



Rules Summary

When leaving settlement, each Trainer can have 6 Pokémon, 6 Revives, & TMs equal to trainer level.

Sizes

- ☉ **Tiny:** easily carried, ± 0.5 m / 1 ½ ft
- ☉ **Small:** smaller than human, ± 1 m / 3 ft
- ☉ **Medium:** roughly human-sized
- ☉ **Large:** bigger than humans, ± 2.5 m / 8 ft
- ☉ **Huge:** way bigger, ± 5 m / 16 ft

Abilities

- ☉ **Cut:** can cut down bushes, trees, wood.
- ☉ **Fly:** can fly/hover, carry something of smaller size (or a human if Large-sized).
- ☉ **Surf:** can swim, carry something of equal or smaller size (or a human if Medium-sized).
- ☉ **Strength:** can push things of size cat. larger.
- ☉ **Flash:** can provide light in darkness (excl. bats)

Pokémon Actions

Step 1: Pick a suitable-sounding Move.

Step 2: Set the Difficulty based on chosen Move.

2: easy | 3: Medium | 4: Hard | 5: Very hard

Step 3: Roll Move die & Attack die (or Special die if the Move has ☉). Each result > difficulty is a hit.

- ☉ More hits than misses: **success!**
- ☉ More misses than hits: **failure**, can't retry
- ☉ Equal: **struggle** = partial success or cost (If cost deals damage: roll d12s equal to difficulty.)

Group Action: multiple Pokémon do different actions, can be different difficulties. Ignore a miss for each Pokémon beyond the first.

Battle Rules

Trainer Battles

Vs. 1 trainer: 1 Pokémon/Trainer.

Vs. team: 6 Pokémon total, divided equally.

Challengers choose their starting spaces first.

Battle over once only 1 Pokémon remaining.

Wager: ₧1 per Pokémon times the power level.

Wild Battle

1 Pokémon per Trainer, can't switch.

Can catch Pokémon if it's the only one remaining.

Retreat: Professor rolls a d8, each Pokémon with Speed lower than result faints.

Turn Order

Pokémon with highest Speed goes first.

In case of tie: challenger always goes last.

Round Overview

Step 1: Send out replacements.

Step 2: Pick Moves (if not Asleep/trapped).

Step 3: Reveal chosen Moves.

Step 4: Actions: Move 2 spaces + Attack.

Step 5: Apply Poison & roll for Sleep.

Moves

- ☉ **Regular Move:** roll Attack die + Move die, total = damage dealt -> deals hits for each time the damage can overtake opponent's Defence.
- ☉ **Special Move (☉):** roll Special die and Move die. If Special die > Move die, effect happens, otherwise nothing happens.

Weakness (x2): double number of hits taken.

Resistance (-1): lower numbers of hits taken by 1.

Can **Switch** as declared Move, happens during normal turn. Only Switch from starting location.

Spend PP after using or skipping a Move.

Pokémon can use its Trainer's compatible TMs.

Obstacles

- ☉ **Water:** treat as free space only for Pokémon with surf, Moves can go over.
 - ☉ **Bushes:** a Pokémon with Cut can move onto them, which then removes them.
 - ☉ **Boulders:** a Pokémon with Strength can push them away if there's a free space after.
 - ☉ **Darkness:** Pokémon without Flash can only move 1 space and only affect adjacent spaces.
- Fly goes over obstacles, must land on free space

Conditions

- ☉ **Confusion:** this round & next round, instead of moving, move 1 space in a random direction (take 1 hit if unable). Must use declared Move.
- ☉ **Poison:** lose 1 HP at end of each round.
- ☉ **Paralysis:** can't move this round & next round.
- ☉ **Sleep:** set Counter to 3, can't do/pick actions. At end of round, roll d4. If result > Counter, wake up, otherwise lower Counter by 1. Damage or hits also wakes up.

After Battle

- ☉ Spend Revive to revive each fainted Pokémon.
- ☉ Each Pokémon recovers all HP.
- ☉ All conditions and effects are removed.
- ☉ Any spent PP remains spent.