created by the previous civilisation to help them study Pokémon genetics. It may be related in some way to the mythical Pokémon Mew.

Finding a Ditto can be tricky, since it often doesn't look like a Ditto at all.



Eevee

No. 133



HP 6 Def 3 Spd 2

1 2
3 4

Tackle

Normal 2+



3 4
5 6

Quick Attack

Normal 4+ !1



This Move happens before all other Moves this round.

Normal

x2: Fgt

-1: Gho

9
10

Sand-Attack

Normal 3+ !3



Hit: Inflicts Confusion.

11
12

Bite

Normal 4+ !1



2: The target can't take actions this round.

Vaporeon

No. 134



HP 9 Def 3 Spd 3

Surf

1
2

Tackle

Normal 2+



3 4
5 6

Water Gun

Water !1



Deals 2 hits.

Water

x2: Elec Grs

-1: Fire Wtr Ice

7 8
9
10

Aurora Beam

Ice !1



Deals 2 hits.

11
12

Acid Armour

Poison !1



Increase this Pokémon's Defence by 2 (max +2).

Jolteon

No. 135



HP 6 Def 3 Spd 6

Flash

1
2

Tackle

Normal 2+



3 4
5 6

Thunder Shock

Electric !1



Deals 2 hits.

6: Paralysis.

Electric

x2: Grn

-1: Elec Fly

7 8
9
10

Double Kick

Fighting 5+ !3



Use twice (against the same target).

11
12

Pin Missile

Bug 2+ !3



Use 3 times (against the same target).

Flareon

No. 136



HP 6 Def 3 Spd 3

Flash

1
2

Tackle

Normal 5+



3 4
5 6

Ember

Fire !1



Deals 2 hits.

6: Poison.

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

7 8
9
10

Heat Tackle

Fire 9+ !1



Hit: This Pokémon loses 1 HP.

11
12

Fire Spin

Fire !4



Deals 1 hit + targets can't take actions until end of next round.

Porygon

No. 137



HP 6 Def 4 Spd 2

Flash

1
2
3

Tackle

Normal 2+



4 5
6 7

Sharpen

Normal !1



Change Tackle's damage to 5+.

Normal

x2: Fgt

-1: Gho

8
9
10

Conversion

Normal !1



This Pokémon becomes resistant to every type.

11
12

Recover

Normal !2



Recovers HP equal to the result of the Move die -2.

Omanyte

No. 138



HP 5 Def 4 Spd 2

Surf

1 2
3 4

Tackle

Normal 1+



5 6
7 8

Water Gun

Water !2



Deals 2 hits.

Rock

x2: Elec Grs Fgt Grn

-1: Nrm Fire Ice Psn Fly

9 10
11
12

Spook

Ghost !2



Deals 2 hits.

6: Target can't take actions this round.



Eevee

No. 133

Evolution Pokémon



Power: 1

Size: Tiny

Habitat:

Normal



Description

Eevee's special genetic makeup allows it to evolve into many different forms, depending on which evolutionary stone it is exposed to.

It is an elusive Pokémon which usually prefers to hide and run away from danger.

Vaporeon

No. 134

Bubble Jet Pokémon



Power: 3

Size: Small

Habitat:

Water



Description

Once an Eevee finds a Water Stone and evolves into Vaporeon, it tends to try and find the nearest river and swim out to sea.

Vaporeon is almost invisible in water. Its translucent blue skin can mirror the texture of water extremely well. When its tail pokes out of the water, it is often mistaken for a mermaid.

Jolteon

No. 135

Lightning Pokémon



Power: 3

Size: Small

Habitat:

Electric



Description

Jolteon can accumulate electric charges just by standing out in the open. It can then use these charges to blast out extremely powerful lightning bolts.

When a Jolteon is startled or angered, its fur all over its body bristles like sharp needles. Using the power stored within its body, it can even launch needle-like clumps of fur at its foes.

Flareon

No. 136

Flame Pokémon



Power: 3

Size: Small

Habitat:

Fire



Description

Flareon has a flame sac inside its body. When it inhales, it can blow out extremely hot flames—reportedly up to 1700°C.

It is often very hot to the touch, especially if it hasn't breathed fire for a while. During winter, other Pokémon sometimes seek out Flareon for warmth. Once it gets too hot, it fluffs out its fur to cool itself off.

Porygon

No. 137

Virtual Pokémon



Power: 2

Size: Small

Habitat:

Normal



Description

Porygon seems to be a fully artificial Pokémon. It was apparently created by the previous civilisation to interact with digital devices. Its body acts as a self-repairing computer. As long as its internal code is intact, it can keep repairing itself. If it finds enough materials, it can even replicate itself.

Now bereft of its original function, Porygon often simply wanders around fixing long-abandoned machines, which can lead to some bizarre situations.

Omanyte

No. 138

Spiral Pokémon



Power: 1

Size: Tiny

Habitat:

Rock

Water

Description

Omanyte is an extinct Pokémon. Researchers may be able to reform it using a fossil.

It swam by waving its ten feet. It mostly fed on plankton and small fish that swam in the primordial seas.



Omastar

No. 139



HP 6 Def 6 Spd 2

Surf

Rock x2: Elec Grs Fgt Grn
Water -1: Nrm Fire Ice Psn Fly

1 Tackle Normal 2+

2

8 Spike Cannon Normal 2+ !3

9 Use 3 times (against the same target).

10

3 4 Water Gun Water !1

5 6 Deals 2 hits.

7

11 Hydro Pump Water !2

12 Deals 4 hits.

Kabuto

No. 140



HP 5 Def 4 Spd 2

Surf

Rock x2: Elec Grs Fgt Grn
Water -1: Nrm Fire Ice Psn Fly

1 2 Scratch Normal 3+

3 4

10 Harden Normal !1

11 Increase this Pokémon's

12 Defence by 2 (max +2).

5 6 Leech Life Bug 4+ !1

7 8 Recovers HP equal to the HP

9 the target loses.

Kabutops

No. 141



HP 6 Def 5 Spd 3

Cut, Surf

Rock x2: Elec Grs Fgt Grn
Water -1: Nrm Fire Ice Psn Fly

1 2 Scratch Normal 5+

3 4

8 Slash Normal 8+ !1

9 5-6: Deals an additional hit.

10

3 4 Leech Life Bug 6+ !1

5 6 Recovers HP equal to the HP

7 the target loses.

11 Hydro Pump Water !4

12 Deals 4 hits.

Aerodactyl

No. 142



HP 7 Def 3 Spd 6

Fly

Rock x2: Wtr Elec Ice
Flying -1: Nrm Fire Psn Grn Fly Bug

1 2 Tackle Normal 4+

3 4

7 Take Down Normal 8+ !1

8 Hit: This Pokémon loses 1 HP.

9

3 4 Wing Attack Flying 6+ !1

5 6

10 Dive Bomb Flying 7+ !1

11 Disappear, reappear in open

12 space and attack next round.

Snorlax

No. 143



HP 11 Def 3 Spd 1

Surf, Strength

Normal x2: Fgt
-1: Gho

1 2 Pound Normal 4+

3 4

7 8 Rest Psychic !1

9 Recovers all of its HP, loses its

10 conditions, then falls asleep.

3 4 Body Slam Normal 9+ !2

5 6 3: Paralysis

11 Double-Edge Normal 9+ !1

12 Hit: This Pokémon loses 1 HP.

Articuno

No. 144



HP 7 Def 5 Spd 4

Fly

Ice x2: Fire Elec Rck
Flying -1: Grs Grn Bug

1 Peck Flying 3+

2 3

8 Haze Ice !1

9 Removes all effects/conditions

10 on this Pokémon and on targets.

11

12

2 3 Blizzard Ice !2

4 5 Deals 4 hits.

6 7 6: Sleep.

10 Coldsnap Ice !2

11 Deals 2 hits and inflicts

12 Sleep.



Omastar

No. 139

Spiral Pokémon



Power: 3
Size: Small
Habitat:

Rock

Water

Description

Omastar grew to be around a metre tall. It preyed on fish of roughly half its size. It hunted by grabbing onto its prey with its dexterous tentacles and then biting it with its sharp fangs. Its large shell makes it somewhat sluggish, which perhaps made it unable to keep up with the faster predators that arose after it.

Kabuto

No. 140

Shellfish Pokémon



Power: 1
Size: Tiny
Habitat:

Rock

Water

Description

Kabuto is an extinct Pokémon. Researchers may be able to reform it using a fossil.

It seems to have disliked fighting. It kept itself safe by hiding on the ocean floor and using the eyes on its back to look for predators above it. Once it spotted a predator, it retracted itself into its shell.

It was a decent swimmer, but not especially fast.

Kabutops

No. 141

Shellfish Pokémon



Power: 3
Size: Medium
Habitat:

Rock

Water

Description

Kabutops's sleek shape was perfect for swimming. Unlike its previous form, Kabutops seems to have been quite aggressive and an expert hunter. It captured prey with its sharp scythe-like claws and then drained its prey's precious bodily fluids.

Aerodactyl

No. 142

Fossil Pokémon



Power: 3
Size: Medium
Habitat:

Rock

Flying

Description

Aerodactyl used to be an extinct Pokémon, but researchers have found a way to revive it using DNA from fossilised blood samples.

This big Pokémon flies high in the sky while emitting high-pitched cries. The sight must have struck terror in the hearts of its ancient prey. When it sees possible prey, it swoops down and goes for their throat with its serrated, saw-like fangs.

Snorlax

No. 143

Sleeping Pokémon



Power: 3
Size: Large
Habitat:

Normal



Description

Snorlax spends its days eating and sleeping. It needs to consume at least 400 kg of food each day. To reach its needed intake, it even consumes mouldy food without ever getting sick. As soon as it is done eating, it falls asleep. With its average of 460 kg, it is the heaviest Pokémon discovered so far.

While it usually lives in the mountains, it occasionally descends and appears in forests and sometimes even towns. A passing Snorlax leaves almost nothing edible in its wake.

Articuno

No. 144

Freeze Pokémon



Power: 4
Size: Large
Habitat:

Ice

Flying

Description

Articuno is considered to be a legendary Pokémon. It flies over snow-capped mountain tops with its long tail trailing behind. Many stories are told about people seeing Articuno and being so enraptured by its beauty that they freeze to death, leaving a body looking skyward. It is said to only appear to doomed people who are lost in the mountains.



Zapdos

No. 145



HP Def Spd
7 4 5

Fly, Flash

Electric x2: Ice Rck
Flying -1: Grs Fgt Fly Grn Bug

1 Peck
Flying 3+

2 3 Thunderbolt
Electric !2

6 7 Drill Peck
Flying 6+ !1

10 Thunderstorm
Electric !3

11 Deals 3 hits and inflicts Paralysis.
12

Moltres

No. 146



HP Def Spd
7 4 4

Fly, Flash

Fire x2: Wtr Elec Ice Rck
Flying -1: Fire Grs Fgt Grn Bug

1 Peck
Flying 4+

2 3 Fire Spin
Fire !3

4 5 Deals 1 hit + targets can't take actions until end of next round.

6 7 Dive Bomb
Flying 7+ !1

8 9 Disappear, reappear in open space and attack next round.

10 Wildfire
Fire !3

11 Deals 3 hits and inflicts Poison.
12

Dratini

No. 147



HP Def Spd
6 3 2

Surf

Dragon x2: Ice Dra
-1: Fire Wtr Elec Grs

1 2 Constrict
Normal 2+

3 4 The target can't move this round.

5 6 Wrap
Normal 3+ !1

7 8 Hit: Stops this & target until end of next round or either moves.

9 10 Thunder Wave
Electric !2

11 Inflicts Paralysis.
12

Dragonair

No. 148



HP Def Spd
6 3 3

Fly, Surf

Dragon x2: Ice Dra
-1: Fire Wtr Elec Grs

1 Constrict
Normal 3+

2 The target can't move this round.
3

4 Wrap
Normal 4+ !1

5 Hit: Stops this & target until end of next round or either moves.
6

7 Slam
Normal 8+ !2

8
9

10 Dragon Rage
Dragon !3

11 Deals 4 hits.
12

Dragonite

No. 149



HP Def Spd
8 4 3

Fly, Surf, Strength

Dragon x2: Ice Rck Dra
Flying -1: Fire Wtr Grs Fgt Grn Bug

1 Constrict
Normal 5+

2 The target can't move this round.
3

2 3 Dragon Rage
Dragon !3

4 Deals 4 hits.
5
6

7 Giant Tail
Normal 11+ !2

8
9

10 Hyper Beam
Normal !3

11 Deals 5 hits. If target doesn't faint, this skips its next turn.
12

Mewtwo

No. 150



HP Def Spd
8 4 6

Strength, Flash

Psychic x2: Bug Gho
-1: Fgt Psy

1 Confusion
Psychic !1

2 Deals 2 hits. Swap with target.
3 6: Confusion.

4 Swift
Normal

5 Deals 1 hit to any Pokémon. Can't be prevented.

6 7 Super Psy
Psychic !2

8 Deals 4 hits.
9

10 Recover
Normal !2

11 Recovers HP equal to the result of the Move die -2.
12



Zapdos

No. 145



Electric Pokémon

Power: 4

Size: Large

Habitat:

Electric

Flying

Description

Zapdos is considered to be a legendary Pokémon. It is said to appear when the sky turns dark and lightning showers down. These lightning storms are said to be caused by the movement of its wings. A Zapdos flying in the distance is a magnificent sight which can light up the sky from kilometres away.

Moltres

No. 146



Flame Pokémon

Power: 4

Size: Large

Habitat:

Fire

Flying

Description

Moltres is considered to be a legendary Pokémon. Many legends are told about it, from it rising from the ashes after dying to its blood conferring immortality. Every flap of its wings creates a dazzling flare of flames. Those who are lucky enough to see it are often overwhelmed by its magnificence.

Dratini

No. 147



Dragon Pokémon

Power: 1

Size: Small

Habitat:

Dragon



Description

Dratini is a rare and mythical Pokémon. Although still young, it can reach lengths of up to two metres. It grows by continuously shedding its skin.

A Dratini sighting is considered a blessing according to many ancient traditions. Some say it only appears to those with a pure heart, some claim its appearance predicts a bountiful harvest, and some claim it is the harbinger of change, only appearing during times of great uproar. Since its appearance is so rare, it is hard to confirm any of these and it's probably best to take them with a pinch of salt.

Dragonair

No. 148



Dragon Pokémon

Power: 2

Size: Large

Habitat:

Dragon



Description

Dragonair is a rare and mythical Pokémon. It lives in seas and lakes, but sometimes flies high in the sky. While its ears are wing-shaped, they couldn't possibly provide enough lift for this. It can seemingly change the climate conditions around it, freely summoning rain and snow. Perhaps it can also control the winds around it and this is what allows it to fly?

Dragonite

No. 149



Dragon Pokémon

Power: 4

Size: Large

Habitat:

Dragon

Flying

Description

Dragonite is considered a legendary Pokémon. It is said to be as smart as a human, but perhaps far wiser. Because it can seemingly control the weather, its small wings nevertheless allow it to fly at great speeds, faster than any other Pokémon.

Dragonite sightings are few and far between, but often involve someone getting rescued from certain doom, from drowning in the middle of the ocean to falling from a tall cliff. For this reason, it is revered by many.

Mewtwo

No. 150



Genetic Pokémon

Power: 5

Size: Large

Habitat:

Psychic

Description

Few of the writings concerning the creation of Mewtwo have survived. It was apparently created by the previous civilisation to be the most powerful Pokémon, and it seems like they succeeded. It seems like it had a part to play in the downfall of that civilisation. The few Mewtwo that were created now live mostly in isolation, awaiting a time when their power is needed once more, for good or for ill.



Mew

No. 151

1

Pound

Normal

4+



2 3
4 5
6 7

Mega Punch

Normal

9+ !2



HP Def Spd
8 5 5

Cut, Fly, Surf, Strength, Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

8

Transform

Normal

!2



This Pokémon transforms into the target, except for its HP.

9 10
11
12

Psychic

Psychic

!2



Deals 3 hits.

Tyker

No. S01

1 2
3 4

Scratch

Normal

2+



5
6
7

Thunder Shock

Electric

!2



Deals 2 hits.
6: Paralysis.



HP Def Spd
6 2 3

Flash

Electric

x2: Grn

-1: Elec Fly

8

Quick Attack

Normal

4+ !1



This Move happens before all other Moves this round.

10
11
12

Pounce

Normal

4+ !1



Move up to 1 extra space before using this Move.

Straigar

No. S02

1
2

Scratch

Normal

3+



3
4
5

Thunder Shock

Electric

!2



Deals 2 hits.
6: Paralysis.



HP Def Spd
8 3 4

Flash

Electric

x2: Grn

-1: Elec Fly

6 7
8 9

Pounce

Normal

5+ !1



Move up to 1 extra space before using this Move.

10
11
12

Thunderbolt

Electric

!3



Deals 3 hits.
6: Paralysis.

Warfurs

No. S03

1 2
3 4

Scratch

Normal

2+



5 6
7 8
9

Powder Snow

Ice

!2



Deals 2 hits.
6: Sleep.



HP Def Spd
6 3 2

Cut, Flash

Ice

x2: Fire Fgt Rck

-1: Grs Ice

10
11
12

Fury Swipes

Normal

2+ !3



Use 3 times (against the same target).

Wearlycan

No. S04

1
2

Scratch

Normal

4+



3 4
5 6
7

Slash

Normal

7+ !1



6: Deals an additional hit.



HP Def Spd
8 5 2

Cut, Flash

Ice

x2: Fire Fgt Rck

-1: Grs Ice

8
9

Confuse Ray

Ghost

!2



Inflicts Confusion.

10
11
12

Blizzard

Ice

!3



Deals 3 hits.
6: Sleep.

Luxwan

No. S05

1
2

Peck

Flying

4+



3 4
5 6
7

Slash

Normal

7+ !1



4-6: Deals an additional hit.



HP Def Spd
7 3 4

Cut, Fly

Normal

x2: Elec Ice Rck

Flying

-1: Grs Grn Bug Gho

8 9
10
11

Psychic

Psychic

!3



Deals 3 hits.

12

Leek Slap

Normal

8+ !1



Mew

No. 151

New Species Pokémon



Power: 5

Size: Tiny

Habitat:

Psychic

Description

Mew is thought to be extinct. The old civilisation had researched its fossils extensively, although most of those notes are now gone. It seems to have had a bizarre genetic composition which allows it to change its form at will, much like Ditto. It is theorised that if we ever learn more about this mysterious Pokémon, we may find out why Pokémon are the way they are.

Mew sightings are often considered mirages, but who knows, maybe it really does exist still?

Tyker

No. S01

Tiger Cub Pokémon



Power: 1

Size: Small

Habitat:



Electric

Description

Tyker is a popular pet, although its tendency to gnaw on cables means its owner has to be very careful.

In the wild, Tyker prowls the forests, preying on small birds. When it sees its potential prey, it charges the air around itself with electricity, paralysing its prey. All this means Tyker doesn't need a lot of athleticism, which might explain its rotund form.

Straigar

No. S02

Tiger Pokémon



Power: 3

Size: Medium

Habitat:



Electric

Description

Straigar is a feared hunter. It prowls the undergrowth of dense forests looking for prey up to twice its size. With a combination of powerful electric shocks and its fierce claws, it can take down its prey with ease.

While it may look cuddly, even a trained Straigar can be dangerous to those who aren't experienced in handling it. If it ever turns aggressive, it can easily wound or maim you.

Warfurs

No. S03

Weatherproof Pokémon



Power: 1

Size: Tiny

Habitat:



Ice

Description

Warfurs clothes itself in furs of animals it hunts. It is adept at shaping these furs into the shape of a fearsome-looking creature. What it looks like beneath those furs remains unclear, but it seems to be completely black. It has small, retractable claws on its hands and feet. It prefers cold, dark places high up in the mountains.

Warfurs's eyes glow gently in the dark. A group of Warfurs spying on you at night is quite an eerie sight.

Wearlycan

No. S04

Weatherproof Pokémon



Power: 3

Size: Small

Habitat:



Ice

Description

With its powerful claws, Wearlycan can quickly burrow its way through ice. It lives in high, frigid places. It uses the fur of animals it preys on to keep itself warm and perhaps to look more intimidating. These furs seem to cling to its skin, which makes it hard to figure out what it looks like beneath them.

Wearlycan is a solitary hunter, although it sometimes has a small litter of Warfurs following it.

Luxwan

No. S05

Tamed Duck Pokémon



Power: 3

Size: Small

Habitat:

Normal

Flying

Description

Luxwan is Farfetch'd's mysterious evolution. It seems to have gained some special powers upon evolution. While it may seem regal, it often turns aggressive for no discernible reason.

Because of its rarity, Luxwan's habitat hasn't been established. Like its previous form, it collects plant stalks for self-defence and to build its nest. It prefers stalks with a bulb, presumably because they hit with greater impact.



Wooper

No. S06



HP Def Spd
6 3 2

Surf

Water

x2: Grs

Ground

-1: Fire Elec Psn Rck

1 2
3 4

Pound

Normal 2+

5
6
7

Water Gun

Water !2



Deals 2 hits.

8
9

Double Slap

Normal 3+ !2

10
11
12

Use twice (against the same target).

Tremor

Ground 4+ !1



Quagsire

No. S07



HP Def Spd
8 5 2

Surf, Strength

Water

x2: Grs

Ground

-1: Fire Elec Psn Rck

1
2

Pound

Normal 3+

3 4
5 6

Flood

Water !3



Deals 3 hits.

7 8
9
10

Earthquake

Ground 8+ !2

11
11

Rest

Psychic !1



Recovers all of its HP, loses its conditions, then falls asleep.

Phanpy

No. S08



HP Def Spd
7 3 2

Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1 2
3 4

Tackle

Normal 2+

5 6
7 8
9

Quick Turn

Normal 4+ !1



After this Move, this Pokémon may move 1 space.

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

Donphan

No. S09



HP Def Spd
8 5 2

Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2

Tackle

Normal 4+

3
4
5

Quick Turn

Normal 6+ !1



After this Move, this Pokémon may move 1 space.

6 7
8 9

Overrun

Normal 7+ !1



Can move +2 spaces, can/must cross target to opposite side.

10
11
12

Earthquake

Ground 9+ !2



Marill

No. S10



HP Def Spd
7 3 3

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal 1+

5
6
7

Bubble

Water !4

Deals 2 hits.
6: Paralysis.8
9
10

Slam

Normal 6+ !2

11
12

First Aid

Normal !4



Recovers target's HP equal to the result of the Move die.

Azumarill

No. S11



HP Def Spd
8 4 3

Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2

Tackle

Normal 3+

3 4
5 6

Bubblebeam

Water !3

Deals 3 hits.
6: Paralysis.7 8
9
10

Double-Edge

Normal 8+ !1



Hit: This Pokémon loses 1 HP.

11
12

First Aid

Normal !3



Recovers target's HP equal to the result of the Move die.



Wooper

No. S06

Water Fish Pokémon



Power: 1

Size: Tiny

Habitat:

Water

Ground



Description

Wooper lives in cold, dark water. When it gets cold outside, it leaves the water in search of food. While it walks around, it coats its body with a slimy, poisonous film that causes pain to anyone who touches it.

Because of its cuteness, many people try to keep Wooper in their garden ponds, but their tendency to just walk out and jump over fences makes this difficult.

Quagsire

No. S07

Water Fish Pokémon



Power: 3

Size: Medium

Habitat:

Water

Ground



Description

Quagsire feeds by opening its wide mouth and simply swimming just above the riverbed. Due to its relaxed and carefree attitude, it often bumps its head on boulders and boat hulls as it swims. Its body is always coated in a slimy film.

Quagsire often seems quite clueless, but this may be an evolutionary adaptation. It is incredibly resistant to damage, which means it might spend more resources getting away from trouble than simply standing there and suffering whatever harm comes its way.

Phanpy

No. S08

Long Nose Pokémon



Power: 1

Size: Small

Habitat:

Ground



Description

Phanpy is characterised by its long snout. It uses this snout to drink water and to shower itself. It often swings its snout around playfully, but because it is so strong, that can be dangerous to anyone nearby. It also uses its snout as a sign of affection. While this may be harmless to its parents, it definitely isn't for its trainers.

In the wild, Phanpy often lives in small herds with other Phanpy and Donphan.

Donphan

No. S09

Armor Pokémon



Power: 3

Size: Medium

Habitat:

Ground



Description

Donphan has sharp, hard tusks. These tusks grow as it ages. The Donphan with the largest tusks is often the leader of the herd. Its hide is incredibly thick and almost impossible to penetrate even with metal weapons.

To attack, Donphan can curl itself up and then roll towards its foe to tackle it. The impact of this move can even topple buildings.

Marill

No. S10

Aqua Mouse Pokémon



Power: 1

Size: Tiny

Habitat:

Water



Description

The tip of Marill's tail contains an oil-like substance which is lighter than water. This lets it swim without drowning even in vicious currents. The fur on its body naturally repels water.

Marill spends most of its time bobbing around near the water's edge, looking for plants to eat, both inside and out of the water.

Azumarill

No. S11

Aqua Rabbit Pokémon



Power: 3

Size: Small

Habitat:

Water



Description

Azumarill's large ears can pick up sounds from very far away. When it stands still, it can even discern what's happening within fast-moving rivers. While in the water, it rolls up its ears to prevent the insides from getting wet.

The bubble-like pattern on its stomach seems to help it camouflage itself when it's in the water, especially within turbulent waters.



Mareep

No. S12



HP Def Spd
6 3 2

Flash

Electric x2: Grn
-1: Elec Fly

1 2
3 4

Tackle

Normal 1+



9
10

Hypnosis

Psychic !3



Inflicts Sleep.

5 6
7 8

Thunder Shock

Electric !2

Deals 2 hits.
6: Paralysis.

11
12

Thunder Wave

Electric !2



Inflicts Paralysis.

Flaaffy

No. S13



HP Def Spd
7 3 2

Strength, Flash

Electric x2: Grn
-1: Elec Fly

1
2
3

Tackle

Normal 2+



9
10

Thunder Wave

Electric !2



Inflicts Paralysis.

4 5
6 7

Thunder Shock

Electric !1

Deals 2 hits.
6: Paralysis.

10
11
12

Thunder Punch

Electric 5+ !1



2: Paralysis.

Ampharos

No. S14



HP Def Spd
8 4 2

Strength, Flash

Electric x2: Grn
-1: Elec Fly

1
2

Tackle

Normal 3+



7 8
9
10

Thunder Punch

Electric 6+ !1



2: Paralysis.

3 4
5 6

Thunderbolt

Electric !2

Deals 3 hits.
6: Paralysis.

11
12

Thunder

Electric !3

Deals 4 hits.
6: Paralysis.

Hoppip

No. S15



HP Def Spd
5 3 3

Fly, Flash

Grass x2: Fire Ice Psn Fly Rck
Flying -1: Wtr Grs Fgt Grn

1 2
3 4

Pound

Normal 2+



10
11
12

Healing Pollen

Grass !3

Recovers 2 HP from this
Pokémon and each target.

5 6
7 8
9

Absorb

Grass !2

Deals 1 hit. Recovers HP equal
to the HP the target loses.

Skiploom

No. S16



HP Def Spd
6 3 4

Fly, Flash

Grass x2: Fire Ice Psn Fly Rck
Flying -1: Wtr Grs Fgt Grn

1
2
3

Pound

Normal 2+



8
9
10

Mega Drain

Grass !3

Deals 2 hits. Recovers HP equal
to the HP the target loses.

4 5
6 7

Slam

Normal 7+ !2



11
12

Healing Pollen

Grass !3

Recovers 2 HP from this
Pokémon and each target.

Jumpluff

No. S17



HP Def Spd
7 3 5

Fly, Flash

Grass x2: Fire Ice Psn Fly Rck
Flying -1: Wtr Grs Fgt Grn

1
2

Pound

Normal 2+



7 8
9
10

Mega Drain

Grass !2

Deals 2 hits. Recovers HP equal
to the HP the target loses.

3 4
5 6

Slam

Normal 7+ !2



11
12

Healing Pollen

Grass !2

Recovers 2 HP from this
Pokémon and each target.

Mareep

No. S12



Wool Pokémon

Power: 1

Size: Small

Habitat:

Electric



Description

Mareep's fluffy coat stores static electricity. The more electricity it stores, the bigger it gets. Touching its fur can give you a nasty shock. It completely sheds its coat in the summer, but quickly regrows it. It can use its stored static electricity to make the orb at the end of its tail shine with a brilliant light.

Mareep spends most of its time grazing, often in large, spread-out herds. It can climb steep hills with relative ease.

Flaaffy

No. S13



Wool Pokémon

Power: 2

Size: Small

Habitat:

Electric



Description

Flaaffy's fluffy coat stores static electricity. It has less fur than its previous form, but its fur can store larger quantities of electricity. Its rubbery hide keeps it from electrocuting itself.

The orb on the end of its tail can light up. This is often done to signal danger to other members of its herd.

Ampharos

No. S14



Light Pokémon

Power: 3

Size: Medium

Habitat:

Electric

Description

Ampharos's tail shines with a light which can clearly be seen from kilometres away. It is sometimes used as a beacon to communicate with distant settlements. In the olden days, people would be able to send messages to other villages using this light.

Ampharos has lost the fluffy coat that typified its previous forms. Instead, it stores electricity within its rubbery, striped hide. This makes Ampharos a lot safer to touch.

Hoppip

No. S15



Cottonweed Pokémon

Power: 1

Size: Tiny

Habitat:

Grass

Flying



Description

Hoppip's body is incredibly light. It can jump great heights using its tail as leverage. It has to be careful, though, because a strong enough wind can blow it away. It also uses its powerful tail to slam its foes.

Many Hoppip often gather in clusters, hooking their tails together to stop them from being blown away.

Skiploom

No. S16



Cottonweed Pokémon

Power: 2

Size: Tiny

Habitat:

Grass

Flying



Description

The flower on Skiploom's head opens and closes as the temperature changes. When it's nice and sunny, it spreads its petals to absorb the sunlight. It sometimes propels itself into the air using its tail, then floats around to get closer to the sun. This behaviour often causes it to reach higher elevations, which is why it is often found on the side of mountains.

Jumpluff

No. S17



Cottonweed Pokémon

Power: 3

Size: Small

Habitat:

Grass

Flying



Description

Jumpluff uses its powerful tail to become airborne, then drifts on the winds and spreads its cotton-like spores to make more offspring. Its body is incredibly light and the cotton-puff on its head seems to act as a balloon.

It is often encountered floating quite a few metres above the ground. When it rains, Jumpluff quickly find a dry place to hide.



Espeon

No. S18



HP Def Spd
6 3 5

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Tackle

Normal

2+

7 8
9
10

Reflect

Psychic

!2



Acts first. Can't move this round, unaffected by regular Moves.

3 4
5 6

Psybeam

Psychic

!1

Deals 2 hits.
6: Confusion.11
12

Psychic

Psychic

!2



Deals 3 hits.

Umbreon

No. S19



HP Def Spd
8 5 3

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2

Tackle

Normal

2+

7 8
9
10

Acid Armour

Poison

!2



Increase this Pokémon's Defence by 2 (max +2).

3 4
5 6

Acid

Poison

!2



Deals 2 hits.

11
12

Toxic

Poison

!3



Poison, but increase the damage by 1 each time.

Mimmo

No. S20



HP Def Spd
8 4 5

Normal

x2: Fgt

-1: Gho

1 2 3
4 5 6
7 8 9
10 11 12

Transform

Normal



This Pokémon becomes the same Pokémon as the target, except for its HP.

Jaggu

No. S21



HP Def Spd
8 4 5

Cut, Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1

Peck

Flying

5+

7 8
9
10

Waterfall

Water

8+ !1



2: The target can't take actions this round.

2 3
4 5
6

Bite

Normal

7+ !1



2: The target can't take actions this round.

11
12

Horn Drill

Normal

11+ !2



6: The target faints.

Gyaon

No. S22



HP Def Spd
9 3 2

Strength

Normal

x2: Fgt

-1: Gho

1

Tackle

Normal

5+

7 8
9
10

Thrash

Normal

9+ !1



Hit: This Pokémon becomes Confused.

2 3
4 5
6

Aurora Beam

Ice

!1



Deals 2 hits.

11
12

Hyper Beam

Normal

!2



Deals 5 hits. If target doesn't faint, this skips its next turn.

MissingNo.

No. 000



HP Def Spd
5 1 1

Cut, Fly

Bird

x2: Fgt

Normal

-1: Gho

1
3 4
6

Constrict

Normal

9+



The target can't move this round.

7 8
10
5 11

Bind

Normal

10+ !1



Hit: Stops this & target until end of next round or either moves.

2
9
12

Water Gun

Water

!6



Deals 2 hits.

Sky Attack

Flying

26+ !6



Charge for this round, try to attack on the next round.



Espeon

No. S18



Sun Pokémon

Power: 3

Size: Small

Habitat:

Psychic

Description

Espeon uses the fine, golden hairs that cover its body to sense air currents. This allows it to predict the weather and to sense its foe's movements. In addition to this, it seems to have some kind of precognitive powers. It is a very sensitive Pokémon, which makes predicting and preventing harm absolutely necessary for survival.

The orb on Espeon's forehead glows with a faint red light when it is focusing its psychic powers.

Umbreon

No. S19



Moonlight Pokémon

Power: 3

Size: Small

Habitat:

Poison

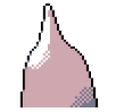
Description

Umbreon's body is coated in toxic sweat. When agitated, it protects itself by spraying this sweat from its pores. A powder made from Umbreon's sweat is odourless, tasteless, dissolves instantly in liquid, and is among the most deadly poisons known to man.

When darkness falls, the rings on the body begin to glow, striking fear in the hearts of anyone nearby. It likes to hunt in darkness, using the light from these rings to find its prey.

Mimmeo

No. S20



Transform Pokémon

Power: 3

Size: Small

Habitat:

Normal

Description

Mimmeo—Ditto's bizarre evolved form—seems more aggressive. Its fluid-like body seems more volatile, occasionally producing sturdy horns that suddenly jut out from it. The transformation process also seems a lot more violent and uncontrolled, but the result is an undeniably sturdy copy of its foe.

Jaggu

No. S21



Mythical Pokémon

Power: 4

Size: Huge

Habitat:

Water

Description

Jaggu is considered a legendary Pokémon. It is said to swim within the darkest depths of the ocean, eating all that comes in its way. Stories are told of it sinking ships with its hard, horn-like nose and swallowing the lifeboats filled with survivors whole. Its titanic form rising from the sea strikes terror in the heart of every sailor. Few live to tell of such an encounter.

Gyaoon

No. S22



Mythical Pokémon

Power: 4

Size: Huge

Habitat:

Normal

Description

Gyaoon is considered a legendary Pokémon. It roams the lands as a harbinger of destruction, levelling all that stands in its way. Those who survive an encounter with never again sleep without dreaming of its towering form and mighty roar. They often wake up in a cold sweat in the middle of the night.

It fires powerful beams from its massive jaw which are said to be able to level mountains. Entire villages have evacuated based on the news that a Gyaoon might be nearby.

MissingNo.

No. 000



??? Pokémon

Power: 1

Size: Huge

Habitat:

Bird

Normal

Description

It is unclear what MissingNo. is. It seems to alter the very nature of reality around it. Some have theorised that it is some kind of glitch in reality—a mistake made by whoever made the world. Places visited by MissingNo. often look nonsensical, as if reality was scrambled and then hastily put back. Objects being upside-down, split, merged, or fundamentally altered in shape and colour are not out of the question.



Mega Punch TM01
 Normal d10 !3 
 PP: ○ ○ ○ ○ ₣6

Dark Wave TM02
 Ghost  d6 
 Deals 2 hits.
 Darkens the field until the end of the round.
 PP: ○ ○ ₣6

Swords Dance TM03
 Normal  d1 
 Double the number of hits inflicted by this Pokémon's next successful Regular Move.
 PP: ○ ○ ○ ○ ○ ₣4

Whirlwind TM04
 Normal d4 !1 
 Hit: Pushes each target back 1 space (if that space is open).
 PP: ○ ○ ○ ○ ₣2

Mega Kick TM05
 Normal d12 !4 
 PP: ○ ₣6

Toxic TM06
 Poison  d6 
 Poison, but up the damage dealt by 1 after each time the target takes Poison damage.
 PP: ○ ○ ₣8

First Aid TM07
 Normal  d6 
 Recovers HP from the target equal to the result of the Move Die.
 PP: ○ ○ ○ ₣4

Body Slam TM08
 Normal d10 !3 
 4: Paralysis.
 PP: ○ ○ ○ ₣8

Take Down TM09
 Normal d10 !1 
 Hit: This Pokémon loses 1 HP.
 PP: ○ ○ ○ ○ ₣4

Double-Edge TM10
 Normal d12 !2 
 Hit: This Pokémon loses 1 HP.
 PP: ○ ○ ○ ₣8

Bubble Beam TM11
 Water  d6 
 Deals 3 hits.
 1: Paralysis.
 PP: ○ ○ ○ ○ ₣8

Water Gun TM12
 Water  d4 
 Deals 2 hits.
 PP: ○ ○ ○ ○ ₣2

Ice Beam TM13
 Ice  d6 
 Deals 3 hits.
 1: Sleep.
 PP: ○ ○ ₣8

Blizzard TM14
 Ice  d8 
 Deals 4 hits.
 1: Sleep.
 PP: ○ ₣10

Hyper Beam TM15
 Normal  d8 
 Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.
 PP: ○ ₣12

Pay Day TM16
 Normal d6 !1 
 Hit: Gain 1 Poké.
 PP: ○ ○ ○ ○ ₣10

Submission TM17
 Fighting d10 !1 
 Hit: This Pokémon loses 1 HP.
 PP: ○ ○ ○ ○ ₣6

Drag Off TM18
 Normal d8 !2 
 Hit: Pulls the target towards this Pokémon.
 PP: ○ ○ ○ ₣6

Seismic Toss TM19
 Fighting d8 !2 
 Hit: Moves the target to the opposite side of this Pokémon if that space is open.
 PP: ○ ○ ○ ○ ₣8

Rage TM20
 Normal d6 !2 
 If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10.
 PP: ○ ○ ○ ○ ₣4

Mega Drain TM21
 Grass  d6 
 Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.
 PP: ○ ○ ₣10

Solar Beam TM22
 Grass  d4 
 Charge for one round, then try to use this Move on the next.
 Deals 5 hits.
 PP: ○ ○ ₣10

Dragon Rage TM23
 Dragon  d8 
 Deals 4 hits.
 PP: ○ ○ ₣10

Thunderbolt TM24
 Electric  d6 
 Deals 3 hits.
 1: Paralysis.
 PP: ○ ○ ○ ₣8

Thunder TM25
 Electric  d8 
 Deals 4 hits.
 1: Paralysis.
 PP: ○ ○ ₣10

Earthquake TM26
 Ground d10 !3 
 PP: ○ ○ ₣8

Fissure TM27
 Ground d12 !4 
 12: The targets faint.
 PP: ○ ₣10

Dig TM28
 Ground d10 !2 
 Disappear for one round, reappear in an open space and attack on the next round.
 PP: ○ ○ ₣4

Psychic TM29
 Psychic  d6 
 Deals 3 hits.
 PP: ○ ○ ₣8

Teleport TM30
 Psychic  d4 
 Move to any open space.
 PP: ○ ○ ○ ○ ○ ₣2

Mimic TM31
 Normal  
 When revealed: Treat this Move as a copy of an ally's declared Move.
 PP: ○ ○ ₣4

Double Team TM32
 Normal  d4 
 Whenever this Pokémon is targeted, flip a coin: heads = Miss, tails = this effect ends.
 PP: ○ ○ ○ ₣2



Reflect TM33
 Psychic d4 
 Acts first, but skip movement.
 This Pokémon is unaffected by Regular Moves this round.
 PP: ₣2

Foul Odour TM34
 Poison d6 
 Deals 2 hits.
 This Pokémon and each target becomes Confused.
 PP: ₣4

Metronome TM35
 Normal d6 
 1: Swap spaces. 2: Sleep.
 3: 1 hit + Paralysis. 4: 2 hits.
 5: 3 hits + Confusion. 6: 4 hits.
 PP: ₣4

Flood TM36
 Water d6 
 Deals 3 hits.
 PP: ₣8

Flamethrower TM37
 Fire d6 
 Deals 3 hits.
 1: Poison.
 PP: ₣8

Fire Blast TM38
 Fire d8 
 Deals 4 hits.
 1: Poison.
 PP: ₣10

Swift TM39
 Normal d6 
 Deals 1 hit to any Pokémon in the battle, even if disappeared.
 This hit cannot be prevented.
 PP: ₣4

Dive Bomb TM40
 Flying d8 !1 
 Disappear for one round, reappear in an open space and attack on the next round.
 PP: ₣6

Night Shade TM41
 Ghost d6 
 Deals 3 hits.
 PP: ₣8

Acid TM42
 Poison d4 
 Deals 2 hits.
 PP: ₣4

Sky Attack TM43
 Flying d12 !2 
 Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.
 PP: ₣10

Rest TM44
 Psychic d1 
 This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.
 PP: ₣4

Thunder Wave TM45
 Electric d4 
 Inflicts Paralysis.
 PP: ₣4

Psywave TM46
 Psychic d6 
 Deals hits equal to the result of the Move Die.
 PP: ₣8

Overrun TM47
 Normal d8 !2 
 Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.
 PP: ₣6

Rock Slide TM48
 Rock d8 !2 
 PP: ₣8

Tri Attack TM49
 Normal d10 
 Use this Move three times against the same target.
 Deals 2 hits.
 PP: ₣8

Substitute TM50
 Normal d4 
 Swap spaces with the target.
 PP: ₣4

Fire Stone
 Can be use to evolve:
 - Vulpix
 - Growlithe
 - Eevee (to Flareon)
 ₣4

Thunder Stone
 Can be use to evolve:
 - Pikachu - Flaaffy
 - Eevee (to Jolteon)
 - Tyker
 ₣4

Water Stone
 Can be use to evolve:
 - Poliwhirl - Staryu
 - Shellder - Marill
 - Eevee (to Vaporeon)
 ₣4

Leaf Stone
 Can be use to evolve:
 - Gloom
 - Weepinbell
 - Exeggcute
 ₣4

Moon Stone
 Can be use to evolve:
 - Nidorino - Jigglypuff
 - Nidorina - Clefairy
 - Eevee (to Umbreon)
 ₣6

Heart Stone
 Can be use to evolve:
 - Farfetch'd (to Luxwan)
 - Ditto (to Mimmeo)
 - Eevee (to Espeon)
 ₣6

Dome Fossil
 Can be revived into a Kabuto at a laboratory.

Helix Fossil
 Can be revived into an Omanyte at a laboratory.

Old Amber
 Can be revived into an Aerodactyl at a laboratory.

Great Ball
 Can catch a Pokémon with a Power of 2 or lower.
 In bag:
 ₣1

Elixir
 Fully restores the PP of all the moves of one of your Pokémon. (This does not affect TMs. Can't be used in battle.)
 ₣1

Elixir
 Fully restores the PP of all the moves of one of your Pokémon. (This does not affect TMs. Can't be used in battle.)
 ₣1

Ultra Ball
 Can catch a Pokémon with a Power of 3 or lower.
 In bag:
 ₣2

Master Ball
 Can catch any Pokémon, regardless of Power.
 In bag:

Credits

Design and Layout

Heavenly Spoon

Art

Heavenly Spoon

Gert V.

Yanick Vercleyen

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Beta sprites were downloaded from tcrf.net

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