Pokémon Mystery Dungeon

EXPLORERS OF FATE

A Pokémon Mystery Dungeon TTRPG fan project by Rook 'Atomicwrongs' Hughes.

Version 1.5.2.

CONTENTS

Beginner's Primer

Welcome! This is a system designed to let Mystery Dungeon lovers enjoy their own adventures. Like Dungeons and Dragons, Vampire the Masquerade or FATE, you'll use dice to determine your success or failure as you navigate the world.

Want to control the whims of fate and lay out a grand adventure? Being a **Guild Master** might be perfect for you! Also known as the Storyteller or Dungeon Master, you narrate the world, give voices to the NPCs, and write the story in reaction to the player's choices.

If you'd prefer to take on the role of the hero, you can try being a **player**: build a character, give them a name, and set them on the journey your Guild Master has planned. Watch them forge their path in the world and bond with the other player characters as you overcome difficult obstacles in creative ways.

In this document you'll find a guide to making your character, some tips on building your world, and resources to help you get started.

The Basics

What You'll Need

To run this game, you will need the following:

- ⚙ Between three and six people, one to be the **Guild Master** – the storyteller who narrates the adventure and populates the world – and the rest are **players**, who solve the world's mysteries while carving out their own fates.
- ⚙ **Character sheets**, one per player. Guild Masters (GM for short) can also build character sheets for key non-player characters (NPCs).
- ⚙ **Dice.** Explorers of Fate uses a set of polyhedral dice, primarily focusing on the **percentile dice,** which are a pair of ten-sided dice, one numbered from 0 to 9, and the other from 00 to 90.
- ⚙ **This document!** Supplements, such as the items index and a starter adventure, can be found on the r/PMDExplorersofFate subreddit.
- ⚙ **Bulbapedia,** or another pokémon database. Many of this game's mechanical elements are converted directly from the mainline and Mystery Dungeon games, so have that data on hand.

STARTING POINTS

GMs should start by preparing the setting and story. This may sound daunting, but the section on Game Creation will help you through, and resources will be included to give you a boost if you get stuck. Ask yourself these questions:

- ➢ *Where will the story start?*
- ➢ *How high do I want the stakes to be?*
- ➢ *What will spur the players into action?*
- ➢ *What themes do I want to include?*
- ➢ *Roughly how long will the story be?*

Players will begin by creating their characters, or PCs. They're the protagonists – a party of capable, complex, proactive pokémon who will navigate the world and investigate its issues. We'll cover the mechanical side of things later, but right now, ask yourself this:

- ✿ *What kind of personality do I want to play?*
- ✿ *What quirks or habits make my character interesting?*
- ✿ *What does my character want, regret, believe, hold close, or fear?*
- ✿ *What incentive or pressure would make my character act?*
- ✿ *Who might my character become?*

> **MEASURING SPACES**
>
> In this document, we'll mention **spaces** as a measurement of distance. One space is equals to **five feet.**

Together, GMs and players should agree on a few things. These questions will ensure that everyone's on the same page when it comes to expectations and comfort zones.

- ✿ *Will the focus be on combat, social interactions, exploring or investigation?*
- ✿ *How serious or silly will the tone be?*
- ✿ *What topics or themes might come up, and which are we not comfortable with? (e.g. death, natural disaster, romance, politics, etc)*
- ✿ *Will players be allowed to play morally grey or evil characters?*
- ✿ *When can something be taken back or retconned?*
- ✿ *Is player-versus-player combat allowed?*

PERFORMING ACTIONS

If a player wishes for their character to do something where success is not guaranteed – usually due to an opponent or obstacle – then they will make a **skill roll.** We'll cover skills more in character creation, but they are measured by **a number out of 100**, and you roll your **percentile dice** to measure success.

If your dice roll is below your skill number, your action succeeds! Essentially, the skill number is your percentage chance of success.

Note that an 00 + 0 on your percentile dice should be treated as a 100.

CONVERTING FROM THE GAMES

Many elements of this game are converted from the pokémon games, for the sake of simplicity. The primary difference is that this game condenses the level system down to **20 levels.** This is to make progression feel meaningful and move the game along more efficiently.

STATS

A character's stats are derived from their species' base stats in the mainline games[1].

> ➢ **HP** is the same as base HP.
> ➢ **Speed** is base speed divided by 10 and rounded up. This determines turn order and how many spaces the pokémon can move in combat.

The other stats are calculated via the table to the right. Attack and special attack are applied as a **bonus** to the damage you deal, depending on whether the attack you used was physical or special, and defense and special defense **reduce** incoming damage by that amount, also depending on the category of incoming attack.

BASE STAT	BONUS
≤ 20	0
21–40	1
41–60	2
61–80	3
81–100	4
101–120	5
121–140	6
141–160	7
161–180	8
181–200	9
201 ≥	10

CHARACTER LEVEL	MAIN SERIES LEVEL
1–5	1–25
6–10	26–50
11–15	51–75
16–20	76–100

MOVES

Pokémon gain access to new moves as they level up. Apply the table to the left to your species' level-up learnset; your character may have four **active moves** at a time, selected from the moves available to them at their current level.

A character may change their active moveset when **resting,** i.e. at a settlement or camp, not while travelling or in a dungeon. Move tutors and TMs works as normal.

The power of a move is its main-game base power (not its PMD stats, its mainline game stats!) divided by 10, rounded up. The Power Points remain as normal. Here's what Play Rough would look like:

Name	PP	DMG	Cat.	Type	Accu.	Range	Effect
Play Rough	10	9	Physical	Fairy	90%	Foe in front, 1 space	10% chance to lower foe ATK

The one stat from PMD that you *will* use is the range[2]. For newer moves, the Guild Master may determine for themselves the range.

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[1]
https://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_by_base_stats_(Generation_IX)

BASIC ATTACK AND SAME TYPE ATTACK BONUS

A pokémon's basic attack – a simple strike that costs no power points – is treated as a non-categorized attack (not applying the physical or special attack stat), of no type, that hits one foe in front. Its accuracy is 85%. Its damage is **1,** and goes up by **2 points** every **five levels.**

The point of your basic attack is that it's *basic.* It ignores enemy defense, but also doesn't benefit from your attack. It has no STAB or type effectiveness. It's mostly accurate, and doesn't require PP. It has a place in your movepool, but doesn't do anything special.

Same-type attack bonus (STAB) is a bonus applied to your damage when you use a move of the same type as your species. It begins at **1**, and, like your basic attack, increases by 2 every five levels.

EVOLUTION

Some evolution methods have been changed. See the segment titled **Players: Character Progression** for details.

CRITICAL HITS

When attacking, a pokémon rolls their **percentile dice** for the accuracy, **even if it is 100%.** This is because a roll of 10 or below results in a **critical hit,** granting a damage bonus equals to 50% of the move's base damage.

BUFFS AND DEBUFFS

If your **attacking** stats are **raised** in battle, add **(your level / 4) rounded up** to your attacks' damage for every stage it is raised.

If your **defending** stats are **raised** in battle, deduct **(your level / 4) rounded up** from any damage you take for every stage it is raised.

If your **attacking** stats are **lowered** in battle, deduct **(your level / 4) rounded up** from your attacks' damage for every stage it is lowered.

If your **defending** stats are **lowered** in battle, add **(your level / 4) rounded up** to any damage you take for every stage it is lowered.

If accuracy is raised or lowered, treat this as a bonus or penalty of +/- 10% to the move's accuracy. Moves, like skills, are rolled using percentile dice. Evasion should be treated **inversely**, as a penalty or bonus to an **enemy's** attack accuracy.

Increases to critical hit rate are treated as a +10 to the critical hit threshold: so, a pokémon who has raised their critical hit rate by one stage will critically hit on a 20 or below.

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[2]
https://bulbapedia.bulbagarden.net/wiki/List_of_moves_by_range_(Mystery_Dungeon)

If your **speed** is raised or lowered, gain or lose 5 speed for each stage.

Attacking and defending stats, and **speed,** can only be raised or lowered a maximum of **five stages.**

Accuracy can be raised up to 100%, but cannot be lowered beyond 10%.

Critical hit rate can be raised up to 100%.

Stat changes end when outside of battle. After exiting the Initiative Order, remove any buffs or debuffs.

Certain Moves

Moves that hit multiple times **only apply Attacking and Defending stats on the first hit.** Consequent hits deal flat damage. Accuracy/crit rate is rolled for each hit.

Moves such as Spikes, Stealth Rock or Toxic Spikes create a 10ft (two spaces) square of hazardous terrain directly in front of the user. When a pokémon enters the hazardous area, the following effects occur:

- ✿ Spikes deals damage equals to the user's Basic Attack, once for each layer set up.
- ✿ Stealth Rock deals the user's Basic Attack in rock-type damage. Sharp rocks float in mid-air in a 10ft *cube.*
- ✿ Toxic Spikes inflicts Poison if one layer is set up, and Severe Poison if two layers are set up.
- ✿ Spiderweb lowers the affected pokémon's speed by one stage.

Wide Slash and **Vacuum Cut** cannot be converted from the mainline games, as they only exist in the Mystery Dungeon games. As such, use the following stats:

- ✿ Wide Slash is a 2-power physical move; it deals typeless damage; it has 90% accuracy and 10 PP. It hits three tiles in front of the player, diagonally and directly across. So, if the arrow in the below diagram represents a pokémon facing east, the green tiles would be hit by Wide Slash.
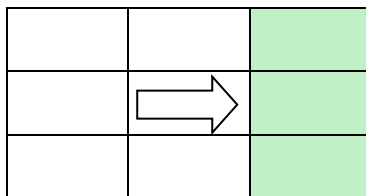
- ✿ Vacuum Cut is a 3-power special move; it deals typeless damage; it has 100% accuracy and 5 PP. It hits all foes in the room – a 'room' is considered any space more than one tile wide.

Rollout gains a cumulative +2 damage boost for each consecutive hit after the first. The chain ends after the fifth consecutive hit, if the move misses, or if the pokémon uses another move.

GUILD MASTERS: GAME CREATION

SETTING UP

Your game needs a few crucial elements: a story, a world, and things to interact with along the way. Luckily, the Pokémon Mystery Dungeon games are rich and vast enough to give you plenty of ideas.

For plot, get a rough idea and flesh it out. Start with something basic:

- ✿ A threat has reared its head, and the party has come together to deal with it.
- ✿ Something strange is going on, and the party must investigate.
- ✿ The party has been thrown into danger, and must work together to escape it.

Now let's flesh them out.

- ✿ For years, a family of dragons has lived peacefully in the mountains. However, the youngest son has gone missing in an alleged kidnapping.
- ✿ After an excavation unearthed odd relics, pokémon have been going berserk. The local Adventurers' Guild has called for explorers who can look for a cure.
- ✿ While travelling separately, each party member was attacked by Hoopa and sent to the Puzzlewilds, where they have to solve its mysteries to escape.

> **START:** The party is hired to find a treasure in an ancient jungle temple.
>
> **DEVELOPMENTS:.** The temple is full of death traps, as well as signs of other parties who have failed.
>
> **TWIST:** There is no treasure. The party was hired by cultists as sacrifices to a corrupted Aspect of Arceus.
>
> **RESOLUTION:** The party must defeat the Embodiment of the Fist Plate, a corrupted GMAX machamp boss, then escape as the temple crumbles.

Keep things flexible; your players might surprise you with how they respond to conflicts. Outline the beginning, the middle, and the end, and a few ways to help push players along if they get stuck.

As for the world, Super Mystery Dungeon introduces us to the continents [3]. This is a great place to start, and you can expand as much as you like.

If you're making your own setting, then be sure to keep notes. Locations can be as detailed as characters – you could make a sort of 'character sheet' for settlements or regions, noting down things like terrain, landmarks, key NPCs, and previous, ongoing or impending conflicts.

Like with the plot, it's okay to leave parts of your map unfilled. As you run the game and the players respond to your world, you'll get ideas that can fill in the gaps.

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[3] https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_world_(Mystery_Dungeon)

Also – consider what technology and mechanics you want to include! Do they have trains, boats, cars, power plants, television? How about mega evolution, Z-moves and dynamax?

ADVENTURES AND ARCS

An important thing to consider is how *long* you want your game to be. A **one-shot** is an adventure designed to be resolved within a single session. Conversely, a **campaign** can run for as many sessions as you'd like, with multiple inter-connecting adventures forming one larger story.

Think of the Special Episodes from Explorers of Sky as one-shots. *Today's Oh My Gosh* is a short but effective story that moves between a few key locations, with twists and developments, that wraps up neatly by its climax. Conversely, the main story would be a campaign: the characters progress and grow, the world expands, and they tackle increasingly tough challenges until they can resolve the over-arching issue.

SESSIONS AND SCENES

Longer games are made up of sessions, and each session consists of several scenes. Think of each session as an episode: though the campaign has its own beginning, middle and end parts, so does an individual session. Plan each session as it comes, based on what happened in the previous session, and outline the starting point, developments, twists and resolution. Try not to plan each session too far in advance: this game can be unpredictable, and you might end up with a far different story than you first imagined!

Scenes are tricky to plan, as so much of the game is improvised, but you can still prepare a couple of flexible scenes that you can adjust to fit the players' actions. Scenes consist of the following elements:

- ⚙ **Something interesting.** In books and film, scenes tend to start right as something interesting is about to happen. Set up a scenario that will pique the characters' and players' interests, spurring them to investigate or intervene.
- ⚙ **Something difficult**. This can be physical or psychological. Give players a chance to show off their characters' skills or unique traits, or face them with difficult decisions that test their characters' ideals.
- ⚙ **Something to gain or lose**. Information, assistance, resources, reputation – a scene should always aim to move the plot forwards, but the party may gain additional rewards based on how they handle things.

If you have a rough idea of how key scenes will play out, you can adapt to the players' decisions and improvise when something unexpected happens.

DUNGEON BUILDING

Dungeons are obviously a key part of the Mystery Dungeon games, and a long-time staple of TTRPGs. When creating your own dungeons, consider the following:

LENGTH

In the games, dungens can go from 3-4 floors to as many as 99 floors! However, in the TTRPG format, since players will want to explore and roleplay and GMs will want to make each room serve a purpose, dungeons should be **shorter** and more **detail-dense.**

For a short dungeon, try 1 floor with 3-5 rooms. Use the entrance room to set the mood, then fill the other rooms with skill or roleplaying challenges, puzzles, traps and fights, before capping it off with a big final challenge and a reward.

For longer dungeons, try 3-5 floors with up to 10 rooms. Give each floor its own theme and mini-climax, as if it were its own tiny dungeon, then bring it all together with an epic finale. Force players to consider resources when making choices – when will they next get the chance to restock or rest?

DIFFICULTY

How challenging will foes, puzzles and traps be?

- ✿ When setting combat encounters, you should consider the **number** and **level** of foes. An easy, medium or difficult encounter might have foes of a **lower** total level to the party, the **same** total level, or **higher** total level.

- ✿ Make encounters trickier by having enemies use strategy (creating and using cover, staying out of melee range, trying to restrict PC visibility or mobility), or by introducing environmental hazards such as poison-belching flowers, electrified panels on the floor, or pillars of flame.

- ✿ Tougher dungeons will not only have harder puzzles, but harsher consequences for wrong answers or failing to resolve them within a time limit. Similarly, traps will be more punishing if not disarmed, costing the PCs time, resources, and *health.*

REST STOPS

In the games, some dungeons have midway points or rest stops. Longer dungeons should have these, allowing the PCs to recover HP and PP, and refresh any traits that activate daily. These stops also help generate a feeling of progress: players will know they're nearly at their goal when they find a place to rest up.

You can also consider spots to restock. Travelling merchants may cross the party's path, or there could be a 'take what you need' stand in a tucked away area. Explorers of Sky even gave us Secret Bazaars – reward players for thoroughly searching an area by revealing a hidden staircase leading to a mysterious market!

THEME

Theme is maybe one of the most important parts of a dungeon. This includes terrain, pokémon that can be found there, items, weather, environmental hazards, and all manner of flavour.

Theme can even go far beyond the environment (beach, forest, jungle, volcano, seafloor) – is your dungeon spooky, tech-heavy, magical? Does it have a dreamy fairytale quality, or does a threatening pressure loom over its every corridor? Use the mechanical elements along with descriptions to set the tone and get the players' imaginations running.

RESTRICTIONS

While it'd be difficult to recreate the Zero Isles in this game (though you're welcome to try), you can still use restrictions to make dungeons tougher or force players to think outside the box. For example:

- ✿ Each character can only bring in 3 items.
- ✿ The dungeon must be completed within a time limit.
- ✿ No pokémon can use a move beginning with the letter E.
- ✿ Pokémon are immediately afflicted with the Tormented status and cannot remove it until they leave the dungeon.
- ✿ All rolls of a certain skill are made with a 30% penalty (Perception due to low visibility, Medicine due to a sickening miasma, etc).
- ✿ The dungeon is pitch black and players will not know the species of attacking enemies, having to light the way or guess.
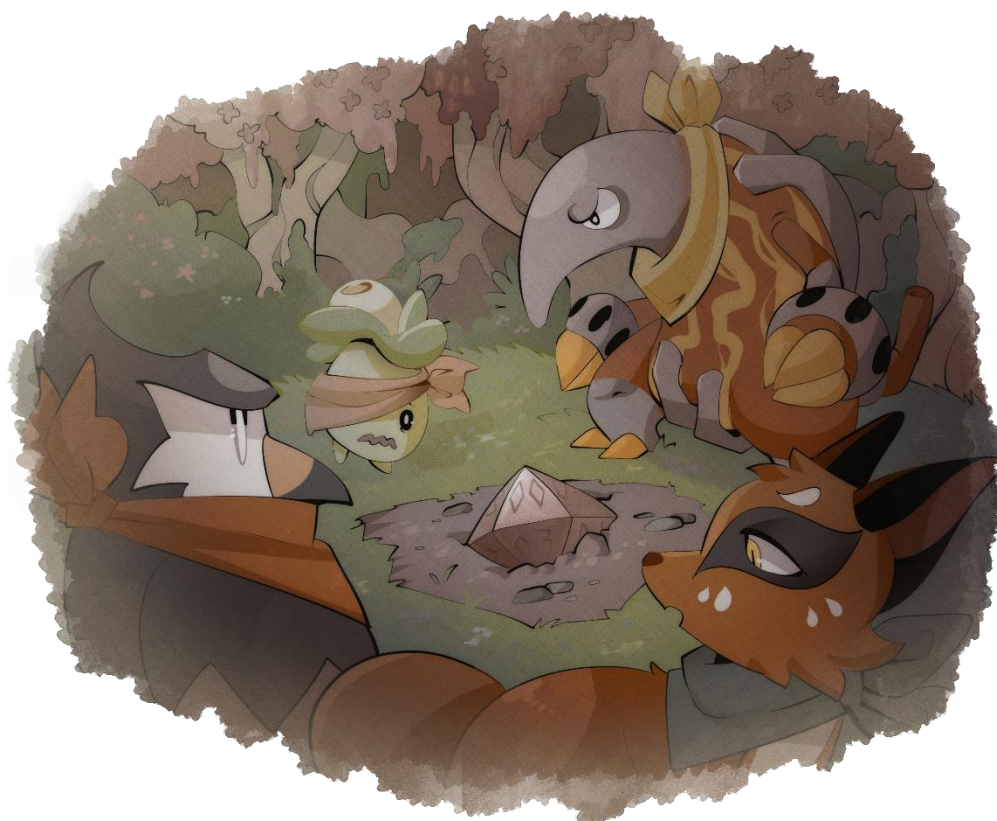
REWARDS

Each dungeon should have a reward, beyond the satisfaction of overcoming its trials and trickery. Here are some types of reward you can consider:

- ✿ **Loot.** The classic. Poweful items, money, resources that can be traded or used in rare crafting, fragments of a greater mystery. Get creative – it could be the deed to a plot of land, a long-lost treasure map, or a mythical egg that'll hatch into a powerful ally.
- ✿ **Reputation.** Completing the dungeon means that doors will open for the party elsewhere, as their reputation as capable adventurers spreads.
- ✿ **Allegiance.** A figure who sees the group's success offers them unique resources or services. This could be a pokémon they rescue, a boss humbled and impressed by their strength, or a powerful figure who sees promise in the party.
- ✿ **Information.** Where's the next piece of the puzzle? Where is the party member's missing father? How can the growing evil force be stopped? What's the cure to the mysterious plague? Knowledge is power; answer a burning plot or character question they've been asking.
- ✿ **Experience.** A little bit of EXP, or even just a straight-up level-up, can be a fitting reward. You could also grant something like a permanent stat or skill bonus, or a free trait or proficiency.
- ✿ **Plot Hooks.** Maybe the final room raises more questions than it answers. The mystery doesn't end at the dungeon – as soon as they think it's all over, a web of intrigue unfolds before them, revealing that the plot goes far deeper than they imagined.

DUNGEON TIPS

- ✿ **Encourage backtracking**. Have the solutions to some puzzles be in previous rooms. Reveal secrets about Room A all the way over in Room E. The dungeon will feel fuller if every room isn't one-and-done.
- ✿ **Every room has something**. When planning, try to have at least three things in each room, even if they're just flavour or red herrings. If you can't think of anything, consider cutting the room or rearranging the dungeon to give it some purpose.
- ✿ **A challenge for everyone**. A dungeon floor should ideally have one opportunity for each PC to show off. Take their moves, traits, abilities and skills into account, as well as things like their personalities: give the studious historian some ancient runes to decipher, the agile rogue some obstacles to weave around, the compassionate negotiator an NPC to persuade, and plenty of stuff to wreck for the party member who thirsts for destruction!
- ✿ **Use whatever resources you find helpful**. Print out or sketch your maps, keep a GM's copy covered in notes, use roll tables and flashcards, write cheat sheets of what each character excels at. Everyone GMs differently, so find what helps you the most and make good use of it.

FILLING THE WORLD

You probably have ideas for your key artefacts and NPCs already. Take inspiration from the games: a chipper guildmaster, a cunning thief, a mysterious fragment, a mystical plume! The denizens of the world, and the artefacts scattered around its locations, are how the PCs will learn about the story unfolding before them.

While you may want to fill out character sheets for important NPCs in long-running campaigns, especially if they'll be fighting alongside the party, flashcards are great for noting down basic concepts that you can whip out on the fly to add some flavour to a scenario. Here's what those could look like:

Luna – flittle, female, timid
- Creepy child, has prophetic visions
- Missing twin sister
- Likes candy and honey buns
- Tells the party how to get into the tunnels below the city if she likes them enough

MERCURY – SCIZOR BOUNTY HUNTER – NEUTRAL EVIL
LOOKS: Big X-shaped scar on left claw, torn hooded capelet
SAYS: Talks like an anime villain
DOES: Destroys his surroundings as an intimidation play
WANTS: To avenge his fallen party

Luckily, a lot of 'appearance' can be handled by saying the pokémon's species and a few distinguishing traits. Natures and characteristics from the main games are also useful here – a snorlax sheriff who's bold and somewhat stubborn is a great starting point for an interesting NPC. Note down anything that you think will be helpful, from quirks that'll help you roleplay, to how this NPC might help or hinder the party in achieving their goals.

In the Tables and Resources index, there's a series of tables you can roll on to create NPCs on the fly. They include basic information like age, gender and interesting physical traits, and things to spice them up a little, like talents and secrets.

FOUNTAIN OF THE LIFE BEARER
Ornate statue of a kirlia, water pouring from a vase in her arms. Music emanates from it at night. Has a calming aura. Characters with Perception or Sp.Knowledge of 75% or higher notice a runic map carved onto the vase.

75 HP if attempting to destroy.

You can handle objects in a similar way! Important structures, landmarks and items operate just like NPCs, just a little less clear when they speak back. Note down whatever you feel is relevant, such as the information it contains, what to do to get said information, where it is, what it does, and why players should be curious about it.

There is no right or wrong way to run your game. As long as it's how you like to play, then you can compile your notes and plan your adventures however you want. You're a player in this game, too, but your character is the world itself: adapt and respond to what the players and their characters do, and write the legendary tale of their adventure together!

PLAYERS: CHARACTER CREATION

SPECIES AND LEVEL

First of all, pick a species. Your GM may have guidelines for what kind of pokémon you can play – for example, a certain base stat total range, type, or classification (starters, first-form pseudo-legendaries, etc). Otherwise, select any species you like, pick at random, or take a quiz to find out what pokémon you'll be.

Note down your type and ability. Some abilities will translate well into the game, but for ones that don't, discuss with your GM how to make it work with the system. Pick any **one** of the abilities available to your chosen species.

LEVEL	LP
1	0
5	6
10	23
15	50
20	87

The GM will also tell you what **level** to start at. Typically, this will be level 1, but in some adventures you'll be asked to start at a higher level. In these cases, start with some LP (level-up points). You can learn how to use level up points in the next section.

STATS

Take your species' base stat total, and apply the conversions from *Converting From the Games.* As a refresher:

- ➤ **HP** is the same as base HP.
- ➤ **Speed** is base speed divided by 10 and rounded up.
- ➤ Attacking and defending stats are calculated via the table to the right.

You also get a **bonus array** to apply to your attacking and defending stats. Select one and distribute as you wish.

GENERAL: +1, +1, +0, +0
SPECIAL: +2, +0, +0, +0
EXPERT: +3, +0, +0, −1

WEAK SPOT: +1, +1, +1, −1
LOPSIDED: +2, +1, −0, −1

BASE STAT	BONUS
≤ 20	0
21–40	1
41–60	2
61–80	3
81–100	4
101–120	5
121–140	6
141–160	7
161–180	8
181–200	9
201 ≥	10

SKILLS

As discussed, **skills** are a number out of 100, being the likelihood of success when you perform a task. To calculate, roll **(3d6) x 5**, assigning the result to whichever skill you like. Do this **six times and** fill in the rest of the skills with **15.**

Here are the skills, and a few examples of what they can be used for:

- ✿ **Athletics** – Running, climbing, dodging, balance, leaping.

- ✿ **Craft** – Painting, sewing, carpentry, cooking, building.

- ✿ **Endurance** – Discipline, resisting intoxication, enduring pain.

- ✿ **Finesse** – Fine motor skills, sleight of hand tricks, lockpicking.

- ✿ **Medicine** – Diagnosis, first aid, therapy, identifying poisons.

- ✿ **Perception** – Sight, hearing, spot checks, deduction, insight.

- ✿ **Performance** – Dance, song, acting, juggling, playing an instrument.

- ✿ **Persuasion** – Bargaining, flirtation, deception, conflict de-escalation.

- ✿ **Specialist Knowledge** – Science, history, occult, theater, games, mega evolution, dungeons, crime, psychology, nature, fashion, sports, celebrity culture, ciphers and glyphs.

- ✿ **Stealth** – Sneaking, hiding, disguise, pickpocketing, theft.

- ✿ **Survival** – Trapmaking, making camp, tracking, foraging.

For Specialist Knowledge (abbreviated as SpKn), note down 1-3 fields you're knowledgeable in. These could be language, dungeons, history, spirituality, technology, or anything you think your character would know a lot about.

> **NOTE!** Some actions fall under **more than one skill.** For example, identifying a poisonous mushroom could be medicine, perception or survival. If you can argue for a skill's use in a roll, you can use it.

MOVES

CHARACTER LEVEL	MAIN SERIES LEVEL
1-5	1-25
6-10	26-50
11-15	51-75
16-20	76-100

You have 1-4 moves in your active moveset. Use the table to scale your main series level-up learnset to this game's level system. Start with any 4 moves that would be available at your level.

Additionally, you may start with one **egg move**. If your move pool is especially limited, the Guild Master may permit you to start with a TM or tutor move.

When noting down your moves, remember the **conversions**! A move's power is divided by 10 and rounded up. You can change your moveset when resting, swapping in any moves that would be available at your level.

TRAITS

Traits are niche quirks that can be useful in various situations. Take one Beginner trait to start, and the free trait listed in your **Background.**

You may only take traits **from or below your level bracket**. Upon entering a new bracket you may take one trait for free, purchasing more with **level-up points**.

LEVEL	TRAIT
BEGINNER (Cost: 1 level up point)	**Item Catcher** - If a foe throws an item at you, roll a d4. On a 4, take no damage, and take the item for yourself.
	Nontraitor - If Confused, your randomly-aimed attacks will not target allies. This does not affect your attacks when **Blinded,** as you cannot identify allies from enemies in that state.
	Type Novice – Your super-effective attacks deal 2 additional damage.
	Cheerleader - Allies within one space of you deal +2 damage with their attacks.
	Actor – Three times daily you may use Performance instead of any other skill, by explaining how your acting prowess resolves the situation.
	Anchor - You cannot be warped, pushed, or blown away.
	Fame - You are well-known and NPCs may treat you favorably for it.
	Brick-Tough - Gain an additional 10HP.
	Evaluator – You can accurately tell a foe's remaining HP, as well as its moves and ability.
	Unencumbered – You can carry twice your weight without reducing your movement per turn. This includes carrying allies.
	Breach – When your party initiates a surprise round, any attack your perform during this round deals +25% extra damage after calculations.
	Relay – You can pass items up to 30 feet in combat without spending your Flight action, without traversing terrain, and without needing to roll for an accurate throw.
LEVEL 5+ (Cost: 2 level up points)	**Power Pitcher** - Thrown items/ranged weapons deal an additional 50% damage, after weaponry modifiers are applied.
	Pushy - When you land an attack on a foe, you may choose to reduce the damage by 1 to 3 points and move the target that many spaces in any direction.
	Bodyguard - If an ally is below 1/4 HP, you may take damage in their stead, permitted you are within 60 feet of them.
	Self-Curer - You recover from status problems twice as quickly, reducing the counter by 2 every round instead of 1.
	Invigorator – When you heal an ally in combat, they gain a +1 stage speed boost.
	Hazard Setter – When you create an area hazard (spikes, stealth rocks, etc), your hazard covers a 20ft square or cube instead of a 10ft one.
	Targeter - If you attacked a foe in your previous turn and choose to target them again, deal an additional 2 damage.
	Gap Prober – Ignore allies and partial cover in the way when making ranged attacks.

Iron Stomach – You can safely eat spoiled food without negative effects. You may also supplement your diet with unconventional matter such as tough roots, bones or otherwise inedible matter, regaining 10% of your stomach fullness for every ~250g of this matter you consume.

Instructor - Once daily, an ally may use your skill score instead of theirs.

Nonsleeper - You cannot be put to sleep by traps or enemy attacks.

Light Sleeper - If an enemy moves within the same room while you are asleep, or within 30 feet of you in an open space, you will instantly awaken.

Wary Fighter - If you miss an attack, you may move back one space.

Preferred Terrain – 50% speed boost when on your preferred terrain.

Forager - When foraging, you gain twice as many items.

Inventive – You may treat Improvised Weaponry as if it were Melee Weaponry when it comes to damage calculations.

LEVEL 10+ (Cost: 5 level up points)

Hardy – If an attack would reduce you to 0HP, roll a d10. On a 10, you hang on at 1 HP.

Danger Sense – You may act during enemy surprise rounds and cannot be ambushed or taken by surprise.

Streak Hitter - If your attack reduces a foe to 0HP, you may refresh your Fight action and attack again.

Focused – Your attacks have a +20% accuracy boost. However, enemy attacks towards you have a +10% accuracy boost.

Prolong – Statuses inflicted on foes last 3 additional rounds.

Wise Healer – When you heal yourself using an item, move or skill roll, or heal an ally using an item or skill roll, heal additional HP equals to your level.

Deep Breather – If you spend your turn without taking or dealing damage, restore 5PP to all of your moves.

Practice Swinger - If you miss an attack, your next one deals +3 damage.

Light Stepper – You do not alert sleeping foes by walking near them.

Dizzying Payback – 10% chance of foes who hit you becoming confused.

Distance Dodge – Foes that are five or more spaces away take a 20% accuracy debuff when making ranged attacks against you.

Meditative Hunger – When your stomach is below 50% full, you receive a +10% accuracy bonus to your attacks.

Retaliate – Deal +2 damage to foes who attacked your allies in their last turn.

PP Saver - When attacking, roll 1d6. On a 6, you do not consume PP.

Battle Thirst – When you land a critical hit, regain HP equals to your level.

Type Bulldozer – Your 'not very effective' attacks do normal damage.

Cheery – When making a positive Persuasion roll – such as trying to cheer up or calm down a target – you may reroll once if you fail.

LEVEL 15+ (Cost: 8 level up points)

Aggressor – Apply a x1.5 multiplier to your Attack and Special Attack. However, you must also decrease your Defense and Special Defense by 3.

Defender – Apply a x1.5 multiplier to your Defense and Special Defense. However, you must also decrease your Attack and Special Attack by 3.

Sharpshooter – Your attacks crit at 20 or below.

Buddy Boost – At the beginning of combat, you may move up to three members of your party, including yourself, one space up in the initiative order.

Preferred Weather - +3 to defending stats during your preferred weather.

Haggler - Merchants will reduce their prices by (1d4x10)% for you.

Long Reach – Your attacks are increased in range by 1 space.

Fast Healer – Passively regain HP equals to your level at the start of your turn in combat, or every 10 minutes outside of combat.

Clutch Dodge – When you're below 25% HP, the accuracy of any enemy targeting you is reduced by 20%.

Trap Buster – 50% chance of destroying traps and area hazards instead of triggering their effects.

Nature Gifter – Share the effects of berries with adjacent allies.

Coin Watcher - When picking up Poké in dungeons, you gain 50% more than usual.

Protective – If one of your allies is reduced to 0HP by an enemy's attack within 60 feet of you, you may reactively attack the pokémon that caused them to faint. This attack is a guaranteed critical hit.

Deep Pockets – You may benefit from two held items at once.

LEVEL 20
(Cost: 10 level up points)

Critical Dodger - You are not affected by critical hits, as if by the Battle Armor ability.

No-Charger - Moves that would require two turns to charge are unleashed in one turn, but consume 2 PP.

Underdog – When outnumbered, deal +2 damage for each foe you're outnumbered by.

Terraformer – Using your Flight action, you may move and shape up to 10 by 10 feet of matter such as dirt, rock or sand to create cover or an obstacle.

Wrecking Ball –Your attacks deal double damage to structures.

Preparation – At dawn, roll two d100+d10, giving you two numbers from 1-100. At any point you may replace the result of a roll with one of those numbers, whether the roll was made by an ally, an enemy, or yourself.

Impenetrable Block – Three times daily, you may halve any incoming damage.

Perfect Health – Gain +50 max HP.

Legend Hunter – Deal double damage to **one** of the following: Legendary pokémon, Mythical pokémon, Ultra Beasts, or Paradox Pokémon. You have a sixth sense for when one is within five miles of you and know its approximate direction.

Coverage – Gain a fifth move slot.

Ability Patcher – At dawn, you may choose which of your species' available abilities to have for the day.

Type Advantage Master – Instead of x2 damage, your super-effective attacks deal x3 damage. Quad-super-effective attacks deal x6 damage instead of x4 damage.

BACKGROUND

Select one background. This describes your character's origins and role, and grants you some starting items and a free trait.

ADVENTURER

You delve fearlessly into the deepest dungeons.

Take the trait Item Catcher.
Start with 150 P, a week's worth of rations, one oran berry, one stun seed, and a trapbust orb.

At level 5, advance to **Mercenary, Rescuer,** or **Folk Hero.**

EXPLORER

Conquering the untamed wild, you seek out marvellous places.

Take the trait Anchor.
Start with 100 P. two weeks' worth of rations, three oran berries, and three escape orbs.

At level 5, advance to **Rescuer, Detective,** or **Dungeoneer.**

RESEARCHER

Time can hide no secrets from you and your thirst for knowledge.

Take the trait Evaluator.
Start with 100 P, a week's worth of rations, two oran berries, two heal seeds and a scanner orb.

At level 5, advance to **Detective, Mythbound,** or **Archaeologist.**

PRODIGY

You have been gifted with magnificent talents, or blessed by luck.

Take the trait Type Master.
Start with 50 P, a week's worth of rations, one oran berry, a stun seed, and a reviver seed.

At level 5, advance to **Mythbound, Thief,** or **Performer.**

OUTLAW

You're fleeing from your past. Perhaps one day you'll face it.

Take the trait Actor.
Start with 50 P, three days' worth of rations, two oran berries, a blinker seed, a trawl orb and an escape orb

At level 5, advance to **Thief, Mercenary,** or **Shadow Blade.**

At level 5, you will select a **Destiny.** At level 15, your Destiny will be solidified into **Legend**.

Destinies and Legends will be described further in the Character Progression section. For now, pick whichever background fits your character the best.

NOTE: A day's worth of rations fills **100%** of the character's belly. This could be just a single big apple, a bunch of little ones, or a preserved lunch flavoured to your character's background. See the Items Index for details.

PLAYERS: CHARACTER PROGRESSION

GAINING EXP

To level up your pokémon, you need to earn experience, or **EXP.** The maximum level is **20.** You must earn EXP equal to **your level multiplied by 100** to level up.

EXP can be earned in numerous ways, and every pokémon that participates gains some points. Here are the main methods of earning EXP:

- ⚙ Enemy pokémon yield EXP equal to their level when defeated.
- ⚙ Dungeons yield EXP when cleared. Difficulty is determined by the GM.

Trivial	Easy	Average	Challenging	Extreme
10	25	50	100	250

- ⚙ Spending a full day training yields 20 EXP, or 50 if you have a mentor.
- ⚙ You will gain 20 EXP from roleplaying an emotionally significant moment, or from increasing your bond with another character.
- ⚙ Furthering your plot line or character arc in a meaningful way will grant you 50 EXP, and 25 EXP for allies who helped you progress.

You will also earn EXP from completing tasks and quests. Calculate as follows:

Add +5 for every...	... required long-distance journey or difficulty factor in getting there, such as a high mountain or secluded swamp.
	... NPC needed to negotiate with for information or access.
	... obscure specialist skill needed. Translator, navigator, boat, etc.
	.... restriction such as needing to be in disguise or not use moves.
Add +10 for every...	... simple environmental hazard or trap, designed to slow progress or cause minor harm.
	... simple puzzle or riddle. The answer is a basic well-known concept or can be found in the surrounding area.
Add +20 for every...	... serious environmental hazard or trap that could set the party back or cause some real damage.
	... average fight. Likely to take some health but dealt with quickly.
	... tough puzzle or riddle. Requires a little more lateral thinking, hard maths or hunting around. Some risk if the answer is wrong.
Add +50 for every..	... tough enemy. Likely to knock out at least one party member, may require them to figure out a gimmick.
	... life- or limb-threatening hazard, trap or puzzle.

- → ESCORT/RESCUE missions get a +20.
- → BRING AN ITEM or DELIVERY missions get a +5.
- → FIND AN ITEM or FIND INFORMATION missions get a +10.
- → DEFEAT/CAPTURE AN ENEMY or CHALLENGE ME missions get a +25.
- → CONFLICT RESOLUTION or MYSTERY SOLVING missions get a +15.

Using these calculations, determine your mission's EXP yield.

LEVELLING UP

When you level up, you gain **one level-up point**, with the amount increasing by two every five levels. You may buy the following upgrades with level-up points:

- ✿ +5 to HP or speed, or +1 to an attacking or defending stat
- ✿ Increase a skill by 5% (no skill may be above 95%)
- ✿ One trait from any bracket available to you. See the traits table for costs.

Every five levels, your same-type attack bonus (STAB) **increases by 2**, as does your basic attack damage.

Remember that every five levels, you enter a new bracket for **level-up moves,** so when you next rest you can add any move from your new, expanded movepool to your active moveset.

EVOLUTION

As you know, some pokémon can evolve. Here, we'll discuss how to handle the various evolution methods that different pokémon use.

EVOLUTION STAT CHANGES: Most pokémon's stats increase after evolution. When your character evolves, apply the stat conversions to their new species' base stats, and use those as your new base stats.

Remember to apply any bonuses, including your starting array and any bonuses you've gained via level-up points. Alternatively, you can calculate the difference between your (converted) old and new base stats, and apply those as bonuses upon evolution.

TTRPG EVO	GAMES EVO
4	5-10
6	11-20
8	21-30
10	31-40
12	41-50
14	51-60
16	60+

Because of how levels work, evolution must also be tweaked a little. You can handle this in **one of two ways,** depending on preference.

METHOD 1: EVOLUTION COOLDOWN. Once a pokemon evolves, it cannot evolve again for 3 levels. Use the table to the left to calculate the level at which your chosen species evolves.

METHOD 2: MILESTONE EVOLUTION. A more hands-on and character-driven way of evolving. The player determines **personal milestones** for their character, and will evolve upon completing them. Here, evolution is a manifestation of their personal growth: a literal interpretation of evolving through gaining *experience.*

You can choose one major milestone, or multiple smaller ones that you complete like a checklist. Here are some ideas for milestones:

d20	I will...		I will...
1	... avenge my fallen party.	11	... feel true love's kiss.
2	... learn the truth.	12	... repay a life debt.
3	... defeat my sworn enemy.	13	... finally face my demons.
4	... prove my innocence.	14	... defeat a legendary pokémon.
5	... return to my lost home.	15	... find a cure for a rare illness.
6	... earn their approval.	16	... get back what I lost.
7	... rescue my friend.	17	... prove them all wrong.
8	... find the fabled ruins.	18	... hear the crowd cheer for me.
9	... thank the hero that saved me.	19	... unveil a great injustice.
10	... earn their forgiveness.	20	... fulfil a friend's last wish.

Pokémon who evolve via an item, or when knowing a certain move, will remain the same. This includes kubfu, who evolves after studying special scrolls.

Pokémon who evolve via **happiness or affection,** as well as finizen, evolve via **milestone evolution** described in Method 2. Alternatively, they may evolve after checking any 10 of the following 15 boxes:

Took steps towards achieving their personal goal	Helped another pokémon get closer to their goals	Received heartfelt praise or thanks after a mission	Experienced something new and breath-taking	Reached level 5, 10, 15 or 20

- ✱ For pokémon with **region-based evolutions**, such as Kantonian or Galarian weezing, the player may choose. The same goes for alcremie's colour variants, though the sweet is still required.

- ✱ Pokémon who evolve at **times of day** or in specific **weather** conditions will do so as normal.

- ✱ The Guild Master may choose if pokémon who evolve at **certain locations** are changed to item-based evolutions (such as magnezone evolving with a thunder stone), or whether the character must travel to specific dungeons to meet the requirements. This includes Galarian yamask.

- Pokémon who evolve via **trade** or via **walking** with the Let's Go feature will evolve after clearing a total of 10 different dungeons.

- When a **nincada** PC evolves, the player may choose whether they play as the ninjask or shedinja, with the chosen one retaining the character's identity and the other becoming an NPC or backup character.

- Feebas will evolve starting at level 5, with a Performance skill of 80 or above.

- Pokémon who evolve with a specific pokémon in the party will evolve at the level specified when within one space of, and on friendly terms with, the pokémon required.

- Pokémon who evolve after using a move a certain number of times will do so as normal, ignoring style requirements. This includes farfetch'd into sirfetch'd. White-striped basculin evolves after using any recoil move 20 times.

- Inkay evolves into malamar at level 8, regardless of it being upside down or not.

- Meltan evolves into melmetal at level 14 after eating 50 or more pieces of scrap metal. Gimmighoul evolves into goldhengo after consuming 10,000 poké.

Guild Masters can adjust these as desired.

EQUIPMENT AND PROFICIENCY

Some tasks require specialist tools to complete properly. In this case, you'll need to know how to use the tools in question, otherwise known as being **proficient.**

1	2	3	4	5	6	7	8	9	10

BEGINNER   TRAINEE   PROFICIENT

To progress one space up the scale, you must spend **three days** independently training, or **two days** training with a tutor. After 30 cumulative days of training, or 20 of tutoring, you are considered proficient.

Once proficient, you can gain the benefits of the equipment you're using when making a skill or attack roll.

- **Medical Kit** – Heal a target for 10 HP on a successful Medicine roll.

- **Archaeology/Forensics Kit** – You gain additional information from successful Perception rolls that you wouldn't learn otherwise.

- **Camping Gear** – You can make camp more quickly and safely, reducing the risk of attack or environmental hazards.

- **Cooking Equipment** – You can cook food items to double their effects.

- **Artisan Tools** – Includes art and craft equipment, from painting to carpentry. Your work is of higher quality and fetches a higher price. This includes things like pottery tools, painting supplies, and glassblowing tools.

- **Trapmaking Tools** – When using Survival to make traps, you can make more intricate and dangerous traps, rather than basic snares and pitfalls. Your traps deal more damage and are harder to spot and disarm.

- **Musical Instrument** – You will receive no penalty from failing a Performance roll with your instrument, making every roll at least neutral.

- **Thieves' Tools** – You do not leave evidence when stealing, and can effortlessly pick basic locks without a roll. You find 10% more poké when stealing directly from a target.

- **Gaming Kit** – Such as chess, cards or dice. You can more easily bluff, cheat, notice cheating or perform techniques when playing against an opponent.

- **Improvised weaponry** – Add 1 point of damage to your Basic Attack. These are items not designed to be used as weapons, but can be in a pinch, such as cooking equipment, scrap wood, or hitting a foe with another pokémon.

- **Melee weaponry** – Add 2 points (small weapons, such as daggers or knuckle dusters) or 3 points (large weapons, such as swords or hammers) to your Basic Attack.

- **Ranged weaponry** – Add 2 points of damage to thrown item attacks. Note that this doesn't use your attacking stats or your target's defending stats – thrown items deal damage unaffected by stats.

More details on crafting using tools can be found in the Items Directory document.

DESTINIES

Destinies are extensions of your **background.** At levels 5 and 15, you gain abilities unique to your destiny. You also gain a **+10% bonus**, up to 95%, to a relevant skill, and proficiency in a relevant toolkit or equipment.

Discuss custom destinies or re-flavouring the existing ones to suit your character better with your GM.

ARCHAEOLOGIST

Ancient ruins, fallen cities: the past's remnants whisper, if you listen.

You are skilled in decoding the **Sands of Time.** At level 15, the **Seas of Time** bend to your scholarly genius.

Skill Increase: SpKn (History) or Perception
Proficiency: Archaeology Kit

Ability (Level 5): *Sands of Time.* By spending at least 30 minutes studying an object or structure, you can accurately tell what pokémon in the past have interacted with it, as well as its purpose, any legends or rumours regarding it, magical effects, and hidden functions.

Ability (Level 15): *Seas of Time.* Once daily you may study an object or place and **declare a fact of the past to be true,** and its effects on the present day. If the Guild Master permits, this knowledge is **written into canon.** This may include hidden paths created by geological events, shelter spaces used by ancient civilisations, or resources found as remnants of long-past battles.

DETECTIVE

Truth can be elusive, but it won't escape me. Not again.

Keen Intuition helps you solve mind-boggling mysteries. At level 15, you are known for **Flawless Deduction.**

Skill Increase: Perception or Persuasion
Proficiency: Forensics Kit

Ability (Level 5): *Keen Intuition.* Thrice daily you can call upon your skills for insight. The Guild Master will give you two truths and one lie about any situation, individual, place, event or item. Though the truths are guaranteed to be reliable, you must decipher for yourself which is the lie.

Ability (Level 15): *Flawless Deduction.* By cashing in three pieces of relevant evidence, you can ask the Guild Master one question, which they **have to answer truthfully.** You can continue for as long as you have valid evidence to spend.

DUNGEONEER

Mystery dungeons have always been my home, more than any town.

You explore with keen **Momentum,** aiming to be an **Expert Dungeoneer**.

Skill Increase: Athletics or Survival
Proficiency: Camping Gear

Ability (Level 5): *Momentum:* When you make a successful skill roll in a dungeon, you gain one point of momentum. You can store momentum equals to your level. You lose one point after failing a roll, and all momentum by leaving the dungeon or fainting.

- ✿ Each point of stored momentum, up to 5, boosts your speed by 1.
- ✿ At 5 stored momentum, your attacks deal +3 extra damage.
- ✿ Send one point to reduce incoming damage by 1.
- ✿ Spend one point to add 5% to the success chance of a roll.
- ✿ Spend three points to perform a Basic Attack after landing a move.
- ✿ Spend five points to instantly shrug off a status condition.
- ✿ Spend ten points or more points to revive after a knockout blow, with HP equals to the amount spent.

Ability (Level 15): *Expert Dungeoneer:* You may, before entering a dungeon, make three claims about it, two of which are then **written into truth.** These may be about the pokémon, items, secrets, terrain, reputation, etc. If the Guild Master permits, the chosen two facts are **written into canon** and become true for all future visits.

FOLK HERO

The pokémon around me are the real treasure.

You have a need to help others, and do so with **Surmounting Wit** until your Legend becomes **Folk Mythology.**

Skill Increase: Persuasion or Craft
Proficiency: Carpenter's Tools

Ability (Level 5): *Surmounting Wit.* You thrive in difficult situations. If outnumbered, outlevelled, trapped in a precarious position, or if a party member is unconscious from fainting, you gain +10% to **all skill rolls**.

Ability (Level 15): *Folk Mythology.* Once daily, you may escape a tough situation by describing one of your feats from a folk tale. For example, that you scared off a rampaging gyarados or leapt over a ravine three copperajah wide. Keep track of your folk tale feats as you use them, for future reference.

Mercenary

With no home, no honour, and nothing to lose, my skills are all I can depend on.

You strike with **Desperation** and lethal **Hunter's Prowess.**

Skill Increase: Endurance or Stealth
Proficiency: Trapmaking Tools

Ability (Level 5): *Desperation.* Your skills hone as your HP lowers. At 50% HP, you gain +1 to attacking stats. At 25%, you gain +3. At 0 HP, you may continue fighting for 1d4 rounds with a +5 to your attacking stats, before falling unconscious. You remain unconscious for 4d6 hours, even if healed above 0 HP.

Ability (Level 15): *Hunter's Prowess.* Using an item with the pokémon's scent or print, you may assign yourself a target to hunt. You always roughly know their location, move twice as fast when travelling directly towards them, deal double damage if they are below half HP, and allies may add your Atk or Sp. Atk to their own when attacking them. You may only change targets 24 hours after your previous target has been neutralised.

Mythbound

My life has been forever touched by something mysterious and wonderful.

A chance encounter with a mythical pokémon allows you to **Call Upon Myth** or, later, **Summon Myth.**

Skill Increase: Finesse or SpKn. (Mythology)
Proficiency: Artist's Tools of choice

Ability (Level 5): *Call Upon Myth.* Depending on your chosen mythical patron, you may activate a special ability **once** per **day**.

Celebi or **Hoopa** Move 10 spaces in any direction, including through obstacles.	**Manaphy** or **Keldeo** Double swim speed and gain (or grant to one ally) the ability to breathe underwater for 30 mins.	**Meloetta** or **Magearna** Read the thoughts and emotions of pokémon within ten tiles.
Victini or **Marshadow** Make one attack a guaranteed critical hit.	**Diancie** or **Jirachi** Materialise a gem worth 500 P, or one reviver seed.	**Shaymin** or **Mew** Cure allies of statuses and cleanse a 5 space radius.
Pecharunt or **Darkrai** Give a target a one-word order that they must fulfil.	**Genesect** or **Meltan** Reduce incoming damage by 1d6 x your level and reflect it back to attacker.	**Zeraora** or **Zarude** Deal 1d6 x your level damage to the nearest foe and dash 5 spaces.

Ability (Level 15): *Summon Myth.* Your bond with your mythical patron has grown into a close friendship. You may summon them as an ally at any time. Fill in a **Sidekick Sheet** for them at **Sidekick Level 5.**

Performer

The roar of applause, the praise from the crowd – I live to perform!

Music, acting or dance, you adore the thrill of an **Inspired Performance,** aspiring towards **Stage Mastery.**

Skill Increase: Performance or Persuasion
Proficiency: Any musical instrument

Ability (Level 5): *Inspired Performance.* Thrice daily you may perform in a way that motivates or demotivates a target:

- ⚙ Increase or decrease the success chance of a roll by 10%.
- ⚙ Grant +2 or -2 to one of the target's stats for one hour.
- ⚙ Grant temporary HP equal to your level, lasting until depleted.

Ability (Level 15): *Stage Mastery.* Add three sound or dance moves that you would not otherwise learn to your learnset. You may also use **one** of the following per day:

- ⚙ **Dancer's Stride:** When moving in combat, you may deal 10 damage to each foe you pass.
- ⚙ **Soothing Serenade:** Heal allies in the room for 4d6 HP, and cure any status conditions based on **rage, confusion or fear.**
- ⚙ **Captivating Speech:** Sway up to 10 pokémon within earshot, changing their attitude towards a target of your choosing up to three spaces on this scale:
  Hostile | Hated | **Disliked** | Neutral | **Liked** | Loved | **Exalted**

Rescuer

As long as there are pokémon in need, I'll be there to help out.

You've devoted your life to saving others with **Emergency Healing** and peerless **Rescuer's Prowess.**

Skill Increase: Medicine or Survival
Proficiency: Medical Kit

Ability (Level 5): *Emergency Healing.* If your own HP is below 50%, any healing you apply to an ally is doubled. If you share one portion of rations with another pokémon, you both receive the benefits of the full meal.

Ability (Level 15): *Rescuer's Prowess.* Assign a target to rescue. You move twice as quickly and ignore difficult terrain when moving towards them, require half the rations when within 10 miles of them, and receive a +5 bonus to all stats when they are in sight. You may only change targets 24 hours after they are rescued.

Shadow Blade

Rejected from society, I embrace the lawless wilds. No pokémon will govern me.

A criminal by trade, you're known for vicious **Armed Strikes** and cut-throat **Bladed Mastery.**

Skill Increase: Athletics or Stealth
Proficiency: Melee & improvised weaponry.

Ability (Level 5): *Armed Strikes.* Double the benefits you would normally get from attacking with a weapon. Your basic attacks have 100% accuracy and a 10% flinch chance.

Ability (Level 15): *Bladed Mastery.* At dawn, you may change the type of damage that your weapon deals by recounting a past adventure (i.e. that it was forged in Groudon's heart or struck by lightning). You may also choose for it to deal an extra 5 damage *or* have a 15% chance of inflicting any status condition of your choice.

Thief

All the world is mine, so I help myself: only treasure can rival my brilliance.

You're a pick-purse known to **Steal Hearts** and perform **Artistic Escapes.**

Skill Increase: Finesse or Stealth
Proficiency: Thieves' Tools

Ability (Level 5): *Steal Hearts.* After successfully stealing an item from a foe, you may choose to inflict the Infatuated or Confused status upon them, lasting 10 turns or 30 minutes outside of battle.

Ability (Level 15): *Artistic Escapes.* In low visibility, such as dusk or fog, you may become totally invisible. Your invisibility ends if you attack or if visibility around you increases. While invisible, you cannot be tracked by sight, sound, or scent, and receive a bonus of 20% to Perception rolls, to a maximum of 95%. If you deal an attack to a foe who cannot see you, the attack's damage is doubled.

PLAYING THE GAME

The GM has a story to tell, and the players are ready to play their part in it – let's go through the mechanics of gameplay.

PLAYING SCENES

As you play, the GM will describe scenes and events, and the players will describe their characters' actions. Some actions will require rolls to see if they succeed: if you're opposing someone, trying to overcome an obstacle or complication, or if something interesting could occur if you fail, then you'll roll for it.

Select the appropriate skill and roll your percentile dice. If the roll is **below** your skill score, you succeed. If it's **above,** you fail.

You can also use your traits, destiny abilities, items and moves in scenes. Imagine you're navigating a dark corridor – you could use Survival to fashion a torch, Perception to discern sounds, or a fire-type move to briefly illuminate the path! PCs should be encouraged to get creative when faced with a challenge.

DUNGEONS, TRAVEL AND HUNGER

Dungeons are mysterious labyrinths that pepper the landscape of this world. Imbued with an odd power known as 'mysteriosity', they are equally dangerous and wonderful: rare treasures and treasures manifest inside, they may bend reality to impose restrictions, and adventurers cannot rest there until they reach a waypoint or find their way out.

FOOD & RATIONS

A day of adventuring or travel fully depletes the pokémon's belly to 0%.

A pokémon can go up to **three days** on 0%. After this, their attacking, defending and speed stats are halved. After seven days, the pokémon becomes too tired to move.

INVENTORY

One pokémon can carry items equals to **10 + their level + their Atk OR Sp. Atk modifier,** whichever is higher. GMs can alter this to their liking, or depending on the dungeon, to make things a little more challenging.

TRAVEL

Depending on your party, you can handle travel in a variety of ways.

OFF-SCREEN

A brief synopsis is provided, but detail is only given to significant events along the way. Best for short journeys and parties who want to focus on objectives.

MONTAGE

Split the journey into stages, each with landmarks and encounters. During each stage, every party member will perform an action to help move the journey along, such as using a skill, a move, or an item. Here's an example:

Team Cilantro – sprigatito, fennekin and totodile – are planning to traverse a dangerous area of forest in order to find a mysterious mine. They've packed their bags and are setting out from camp.

In stage one of the journey, they're beginning the trek. Sprigatito makes a Perception check to see if any pokémon have passed through here recently. Fennekin uses Survival and forages some extra berries. Totodile marks their path by biting trees so they can find their way back easily.

In stage two, the party comes across another band of travellers. Sprigatito trades some items with them. Fennekin fails a Performance roll to impress the travellers, and starts a small fire. Totodile manages to Persuade them to give the party some of their extra rations.

Due to Fennekin's failed roll, angry local pokémon attack the group. Sprigatito tries to intimidate them but fails and loses her nerve. Fennekin hides, but also rolls poorly and drops some of their items. Totodile puts out the fire and creates a cloud of steam that helps the party escape.

Though the trek started out well, the party lost time, resources and reputation due to failed rolls. They arrive at the mines after nightfall, with missing items and wounded pride.

Each stage is a snapshot of the journey, with failed skill rolls costing the party time and resources. Best for parties who like to emphasise tactics and resources.

MAP CRAWL

Best for groups who want to focus on exploring. Make a map on a square or hexagonal grid, marking any key landmarks, encounters, and dungeons.

On an average hex map, a party would be able to cross 4 hexes in a full day of travel – 2 in harsh conditions such as swampland or driving rain, and 6 when following a road. The GM can adjust this to their liking.

This style of travel allows players to plan and roleplay long expeditions, while also letting the Guild Master prepare encounters for each space, and track the party's progress as they slowly discover more and more of the world.

RESTING AND SAFE AREAS

The players can rest in any safe location, such as a base, a tavern, or a camp. Rest is considered to be a period of non-strenuous activity.

A **short rest** is one hour long and restores the pokémon's PP and HP up to half of their maximum value, but no further.

A **long rest** is 6+ hours spent performing light activity. It fully restores HP and PP. It may be spent talking, sleeping, reading, cooking, eating, or standing watch.

If the rest period is disrupted by bad weather, dangerous environments, loud noise or combat, the affected pokémon only gain the benefits of a short rest.

Only one long rest can be completed in a 24-hour period.

Between adventures, characters can enjoy **downtime**. This period can be spent in a variety of ways: training, researching, making and spending poké, improving the group's reputation, or just having fun outside of the dungeons.

The group should agree on the limits of what can be done in solo downtime, and what they'd prefer to do as a party. For example:

- Scoping out plot hooks.
- Speaking with key NPCs.
- Investigating or studying plot-important information.
- Progressing the character's individual plot.

You may or may not choose to roleplay downtime, depending on preference, and it can last from 12 hours to several days, depending on how long the party wants to unwind before setting off again.

CONFLICTS AND BATTLE

Here's the meaty part: *battle.* Combat is the heart of the pokémon games, and it's more than likely that your PCs will get into their fare share of tough scrapes.

Of course, conflicts aren't all physical. They also include chases or negotiations, and in all cases, are resolved when one or both parties are no longer **able or willing** to continue.

INITIATIVE

In a combat or conflict scenario, participants will move in descending order of speed. This is called the Initiative Order, or Turn Order.

If you attack by surprise, your foes cannot act during the first round of combat.

Once everyone has acted, environmental risks will progress, and the Initiative Order will go back to the first participant.

In a round, all actions take place nearly simultaneously, with some room for reactions and counterattacks. In all, a round is considered **20-30 seconds.** When taking your turn, consider what you can do in that time, and how to split up complex tasks into 20-30-second blocks.

ACTIONS

When it's your turn, you have three actions: **Fight, Flight** and **Friend.**

FIGHT – Act offensively. Attack, intimidate a foe, use a damaging item or weapon, use Athletics to grapple your opponent, push a heavy object onto a target, destroy enemy structures or traps, disarm a foe that uses a weapon, goad foes out from behind cover.

FLIGHT – Act defensively or move around the battlefield. Create cover, move to higher or lower ground, clear or obstruct the path, change the area's visibility using light or smoke, use Endurance to try and shrug off a status condition, use Finesse to steal from a foe, use Perception to spot hidden traps, passages or weak spots.

FRIEND – Act supportively. Heal an ally or yourself, free an ally from restraints, help them cross difficult terrain, use Persuasion to snap them out of an emotion-based Status Condition (Enraged, Infatuated, Taunted, etc) or peacefully talk down a foe, pass an item to an ally, repair equipment or structures, help non-combat characters (bystanders, etc) out of the danger area.

You get **one of each** action type on your turn, and can perform them in any order.

When using a move from your active moveset, here's what to do:

> Roll d100+d10 for accuracy. If the result is below the accuracy score, your move hits!
>
> Whether it hits or misses, reduce the remaining Power Points (PP) by 1. At 0PP, you cannot use that move until PP is restored.
>
> Even if your attack has 100% accuracy, you must roll, as if your dice rolls a **10 or below,** your attack is a **critical hit**. Multiply damage dealt by 1.5. If your critical hit rate is boosted, add 10 to the threshold for each stage.
>
> If attacking, add your Atk or Sp.Atk to the base damage, depending on whether the move is physical or special.
>
> Apply type effectiveness – x1.5 for **super effective** damage, x0.5 for **not very effective damage**. If applicable, apply STAB.
>
> Deduct the foe's Def or Sp.Def.
>
> Apply any situational bonuses or penalties, such as from held item or weather.
>
> Apply any additional effects, such as burn or flinch chances.

If you move within one space of an enemy using your Flight action, they may attempt to make an **Opportunity Attack** against you – a Basic Attack triggered by you moving within range. You may also make Opportunity Attacks against foes.

Pokémon with the ability Run Away do not trigger opportunity attacks!

COMBAT HEALING

If you don't have any healing moves or berries, you can still attempt to heal yourself or an ally. Simply make a roll with your **Medicine** skill, and on a success, heal your target for 5 HP, or 10 HP if you have access to and are proficient with medical equipment.

STATUS CONDITIONS

Upon being **inflicted with a status**, roll a d10. This is the number of turns (or minutes outside of battle) it will last. At the end of your turn in battle, reduce the counter by 1. When it reaches zero, or you are somehow cured, the status wears off.

You can also attempt to shrug off a status condition using your **Endurance** skill, though this consumes your **Flight** action.

Status conditions are as follows:

- ⚙ **Blinded –**The afflicted pokémon cannot see. They cannot easily identify items, their surroundings or targets.
- ⚙ **Burned –** The afflicted pokémon takes 5 damage at the start of their turn. Their attack is lowered by 2 stages.

- ⚙ **Confusion** – When moving or attacking, the player must roll a d8 for direction. Each number corresponds to a cardinal direction, starting at North and moving clockwise to North-East, East, etc. The afflicted pokémon moves or attacks in that direction.
- ⚙ **Curse** – The afflicted pokémon loses one quarter of their max HP at the start of their turn.
- ⚙ **Embargo** – The afflicted pokémon cannot use items.
- ⚙ **Enraged** – The afflicted pokémon will only attack. They will not use their Friend action. They will use their Flight action only to move closer to targets.
- ⚙ **Flinch** - *Lasts only one turn.* The player must flip a coin and call the result. If they guess incorrectly, they skip their turn.
- ⚙ **Frostbite** – The afflicted pokémon takes 5 damage at the start of their turn. Their special attack is lowered by 2 stages.
- ⚙ **Heal Block** - The afflicted pokémon cannot restore their HP by any means.
- ⚙ **Identified** – Incoming attacks ignore the afflicted pokémon's immunities.
- ⚙ **Infatuation** – The player must flip a coin and call the result. If they guess incorrectly, they skip their turn. Ends if the object of the pokémon's infatuation attacks them, or if the object of infatuation faints.
- ⚙ **Leech Seed** – The afflicted pokémon takes 5 damage at the start of their turn. The pokémon or entity that inflicted the status regains 5 HP at the same time.
- ⚙ **Muzzled** – The afflicted pokémon cannot make noise, and cannot use any moves with a vocal component, such as singing or howling.
- ⚙ **Nightmare** – The afflicted pokémon enters a deep sleep. They cannot act until they awaken. At the start of their turn, they lose 5 HP.
- ⚙ **Paralysis** – The player must roll a d6. On a 1, the pokémon cannot move or attack. The afflicted pokémon's speed is halved.
- ⚙ **Perish Song** – The afflicted pokémon will lose HP equals to their max HP minus their level in 3 rounds.
- ⚙ **Poison** – The afflicted pokémon takes 8 damage at the start of their turn.
- ⚙ **Severe Poison** – The afflicted pokémon takes 8 damage at the start of their turn, increasing by 2 on the next turn, 3 on the next, 4 on the next, etc.
- ⚙ **Sleep** – The afflicted pokémon enters a deep sleep. They cannot act until they awaken.
- ⚙ **Taunted** – The afflicted pokémon cannot use non-damaging moves.
- ⚙ **Terrified** – The afflicted pokémon cannot attack or willingly move closer to foes or danger. They are compelled to escape by any means necessary.
- ⚙ **Tormented** – The afflicted pokémon cannot use the same move two turns in a row.
- ⚙ **Trapped** – The afflicted pokémon cannot move.

Fainting

Here's a note: **'fainted'** should also be considered a status condition. As such, if an ally's HP drops to 0, they **can't be revived just by raising their HP.** They must have the 'fainted' condition cured first.

The fainted condition is cured by:

- ⚙ A reviver seed, which fully restores the fainted pokémon's HP, PP and stomach fullness.
- ⚙ A tiny reviver seed, which restores 50% of the fainted pokémon's HP, PP and stomach fullness.
- ⚙ A long rest, which fully restores the fainted pokémon's HP, PP and stomach fullness
- ⚙ A short rest, in which a party member who is proficient with medical equipment provides uninterrupted medical attention. This restores half of the fainted pokémon's HP, but not their PP or stomach fullness.
- ⚙ The move Revival Blessing, which fully restores HP, but not PP or fullness.

The GM may add methods of reviving a fainted character as they please. These might include the blessing of a legendary pokémon, or campaign-specific artefacts or locations.

Weaponry

Melee weaponry adds damage to your **Basic Attack**. Improvised weapons add 1 additional point of damage. Small melee weapons such as daggers or bats add 2. Swords or polearms add 3, and an additional one space of range.

Ranged weaponry adds damage to your **Thrown Items.** If you fire a Thorn from a bow or launch a Rock with a slingshot, then you may add 2 points of damage. Note that ranged weapons are not affected by your or your target's stats.

However, to use weaponry, you need to be **proficient** in it. This includes improvised weapons! If you're not proficient, you gain no benefit.

If you are a **trainee** in melee weapons, all melee weapons are to be treated as **improvised weapons.**

Cover

If a combatant is hiding behind an object, using a shield, or hiding out of easy reach, then they are **behind cover.** When attacking a foe behind cover, the attacking pokémon takes a penalty to their accuracy.

Partial cover, which obscures some of the target, incurs a -10% penalty. Full cover, which obscures most of the target, incurs a -20% penalty. *Total* cover, which is when a target is fully obscured or protected, incurs a -50% penalty.

Some forms of cover can be destroyed. This leads us to our next topic...

STRUCTURES

Structures such as walls, stumps or boulders have HP too. Destroying them in battle can help open your foes to attack. Here are stats for some basic structures.

STRUCTURE TYPE	HP
Fragile (Glass pane, thin rope, rotten log, web, hay fence)	10
Average (Wooden fence, thick rope, heavy crate, dining table)	25
Sturdy (Stone wall, boulder, crystal cluster, metal chain, tree)	50
Strong (Metal wall, landslide, machinery, small building)	100

Some structures will have type-based weaknesses – most notably, that wooden or plant-based structures will be weak to fire-type attacks.

Large structures may have multiple pools of HP, representing parts of the whole.

PROGRESSING HAZARDS

After everyone's moved in the initiative order, environmental hazards will progress before the order resets. While they're not applicable in every combat encounter, they can be used to add a dynamic touch to some fights, and make the arena itself an active participant.

Examples of hazards include:

- ✿ Shifting ground that splits apart further at the end of each round
- ✿ An approaching avalanche or landslide
- ✿ A steadily worsening thunderstorm, with lightning strikes and rainfall getting more severe each round
- ✿ Fog that limits visibility more and more
- ✿ A growing inferno consuming more and more of the terrain
- ✿ Rising water or lava, climbing another few feet every round
- ✿ Slowly accumulating poison gas
- ✿ Rapidly dropping or climbing temperatures
- ✿ Dangerous machinery whirring to life and spitting sparks, conveyor belts changing direction or speeding up if unmanaged
- ✿ High winds that escalate to a gale and change direction
- ✿ Spiked walls closing in
- ✿ Magical floors appearing and disappearing
- ✿ Civilian pokémon trapped under debris, losing HP each round

Players will have to use their characters' skills and inventories to prevent hazards from being unmanageable. For example:

- ✿ Rope could be used to anchor two platforms together, preventing drift
- ✿ Electric-type moves could fry machinery, or poison-type moves could corrode mechanical parts
- ✿ Obviously, water could be used to put out growing fire, but flying-type moves could be used to dispel accumulating gas or fog.

✿ Stakes can be hammered into floors to prevent walls from closing in, or to be grabbed during high winds to prevent being blown away.

Hazards could even be unknown to the party at first, such as a gas or oil leak causing flammable material to slowly accumulate across the battlefield. Better hope they figure it out before someone sparks up a fire-type move...

HELD ITEMS

As we haven't mentioned it yet, your character can equip **one held item** and gain its effects. See the Items Index for a list of held items.

Note that **Species-Exclusive Items,** rare artefacts specific to certain species, **do not need to be equipped.** If one is in a character's inventory, any allied or friendly pokémon of that species gain its bonuses when within 30 feet of it.

RESOLVING CONFLICT NON-VIOLENTLY

Some parties may prefer to end fights in a more diplomatic way. Remember: a fight ends when one party is no longer willing *or capable* of fighting!

As such, you can use this optional rule:

EXP is granted when a player character knocks out a foe,

and

EXP is granted when a player character convinces a foe not to fight, or otherwise removes them from the initiative order.

GMs who prefer a combat-heavy game may choose to ignore this, but otherwise, players can resolve conflict situations in their preferred manner. Ways of removing a foe from the initiative order might include, in descending order of integrity:

- Persuading them not to fight
- Bribing them to let the party pass peacefully
- Scaring them into backing down or running away
- Warping them away using an item
- Pushing or blowing them into a big hole

Though running away is an option for the party, too, experience points will not be gained. Such are the consequences of picking your battles.

MULTIPLIER ORDER OF OPERATIONS

When calculating damage, the varying factors follow this order of priority.

Base damage → your attacking stat → attacking stat buffs and debuffs → ability bonuses (ex. the water-type boost from Water Bubble) → STAB, if applicable → type effectiveness → critical hit modifier → item bonuses → weather bonuses → terrain bonuses → target's buffs/debuffs → target's defense

WEATHER AND TERRAIN

Weather and specialised terrain can create advantages or disadvantages in combat. They are caused by moves like Sunny Day or Misty Terrain, abilities like Sand Stream or Grassy Surge, and items like the Rainy Orb.

Damage bonuses or reductions should be applied after other damage calculations are made, such as type effectiveness and stat changes.

Weather	Effect
Sun	Fire type attacks deal +50% damage. Water type attacks deal -50% damage.
Extreme Sun	Fire type attacks deal +50% damage. Water type attacks evaporate and cannot be used.
Rain	Water type attacks deal +50% damage. Fire type attacks deal -50% damage.
Extreme Rain	Water type attacks deal +50% damage. Fire type attacks are instantly extinguished and cannot be used.
Sandstorm	Pokémon that are not ground, rock or steel type take 5 damage at the end of each initiative round. Rock-type pokémon gain a +2 to Sp. Def.
Snow	Ice type pokémon gain a +2 to speed and +2 to Sp. Def.
Hail	Non-ice type pokémon take 5 damage at the end of each initiative round.
Fog	Visibility is reduced to 5 tiles. Accuracy of non-normal type moves is reduced by 10%.
High winds	Moves that would hit flying type targets for super effective damage instead only deal regular damage. Thrown items deal an additional 2 damage.
Pollen	Pokemon who are not bug or grass type take a Sp. Atk debuff of 2 points.
Swarm	Bug types gain +3 speed. Bug type moves deal +2 damage.
Eclipse	Visibility is reduced to 5 tiles. Dark, and ghost moves deal +2 damage.
Thunder Storm	Non-electric or ground types have a 10% chance of being struck by lightning for 1d6 damage at the end of each initiative round.
Cursed Moon	Pokemon that are not ghost, dark or normal take 5 damage at the end of each initiative round.
Anomaly	Type effectiveness is inverted. Normal type attacks have their types changed randomly.
Legend Aura	Super-effective attacks deal an additional 3 points of damage.
Meteor Shower	All pokemon have a 10% chance of being struck by a meteor for 1d6 damage at the end of the round. Flying types are grounded.
Knife Rain	Non-steel types take −2 to Def. All pokemon take 5 damage at the end of each initiative round.
Acid Rain	Non-poison types take a −2 Sp. Def debuff and take 5 damage at the end of each initiative round.
Battle Frenzy	All pokémon gain +20% crit rate. Fighting types' stats cannot be lowered.
Rainbow	The chances of special effects activating when a move is used are doubled. Does not stack with Serene Grace. Pokémon that are sleeping restore 5 HP at the end of the initiative round.

Terrain	Effect
Misty	Dragon type attacks deal -50% damage. Pokémon cannot be put to sleep, poisoned, severely poisoned, burned, paralysed, frostbitten or confused.
Electric	Electric type attacks deal +3 damage. Pokémon cannot be put to sleep.
Grassy	Grass type attacks deal +3 damage. Pokémon on the ground heal 5 HP at the end of each initiative round.
Psychic	Psychic type attacks deal +3 damage. Combatants cannot surprise attack or sneak attack opponents.
Fiery	Fire type attacks deal +50% damage. Ice and grass type attacks deal -50% damage. Pokémon cannot be frostbitten.
Swamp	Ground and water type attacks may target one additional pokémon. Pokémon cannot be burned. Explosion and Self-Destruct always fail.
Rocky	Rock type attacks deal +3 damage. Pokémon that flinch or miss a physical attack take 3 damage from bumping into the sharp stones.
Icy	Ice type attacks deal +3 damage. Ice types gain +2 speed, all others lose -2 speed. Targets that are pushed move an additional 3 spaces.
Haunted	Ghost type attacks deal +3 damage and may hit normal type targets. Pokémon that fall asleep are immediately afflicted by the Nightmare status.
Blessed	Special normal and fairy type attacks deal +3 damage. Pokémon cannot be Cursed or afflicted by Nightmares or Perish Song.
Elevated	All pokémon ignore trapped tiles in the arena, and cannot be afflicted by the Leech Seed condition. Razor Wind, Bounce, Sky Drop, Fly and Sky Attack do not require a turn to charge.
Warrior	Fighting type moves have perfect accuracy. Dark type pokémon lose their immunity to psychic type attacks.
Corrosive	Poison type attacks deal +3 damage and ignore immunities.
Murky	Psychic type attacks deal -3 damage. No pokémon's stats can be raised or lowered, outside of self-inflicted lowering.
Infested	Bug type attacks deal +3 damage. Non-bug type pokémon cannot consume edible items.
Steely	Steel type attacks deal +3 damage. No pokémon's stats can be lowered.

OPTIONAL: BASE BUILDING

If you want to run a campaign where the players build their own base or guild, like how the hero and partner build Paradise in Gates to Infinity, this part is for you.

When you, the adventuring party, complete missions and quests, you'll also get **Team Points**. The amount varies by the difficulty of the mission, and are used to improve your resources. Watch as your base grows from a tiny campfire to a bustling haven for adventure teams to enjoy!

Guild Masters can adjust rewards as desired to fit the game. Mission rank is at GM's discretion, based on the hazard and complexity of the request.

GUILD / TEAM UPGRADE	COST
Create small structure (well, stall, shed, statue, fence)	100
Create medium structure (house, shop, café, smithy)	250
Create large structure (hall, school, library, orchard)	500
Build machinery (water wheel, wheat mill, trebuchet)	600
Clear paths to new areas or develop difficult land	350
Hire pokémon to work for your guild or team	200
Advertise your guild or team via flyers or letters	50
Improve the resources of your guild or team's buildings	100
Allegiance with another group in the surrounding area	150
Fortify existing buildings and structures	250

RANK	REWARD
D	50 POINTS
C	100 POINTS
B	250 POINTS
A	500 POINTS
S	1000 POINTS
S+	1500 POINTS

GM SUGGESTION: If players aren't sure where to begin with their base, then instead of giving them an empty plot of land and telling them to go nuts, consider having them come into possession of an abandoned structure. A decrepit old castle, flanked by overgrown gardens; a crumbling observatory full of locked rooms and scrawled notes; a destroyed village built over a network of long-forgotten tunnels – restoring the location and uncovering its mysteries will help them think of exciting new features to add, and you can dangle plot hooks from every dust-covered doorway and creaky old beam.

OPTIONAL: CONSTANTS AND COMPLICATIONS

Inspired by *Call of Cthulhu* and *FATE* respectively, you can use these to bring life to your characters and inspire good roleplaying moments.

CONSTANTS

To give the GM more ammunition in longer campaigns, players can describe four 'Constants' about their character: a significant **person**, **place**, **item** and **ideal**. You may mark one as **protected**; all of the others can be used by the GM to further the plot, incentivize action, punish failure or stir up emotions.

> **NOTE**: Your character's connection to these constants doesn't have to be positive. For example, your significant place could be a location where you experienced a traumatic event, and if not marked as protected, the Game Master could force you to return and face your past.

* A significant **person** to your character could be a family member, rival, mentor, protégé, forbidden lover, former boss, old friend or enemy.
* A significant **place** could be their home, a café they frequent, a place of worship, training or rest, or a place tied to a memory (fond *or* traumatic).
* A significant **item** could be a trusty tool, an heirloom, a memento of a lost friend, a mysterious artefact, a trophy, or evidence of a dark secret.
* A significant **ideal** could be "Family comes first", "Nobody is above the law", "Emotions should never cloud critical thinking", or "Everyone deserves a second chance".

COMPLICATIONS

A character's **complications** describe parts of their personality they sometimes struggle with. You can write up to three. During a session, the GM may 'invoke' one of your complications to try and force your character into an uncomfortable or difficult situation, or apply a penalty to a skill roll.

You can choose to **reject** the invocation, but if you accept, you gain (10 x your level) EXP. By roleplaying the messy, negative parts of your character, they grow as an adventurer.

Complications should be phrased vaguely, but give an idea as to what your character's flaws are. Here are some examples:

Hates Looking Weak	Needs the Last Word	Low-Price Loyalty
Hair-Trigger Temper	No Verbal Filter	Foes in High Places
Lovesick Lunatic	Attention Seeker	Clean Freak
Tempted by Trinkets	Insufferably Vain	Overly Altruistic
Socially Illiterate	Fame Chaser	Insatiable Appetite
Blame Shifter	Wowed By Big Words	Squeamish
Contrarian	Please Don't Yell At Me	Big, Bruisable Ego
Not a Quitter	Stickler for Rules	Sucker for a Sob Story

OPTIONAL: SIDEKICKS + NON-PLAYER COMBATANTS

When running NPCs in combat, you may not want to give them their own entire turn, for the sake of making fights feel bloated and too GM-focused. Instead, you can run it this way:

At the start of a round of combat, establish a list of NPCs willing to assist the party in the conflict. On a player's turn, they can **call upon** one of the NPCs to perform one action: this could be using a move, an item, or a skill. That NPC can not be called upon again that round, and the player who called upon them **cannot call upon them again** on their next turn.

- ⚙ Sidekicks may carry **up to five items** in their personal inventory.
- ⚙ Sidekicks **can** equip held items.
- ⚙ Sidekicks **do** have their own belly stat and require rations.

NPCs and sidekicks use a simplified character sheet. Calculate their stats as normal, and select their four moves. Next, select their **Sidekick Level** – this goes from 1 to 5, based on how strong you want this sidekick to be. The GM may grant sidekicks levels at their discretion.

	The pokémon...
Level 1	▪ ... has moves that they'd learn up to level 20 in the main series. ▪ ...has **3 points** to distribute to its attacking and defending stats. It cannot put more than two points into one stat. ▪ ... has **two skills** at 50%, and all others at 15%. ▪ ... gains no bonuses to its speed or HP. ▪ ... has no proficiencies. ▪ ... has a STAB and Basic Attack of 1.
Level 2	▪ ... has moves that they'd learn up to level 30 in the main series. ▪ ... has 5 **points** to distribute to its attacking and defending stats. It cannot put more than two points into one stat. ▪ ... has **three skills** at 60%, and all others at 20%. ▪ ... gains +5 **speed** and +10 **HP.** ▪ ... has one equipment proficiency. ▪ ... has a STAB and Basic Attack of 2.
Level 3	▪ ... has moves that they'd learn up to level 50 in the main series. ▪ ... has 7 **points** to distribute to its attacking and defending stats. It cannot put more than three points into one stat. ▪ ... has **three skills** at 70%, and all others at 25%. ▪ ... gains +5 **speed** and +20 **HP.** ▪ ... has one equipment proficiency. ▪ ... has a STAB and Basic Attack of 4.

Level 4

- ... has moves that they'd learn up to level 60 in the main series.
- ... has 10 **points** to distribute to its attacking and defending stats. It cannot put more than five points into one stat.
- ... has four **skills** at 70%, and all others at 30%.
- ... gains +10 **speed** and +25 **HP.**
- ... has two equipment proficiencies.
- ... has a STAB and Basic Attack of 5.

Level 5

- ... has access to their full movepool.
- ... has 15 **points** to distribute to its attacking and defending stats. It cannot put more than five points into one stat.
- ... has five **skills** at 80%, and all others at 40%.
- ... gains +20 **speed** and +40 **HP.**
- ... has three equipment proficiencies.
- ... has a STAB and Basic Attack of 7.

SIDEKICK SHEET

LEVEL

NAME:　　　　　TEAM:

SPECIES:　　　　TYPE:

HP

SPEED

STAB　BASIC ATTACK　HUNGER

ATK　DEF

SP ATK　SP DEF

100

SKILLS

OTHERWISE:

ABILITY

PROFICIENCIES

MOVE	PP	DMG	TYPE	ACC.	RANGE	EFFECT

TABLES & RESOURCES

PLAYER CHARACTER ROLL TABLES

Unsure of what character to play? Pick your pokémon – take a quiz, use a random generator[45], or ask your Guild Master for ideas – and then we can roll for features.

D6	*Height*	*Build*	*Accessory*	*Other*
1	Very short	Average	Scarf	Unusual eye colour or heterochromia
2	Short	Thin	Jewellery	Large ears, nose, eyes or tail
3	Average	Fat	Cloak / Cape	Missing limb, eye or tail
4	Tall	Burly	Glasses / Goggles	Partial or full shiny colouration
5	Very Tall	Athletic	Coat / Jacket	Features from parent of another species
6	Reroll	Gangly	Hat	Unique scar, markings, or tattoo

d10	*Background*	*Prized Possession*	*Happy Place*	*Special Person*	*Fear*	*Dream*
1	Adventurer	A tool of my trade	Childhood home	Found family	Loneliness	Acquire fame
2		My collection	A dungeon	Mentor	Rejection	Protect the weak
3	Researcher	A memento of a departed person	Somewhere I used to play	Childhood friend	Humiliation	Perfect a skill
4		A souvenir	A secret hideout	Partner in crime	Loss of purpose	Finish a project
5	Explorer	A mysterious artefact	A tavern or shop	Student or protégé	Being forgotten	Fulfil a last wish
6		An old family heirloom	A former workplace	Forbidden lover	Poverty	Fulfil a prophecy
7	Prodigy	A childhood keepsake	Somewhere beautiful	Sworn rival	Failure	Exact revenge
8		A trophy or prize	A friend's house	Personal saviour	Being wrong	Keep a promise
9	Outlaw	Evidence of my secret	A place of worship	Famous hero or idol	Betrayal	Atone for a misdeed
10		A rare art piece	My training grounds	Person I'm hired to protect	The unknown	Rescue someone

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[4] https://ptgigi.com/apps/pokemon/randomizer/
[5] https://randompokemon.com/

d10	Reputation / Rumour	Status	Ally / Enemy	Status	Ideal
1	Fought off six primeape with a frying pan		The captain of the city guard or police		Faith
2	Was exiled from their community		An infamous outlaw		Freedom
3	Shoplifts and steals often, just for fun	True	A travelling wonder orb salesmon	Ally	Honour
4	Protected a village from a rampaging charizard		The middle child of a noble family		Order
5	Donates treasure to a local orphanage		An adventuring poet		Might
6	Is the child of a famous (or infamous) figure		A circle of child spies		Glory
7	Is much kinder or crueller than they appear	False	A notoriously ruthless detective		Kindness
8	Ate twenty perfect apples in one sitting		A fanatical devotee of Yveltal	Enemy	Justice
9	Raised an egg rescued from a weavile den		An edgy bounty hunter		Loyalty
10	Made a dark deal for power or wealth	Half-true	Four natu and a snom in a trench coat		Change

Habit (d20)

1	Whistling
2	Name-dropping
3	Apologising
4	Exaggerating
5	Gnawing
6	Repeating themselves
7	Snacking
8	Growling
9	Tidying up
10	Rhyming
11	Fidgeting
12	Punning
13	Complimenting
14	Dozing off
15	Sniffing things
16	Mimicking others
17	Superstitious
18	Nervous laughing
19	Self-grooming
20	Mixing words up

NPC Random Roll Tables

Unless you're running a game in a bleak post-apocalypse or totally deserted dungeon, you'll need non-player characters. Some of these will be filled in by players in the form of past rivals, old friends and bitter enemies, and you can use plenty of characters from the games.

You can use the random roll tables for making player characters here, too, but we have some tables for making NPCs on the fly. Pick a pokémon, and get rolling:

d6	Age	d10	Unique Trait	d10	Personality
1	Child	1	Tattoo	1	Arrogant
2	Teen	2	Eyes	2	Nurturing
3	Adult	3	Scar	3	Hot-headed
4	Middle	4	Clothes	4	Starry-eyed
5	Elderly	5	Accessory	5	Mournful
6	Reroll	6	Very small	6	Bookish
d4	Gender	7	Very large	7	Fabulous
1	Female	8	Odd colours	8	Grouchy
2	Male	9	Missing part	9	Insecure
3	Neither	10	Prosthetic	10	Suspicious
4	Reroll				

d10	Occupation	Talent	Secret
1	Craftsmon	Musically gifted	Has a secret love interest / crush
2	Merchant	Unbelievably lucky	Much nicer or meaner than they seem
3	Guild member	Incredible cook	Suffering from an illness or curse
4	Gardener / Farmer	Perfect memory	Has a secret identity or double life
5	Healer	Skilled at a game	Owns a magical artefact
6	Teacher	Puzzle master	Actually a transformed ditto/ zorua
7	Law keeper	Beloved by kids	Has a bounty on their head
8	Journalist / Mailmon	Great negotiator	Is a member of a noble family
9	Entertainer	Master of disguise	Has treasure hidden in their home
10	Outlaw / Mercenary	Brilliant storyteller	Made a powerful enemy in the past

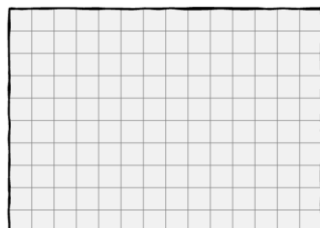| d6	Craftsmon	Merchant	Guild role
1	Carpenter	Food items	Recruiter
2	Mason / Smith	Wonder orbs	Explorer
3	Artist	Berries / seeds	Gate Keeper
4	Cook	Held items	Apprentice
5	Alchemist	Thrown items	Accountant
6	Tailor / Weaver	Medicine	Steward
7	Jeweller	TMs	Archivist
8	Tinkerer	Evolution items	Engineer
9	Inventor	Adventure gear	Medic
10	Cartographer	Rare treasures	Diplomat
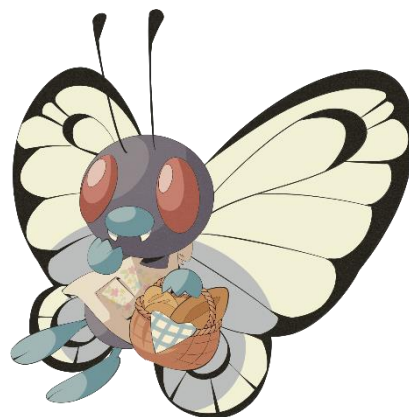
LOCATION ROLL TABLES

Use these tables to help inspire you when creating new locations .

MAP SHAPE (D8)
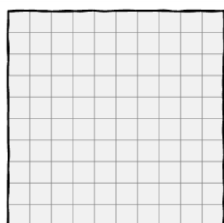
1. Square	2. Rectangle	3. Cross	4. Round
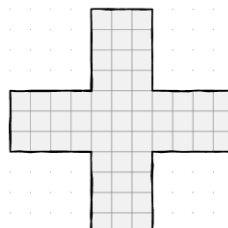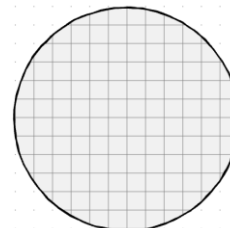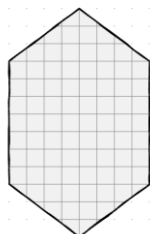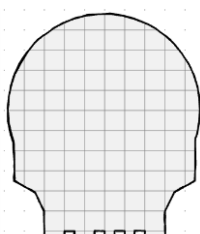
5. Gem	6. Skull	7. Pawprint	8. Dagger
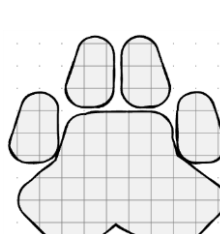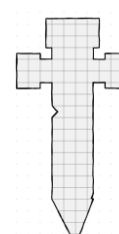
d20	Buildings		d8	Oddities
1	Potion shop	Observatory	1	Always day
2	Mine	Laboratory	2	Always night or dusk
3	Locksmith	Library	3	Perpetual summer
4	Gem cutter	Tavern / Café	4	Perpetual winter
5	Quest board	Windmill	5	Perpetual autumn
6	Theatre	Blacksmith	6	Perpetual spring
7	Spa	Herbalist	7	Always raining
8	Graveyard	Brewery	8	Always shrouded in mist
9	Orchard	Courthouse	9	Type matchups are inverted
10	Tailor	Watchtower	10	Time flows strangely there
11	Greengrocer	Armoury	**d8**	*The pokémon living there...*
12	Fighting pit	Museum	1	... always conceal their faces.
13	Casino	Shrine	2	... trade in secrets and stories.
14	Cropland	Tavern	3	... never speak their true names.
15	Sawmill	Clocktower	4	... revere adventurers and heroes.
16	Garden	Academy	5	... never stay out after nightfall.
17	Theatre	Hospital	6	... consider staring polite.
18	Temple	Guild base	7	... consider laughter profane.
19	Post office	Haunted house	8	... greet each other by punching. A stronger hit equals more respect.
20	Well	Toy store		

(OR between the two building columns)

d20	Town Name		Export
1	Haven	-hold	Ore / Metal
2	Wilder	-mire	Wheat / Grains
3	Sunny	-ton	Lumber / Wood
4	Ashen	Keep	Stone / Slate / Marble
5	Verdant	-burgh	Textiles / Fabric (silk, cotton, wool, hemp)
6	Petal	Hollow	Art items (statues, tapestries, jewelry)
7	Abyss	-hill	Tools / Weaponry
8	Diamond	-veil	Magic items (wands, orbs, looplets)
9	Blight	-port	Fruit / Vegetables
10	Wyvern	-view	Processed food items (wine, pickled goods, seed oil)
11	Honey	-stead	Berries and seeds
12	Plume	-clare	Pokémon products (miltank milk, gogoat cheese, nacli salt)
13	Fright	-field	Fuel (coal, oil, batteries)
14	Misty	-shore	Glass / Ceramic goods
15	Starry	-thorpe	Finished clothing
16	Spectral	-wick	Treasures (gems, pearls)
17	Esper	-water	Machines or parts
18	Shadow	-locke	Medicine
19	Marsh	-grove	Research
20	Iron	-fort	Adventurers / Skilled labour

D12	Run by...	Important locals	Current issues
1	Guild representatives	Gifted orphan	Food shortages
2	A wizened elder	Charming healer	Feuding noble families
3	An elected mayor	Criminal in hiding	Dire but obscure omens
4	A pokémon of faith	Sinister crime boss	Noble quarrels
5	A tyrannical bully	Bumbling courier	A magical curse
6	A druidic council	Decadent noble	Espionage and paranoia
7	A wealthy noble	Leader of the outcasts	Raiders or bandits
8	A pragmatic captain	Famed artisan	Corrupt lawmakers
9	A criminal group	Sweet caretaker	Disease or illness
10	An allegiance of noble scholars	Feared trouble-maker	Infrastructure damage after a recent calamity
11	A beloved matriarch or patriarch	Seer, wisemon or shaman	Clashes between faiths
12	A charismatic prince	Town pariah	Mysterious disappearances

d12	Locals likely to interact with the party
1	Outcast who can't ask the locals for help
2	Starry-eyed youth who idolises adventures
3	Gentry who thinks adventurers will do anything for poké
4	Shifty criminal looking for clueless accomplices
5	Noble with an embarrassing, gossip-worthy request
6	Curious urchin with their paw on the pulse of local news
7	Desperate merchant trying to keep their business afloat
8	Prominent figure with a distrust of outsiders
9	Temple leader seeking to spread the word of the local patron legendary
10	Artisan willing to pay for outside goods, materials and resources
11	Frail child who wants to hear stories of the outside world
12	Researcher looking for healthy volunteers for an experiment / mission

Here are some settlement concepts. They may help spark inspiration for your campaign, or provide a nice (if weird) place for the party to stay the night.

d20	Description
1	*Tumblerock.* Built vertically into the side of a sheer cliff. Must be navigated via abseiling or fast-moving minecarts.
2	*Shahaathee.* A city built inside a huge mechanical copperajah. Though normally stationary, it can migrate if danger approaches.
3	*Twinkle Hollow.* To the eye, it's a ghost town surrounding an ancient mirror. The mirror is a gateway to the true city – a bustling yet eerie city.
4	*Champion's Hold.* A massive arena made of natural marble, big enough to house an entire town. Debates are done mostly via combat.
5	*???.* The town is built around a massive memory-eating sinkhole. Nobody remembers when it appeared. The town has no official name since everyone keeps forgetting it.
6	*Saltwater.* A coastal town built into the innards of an enormous, crashed ship. The mayor resides in the murkrow's nest and the merchants deal primarily in pearls.
7	*Faen-y-Ser.* A semi-subterranean village built around, and partially inside, of a huge meteor. The closer to the meteor, the more anomalous effects occur.
8	*Squall Keep.* An airborne city controlled by master flying types. It is surrounded at all times by a whirling storm that not only keeps it aloft, but keeps outsiders at bay.
9	*Rimehaven.* Appears to be a reverse snow globe: a peaceful utopia guarded by a huge glass dome from constant, unforgiving blizzards.
10	*Misty Musings.* A mysterious forest town where doors never lead where you want them to. To navigate, you must perform specific rituals before entering each door.
11	*Morbusanctum.* A long-abandoned citadel ravaged by time. However, an equally glorious city has been founded in its sprawling sewers.
12	*Darling.* A tiered city made of numerous beautiful pearlescent platforms. The teleporters used to navigate are powered by positive emotions and good intentions. Hateful pokémon have a tendency of being dumped in the nearby woods.
13	*Titan Drop.* A series of connected villages located in air bubbles inside a deep ocean trench. The deeper you go, the seedier and darker things get.
14	*Nox Populi.* A city preserved in the dream of a centuries-old musharna. The only way in is to locate the ruined castle in which she sleeps, and take a nap near her.
15	*Wacky Valley.* Once a normal town, it was consumed by an ever-expanding theme park and is now a roaring metropolis that uses rollercoasters for public transport.
16	*Turnipton.* A farming hamlet carved into a hill-sized magically grown turnip.
17	*Guillotine Veil.* Built on the edge of a portal to the Distortion World. As such, gravity doesn't always behave as it's meant to, and bouts of madness aren't uncommon, but people pay good money for treasures and research from the other world.
18	*Klawfold.* A town built inside the colossal shell of a genuinely titanic klawf.
19	*Stygian Town.* Cursed with eternal darkness, the only light that can reach more than a few feet are the occasional glowing embers of sun where the residents have succeeded in blasting holes in the magical blanket of night. All other light is swallowed.
20	*Terra Amica.* A bounteous forest town built on the literal backs of the city council, a group of oversized, friendly torterra. The population is mostly grass and bug-types.

Curious Landmarks

d8	d4	Landmark
1	1	A mystical lighthouse that keeps dark forces at bay.
	2	An impossibly deep hole that whispers secrets to passers-by.
	3	A colosseum that still crackles with the aftershocks of an ancient battle.
	4	A monument to a hero whose name has been long forgotten.
2	1	A huge marble staircase leading up (or down) to seemingly nowhere.
	2	A tall, elaborate tree made entirely of shimmering glass.
	3	A glass-floored field of floating magical obelisks.
	4	An oversized stone playground, built for children easily over 20 feet tall.
3	1	A pool of clear water surrounded by iridescent moonlike stones.
	2	A wailord skeleton overcome by native greenery.
	3	An abandoned and crumbling magic user's tower.
	4	A shipwreck where one definitely shouldn't be.
4	1	A sanctuary fortress that was destroyed from the inside.
	2	A shrine to a legendary pokémon, half-sunken into the landscape.
	3	The calcified heart of a colossal pokémon, big enough to hold a city.
	4	A huge clockwork structure tracking the movements of the stars.
5	1	An odd lake that serves as a window into a sea of stars.
	2	The site of a fierce battle, weapons still stuck in the ground.
	3	A ship graveyard, dozens of wrecks scattered about the landscape.
	4	A small dirty shrine decorated with meagre offerings.
6	1	A colossal geode that can be explored like a cave.
	2	A sentient, intelligent, *compassionate* super-heated tar pit.
	3	A grove of redwood-sized four-leaf clovers.
	4	A meteorologists' outpost, wracked by a permanent thunderstorm.

Quest Board

d12	WANTED...
1	... pokémon to protect a trade caravan passing through bandit territory.
2	... test subjects to try some experimental new magic items.
3	... pokémon to investigate misplaced mail and a vanished courier.
4	... capable fighters that can hold their own in a tournament.
5	... a party to act as security for a banquet full of important guests.
6	... large quantities of berries to help pokémon displaced by a disaster.
7	... brave souls to help escort a sickly wannabe on a marvellous adventure.
8	... investigators to find the truth about a townsperson's odd behaviour.
9	... couriers to deliver important news to a reclusive scholar's hideout.
10	... fearless pokémon to spend a night in a haunted mansion, watching vigil over the deceased owner until sunrise.
11	... tales of adventure to inspire a bard or author's newest songs.
12	... researchers to gather information in a dangerous restricted area.

STORY SEEDS

These are some random roll tables designed to help the Guild Master whip up a quick story. Roll for new obstacles, locations and goals as necessary.

STORY SEED 1: THE VOYAGE

d6	The party is travelling towards...	In search of...	The problem is...	Along the way, they meet...
1	A faraway manor	A powerful artefact	They're racing the clock, with harsh penalties if they don't arrive in time	A wide-eyed archaeologist
2	A crumbling castle	A cure	They're being followed – but by who?	A knowledgeable historian
3	A mythical city	A specific pokémon	A rival party wants to get there first, or stop the group altogether	A suspicious sea captain and their crew
4	A lost temple	The truth	The location is guarded by a gauntlet of dangerous obstacles	A posse of bounty hunters
5	A dark cavern	Sanctuary	Nobody knows where the place is, and navigation will be tricky	An oblivious party of rookie explorers
6	A mist-shrouded island	A hidden trove of treasures	Their arrival is anticipated, and there's a nasty surprise in store	One of the PCs' rivals

STORY SEED 2: THE INFILTRATION

d6	The party must infiltrate a...	Because	Threats and obstacles include...	Along the way, they meet...
1	Laboratory	Something is hidden in the deepest part	Groups of high-level guards	A spy sneaking into the same place
2	Castle	A terrible secret is written somewhere	Large, dangerous traps	A detective and his bumbling partner
3	Masquerade ball	A heroic pokémon has been imprisoned there	Competing rival parties	A technician who knows too much
4	Theme park	A mysterious distress signal was heard	Doors locked with magical puzzles	A pokémon who's been held captive
5	Factory	Pokémon have been spotted entering, but not leaving	The place is falling apart, and exploring is dangerous	A no-nonsense security guard
6	Cult base	Dark rumours surround the owners	A figure from a PC's past	An innocent kid who got lost

STORY SEED 3: THE CHASE

d6	*The party is tracking down...*	*Because...*	*However...*	*Their chase takes them to...*
1	A very strong outlaw	An anonymous client promises a hefty reward	The target is a decoy, and the problem is far more dire	A bustling market where it's easy to lose someone
2	A grizzled academic	They wronged a party member	The target is part of a larger relay chain	A winding tunnel complex
3	A disgraced researcher	They know a dangerous secret	The group was misled by a nefarious other party	A wealthy noble's estate, and the maze behind it
4	A fallen celebrity	They have something the party needs	The chase was a trap, and the party is now in danger	A high-society function where they must blend in
5	A mysterious bounty hunter	They threaten one of the PCs' loved ones	The target is far more powerful than they seem	A crumbling ancient ruin
6	An inexperienced explorer	They've stolen something that must be returned	The target is all too aware they're being followed	A dungeon full of hostile pokémon and dark history

STORY SEED 4: THE ESCAPE

d6	*The party is escaping from...*	*Obstacles include...*	*But there's more to it, because...*	*Along the way, they meet...*
1	A ghost town crawling with foes	Treacherous traps	A hidden mural depicts a great treasure or sanctuary nearby	A fellow captive with suspicious motives
2	An extremely dangerous island	Puzzles that require sharp thought	Their captors will try to persuade the party to betray each other	A gullible rookie guard
3	A heavily guarded prison	Patrolling foes on the prowl	There are other pokémon being held captive in the area	A seasoned, cynical guard who won't be easily fooled
4	A region where they're wanted as criminals	A time limit to hurry the party along	There's an even greater threat waiting outside	A troubled architect who knows the layout
5	A mad pokémon's labyrinthine castle	Locked doors with hidden keys	The area is cursed and doesn't always adhere to the rules of logic	A curious child who asks for help or protection
6	A maze-like catacomb beneath an old temple	Encounters designed to split the party	A party member actually knows their captors, but not their motivations	A special person of one of the party members

Enemy Tags

These tags can be applied to a foe, and grants them a new type and a **feat** that can be used in battle with a **three round** cooldown. In the case of a pokémon with two types, replace the **secondary** type.

TAG	TYPE	DESCRIPTION	FEAT
Fauxliage	Grass	A facsimile of a pokémon made of vines and greenery.	Inflict Leech Seed after landing an attack. Endurance to resist.
Swarm	Bug	A hive of tiny insects forming the shape of a pokémon.	Consume 1d4 food items from the target's bag.
Phantom	Ghost	Spirit energy assuming the shape of a pokémon.	Inflict Terrified on foes within 3 spaces. Endurance to resist.
Pyre Blight	Fire	Flames and rage given form, driven by the urge to consume.	Lose 2d6 HP and dealing 2x as much fire-type damage to foes and structures within 3 spaces.
Shadow	Dark	Sorrow and hate manifesting as a foe.	Inflict Torment on foes within 3 spaces. Endurance to resist.
Shimmer	Fairy	An alluring fey illusion that isn't quite perfect.	Inflict Infatuation after landing an attack. Endurance to resist.
Nimbus	Flying	Shapes seen in clouds, now descending to do battle.	Push all foes within 3 spaces 3d2 spaces away.
Statue	Rock	An immaculately carved form brought to life.	Repair self, raising defending stats by 2 stages.
Clockwork	Steel	A pokémon-shaped automaton.	Wind up gears, raising attacking stats by 2 stages.
Illusion	Psychic	A false pokémon borne of powerful thought.	Inflict Confusion on foes within 3 spaces. Endurance to resist.
Ooze	Poison	Potent toxic sludge vaguely forming a pokémon's shape.	Inflict Poison on foes within 3 spaces. Endurance to resist.
Dummy	Fighting	A training dummy or combat construct.	Lose 2d6 HP and dealing 2x as much fighting-type damage to foes/structures within 3 spaces.
Doll	Normal	Fabric and stuffing imbued with fighting spirit.	Repair self, regaining 1/8th of max HP rounded up.
Frost Echo	Ice	An embodiment of the biting, bitter frost.	Inflict Frostbite on foes within 3 spaces. Endurance to resist.
Deep Mimic	Water	The spirit of dark and hungry waters, taking uncanny pokémon form.	Ensnare a target. Endurance to resist. Target begins to drown. Drowning functions identically to Severe Poison.
Mirage	Ground	A desert spirit formed from blinding sand or dust.	Lower the defense of foes within 3 spaces by 1 stage.
Living Legend	Dragon	A construct made of scale and draconic rage to serve a beastly master.	Roar threateningly, raising critical hit rate by 2 stages.
Cyborg	Electric	A robotic or digital imitation of a pokémon.	Lose 2d6 HP and dealing 2x as much electric-type damage to foes/structures within 3 spaces.

RANDOM DUNGEON FEATURES

d10	d4	
1	1	Piles of spoiled berries and wilting flowers
	2	Large muddy pawprints and marks of something being dragged
	3	Looping, tangling masses of deep green vines
	4	A moss-covered old statue of a mythical pokémon
2	1	Spiderwebs hanging in thick, silky curtains
	2	Rock formations that resemble huge, waiting teeth
	3	Glimmering gems that fill the room with rainbows
	4	A deep chasm lit by the occasional deceptive glint of treasure within
3	1	An extinguished fire pit and scattered evidence of another party
	2	A torn and looted backpack with broken straps
	3	A length of rope tied to a structure, the other end snapped and frayed
	4	Scrawled directions in the dust or dirt to a nearby secret
4	1	A massive fountain that billows smoke and flame
	2	Murals painted in ash lit by torches, depicting ancient battles
	3	Deep grooves in the walls, carved by massive claws
	4	Burnt wooden structures and furniture, including a singed tapestry
5	1	Unexplained yet mesmerising shimmering mist
	2	Vases of exotic flowers and plants arranged around a fountain
	3	A shallow but perfectly clear pond surrounded by small white stones
	4	Piles of water-logged and mouldering books
6	1	A magical column of ever-burning fire
	2	An eerie warning written in multiple different handwriting styles
	3	Rocks suspended in the air by an unseen force
	4	Oversized flowers that emit an intoxicating scent
7	1	A chorus of jingling bells and windchimes
	2	Clusters of glowing mushrooms that react to sound
	3	Greenery and fungi bursting through cracks in the walls or floor
	4	A highly intricate mosaic set into the floor
8	1	An abandoned tent, half-reclaimed by the elements
	2	Barrels, sacks, casks, and piles of firewood.
	3	Cracked yet elegantly carved columns of stone
	4	Chains of flowers woven into the structures
9	1	A painting of the night sky, covered in unfamiliar constellations
	2	A dry fountain depicting an entwined gyarados and milotic
	3	Rusted chains bolted to huge stone slabs
	4	A dozen statues of courageous heroes, all with their heads missing
10	1	A party member's name painted in massive letters on the wall
	2	The crumpled banner of a long-disbanded guild
	3	An apple tree growing from a magical glass sphere
	4	Vicious steel spikes seemingly growing from the ground

Pre-Made NPCs

Team Squeak

Button and Bo are a rattata and a tandemaus. After Bo's partner, Bell, went missing during an expedition gone awry, she joined Button's team.

They can be found in dungeons and towns. As they specialise in rescues, they might appear if the players find themselves in need of help.

PERSONALITY
Button is friendly and excitable. He is wowed easily by adventure stories.

Bo is shy and polite but highly driven. Cautious and somewhat bookish.

HABITS
Button makes wild gestures when he talks, leaping around if excited.

Bo wrings her paws when she's nervous, and is often lost in a map or a book.

GOALS
Button wants to help all pokémon in need, and become stronger.

Bo's goal is to find her missing former partner, Bell.

SECRET
Part of Button doesn't want Bo to find Bell, as he thinks she'll leave once she does.

Bo is deeply afraid of losing Button like she lost Bell.

Solaigne

An absol adventurer who keeps finding himself in trouble. He seems to bumble through dire situations by luck, only held back by his fear nearly everything.

Despite his dislike for all things dungeon-related, he can be found there often.

PERSONALITY
Anxious and awkward. Humble and very insecure. Treats the party like his saviours and idolises them.

HABITS
Screams and closes his eyes through entire battles. Talks very fast. Has trouble saying no.

GOALS
Wants to get his current mission over with and go home, but cares enough to get the job done right.

SECRET
Is extremely competent and a gifted fighter, just cowardly and neurotic.

MORAG THE STORM

A sandslash bounty hunter with a deep, rumbling voice. Her blade is made of a seviper's tail, laced with paralytic venom. Most often found prowling harsh dungeons.

PERSONALITY
Firm and quiet. Will call off a hunt if she disagrees with it morally or is offered more cash. Slow to trust.

HABITS
Sharpens her claws while speaking. Will absently drink anything put in her hand. Not afraid to laugh in the face of authority.

GOALS
Make poké. Keep it real. Drink good juice. Tolerate no fakers. Beat up her dad.

SECRET
Her father was a notorious thief and abandoned her at a young age. Her tough hide masks a confused, sad and frustrated child enraged by his betrayal.

FIDGET

A porygon-z merchant who sells a variety of useful items. His robotic voice yet zany gestures make him a curious figure, but he's always happy to meet adventurers, and will ask about their journeys whenever they meet.

His tendency to randomly teleport means he can be found in very odd places, like deep within dungeons or inside locked treasure chests. (His father was a klefki, so he *can* unlock them from the inside, but he forgets.)

PERSONALITY	HABITS	GOALS	SECRET
Outgoing. Curious. Scatter-brained. Bounces back quickly. Loves to be included.	Forgets names. Makes up terrible riddles. Says 'JOKE NOT FOUND' if he can't think of a punchline. Shares pointless rumours. Gives weird gifts.	To help others succeed. On a lesser scale, to be 'a cool merchant who does riddles'.	Makes his own rap music under the alias DJ DUBIOUS DISC.

LOOT TABLES

FOREST

d20	Items	Treasure	Forage
1	Oran Berry	**Chlorocape.** The wearer heals 1 HP per turn/20 minutes in bright sunlight.	2d12 throwable sticks
2	Cheri Berry		1d4 edible roots
3	Small Apple		1d4 edible fungi
4	Warp Seed	**Hero's Acorn.** Single use. When planted and watered, it instantly grows into a mighty 40-foot oak.	Oran Berry
5	Pecha Berry		Sweet chestnuts
6	Heal Seed		1d6 wild plums
7	3d12 poké	**Willow Harp.** Once a day, it heals grass-types in a 10ft radius for 3d4 HP and makes flowers bloom.	1d6 poisonous fungi
8	Apple		1d4 tea flowers
9	Elixir		Honeycomb
10	Quick Seed	**Smoliv Crown.** Grants a +10% bonus to Persuasion if worn by Smoliv, Dolliv or Arboliva.	Molted ariados pelt
11	Tiny Reviver Seed		1d4 Small Apples
12	3d12 Poké		2d12 feet of sturdy vines

MOUNTAIN

d20	Items	Treasure	Forage
1	Oran Berry	**Ruddy Comb.** A comb carved from a druddigon's shed scales. Can be sold for 800p.	2d6 glowing fungi
2	Small Apple		Pyroar's Mane mushroom
3	3d6 Geo Pebbles		Mountain salt
4	3d6 Gravelerocks	**Takeoff Ruff.** Boosts Gligar and Gliscor's speed by 1 during a sandstorm.	2d12 small bones
5	2d100 poké		Gogoat fleece
6	Stun Seed		Quartz piece
7	Elixir	**Ambush Whistle.** A bone whistle. Only the user's allies can hear it.	Wild garlic
8	Spurn Orb		1d6 fearow feathers
9	Escape Orb		1d6 poisonous flowers
10	2d12 Iron Thorns	**Rocket Medal.** If hit by an electric attack, the holder is launched upwards 30ft.	Obsidian piece
11	Soft Sand		2d6 wild strawberries
12	TM Drill Run		Random type gem

RUINS

d20	Items	Treasure	Forage
1	Oran Berry	**Lucario Card.** Raises the Sp. Defense of Riolu and Lucario in the party by 3 points.	Pottery shards
2	Foe-Fear Orb		2d6 sigilyph plumes
3	3d6 Gravelerocks		Ancient parchment
4	Elixir	**Miracle Key.** A carved wooden key that can 'open any lock'. Unscrewing the head reveals lockpicking tools inside.	2d4 candles
5	4d12 poké		Larvesta silk
6	Luminous Orb		3d6 small bones
7	2d6 Gigali Stones	**Spike Brooch.** Omanyte and Omastar ignore Reflect and Light Screen when attacking.	3d20 ancient coins
8	Revive Orb		Rusted chains
9	2d100 poké		Mosaic fragments
10	d12 Gold Thorns	**Tactician's Hourglass.** Allows the user to take another free turn in combat once daily.	Golurk clay
11	X-Ray Specs		Ancient spices
12	TM Hidden Power		2d8 xatu feathers

COASTAL / OCEAN

d20	Items	Treasure	Forage
1	Oran Berry	**Landlubber's Lot.** A compass that always points towards dry land.	Pretty shell
2	Small Apple		Oarweed
3	2d6 Geo Pebbles		Sea glass
4	5d10 Poké	**Marvel Scalemail.** Grants +3 Sp. Def and allows the wearer to instantly cure one status daily.	1d6 small pearls
5	1d12 Iron Thorns		1d4 large pearls
6	Cleanse Orb		Shimmering coral
7	Sleep Seed	**Conch Ocarina.** A dainty and well-made little instrument. Can be kept or sold for 1200p.	Edible seaweed
8	1d6 Silver Spikes		Bioluminescent algae
9	Heal Seed		Sea salt
10	Elixir	**Primordial Pearl.** +3 Sp. Def if smithed into armor. +3 Sp. Atk if woven into jewelry.	Driftwood
11	Trawl Orb		1d6 sharpedo teeth
12	Max Elixir		Veluza fillet

JUNGLE

d20	Items	Treasure	Forage
1	Oran Berry	**Path Cleaver.** An axe made of fraxure tusk. Deals double damage to plant structures.	Poison ivy
2	Apple		2d4 spicy flowers
3	Big Apple		2d8 venomous darts
4	2d100 Poké	**Bear Hands.** Ursaring-fur gloves. Slashing moves deal +2 damage.	Shed seviper skin
5	Sleep Seed		1d6 bananas
6	Reviver Seed		1d4 edible fungi
7	Blinker Seed	**Tangleroot.** A stem with 10 buds that, if broken, spawn a 20ft square of tangling vines.	1d4 dragon fruit
8	Totter Seed		10ft of ariados silk
9	Max Elixir		Sedative lichen
10	Escape Orb	**Chaos Branch.** A gnarled piece of wood. Can be used to cast Metronome three times daily.	Hallucinogenic moss
11	d12 Silver Spikes		2d12 feet of vine
12	Pecha Scarf		1d4 Big Apples

VOLCANO

d20	Items	Treasure	Forage
1	2d6 Geo Pebbles	**Ember Cap.** Grants chimchar or its evolutions the Flame Body ability when held.	Obsidian piece
2	2d8 Gravelerocks		Lava moss
3	Rawst Berry		Magcargo shell fragment
4	Blast Seed	**Bottled Geyser.** Single use. Sprays scalding water in a 3x8 space line. Deals 11 water-type damage, 15% burn chance.	Magma mushroom
5	Foe-Hold Orb		Explosive powder
6	Apple		Archeops feather
7	Elixir	**Erupt Scarf.** Grants numel or camerupt the Water Absorb ability when held.	Coal
8	d12 Iron Thorns		Typhlosion fur
9	Blowback Orb		Ruby piece
10	5d20 poké	**Magcargo Circlet.** An obsidian band bearing a glowing ruby. Allows the wearer to swim in lava as if it were water.	2d6 tyrantrum teeth
11	d12 Gigali Stones		Fire gem
12	Power Band		1d4 fiery fruit

ICE / POLAR DESERT

| d20	Items	Treasure	Forage
1	Chesto Berry	**Beartic Box.** An insulated pack. Food inside is chilled and cannot be spoilt or stolen.	Snover needles
2	Sleep Seed		Wild blackberries
3	2d8 Sticks		2d4 snow carrots
4	Whirlwind wand (1d4 charges)	**Snowy Torc.** If held by snover or abomasnow, grants the bearer an additional Fight action per turn in Hail.	Sweet chestnuts
5	Apple		Chicory roots
6	Aspear Berry		Juniper berries
7	Elixir	**Frost Amulet.** When used, it summons Hail and warms to room temperature. Cannot be used again until re-frozen.	Baxcalibur scale
8	Health Orb		Flammable sap
9	Warp Seed		2d12 rose hips
10	Max Elixir	**Vanilla Crystal.** Vanillite and its evolutions regain 50% more HP when healing if held.	Sweet tree syrup
11	Hail Orb		Ice Gem
12	Reviver Seed		Frism Crystal

ARID DESERT

d20	Items	Treasure	Forage
1	Small Apple	**Oasis Seed.** Single use. If planted, it creates an oasis with shade, water and food.	Cactus fruit
2	3d4 Sticks		2d6 ancient coins
3	Blast Seed		Amaranth
4	2d6 Gravelerocks	**Tune of the Dune.** A flute that spews endless sand when played.	Medicinal flowers
5	Tiny Reviver Seed		Agave
6	Reviver Seed		Peppergrass
7	Hunger Seed	**Sandshrew Flats.** Sandals that grant a +3 to speed when walking on sand and prevent sinking in sand.	2d4 flygon scales
8	Drought Orb		Bouffalant gourd
9	Cheri Berry		Milk thistle
10	2d8 Iron Thorns	**Grit Veil.** Grants hippopotas or hippowdon the Sap Sipper ability.	Sun-bleached skull
11	Sandy Orb		Inferno peppers
12	Stamina Band		2d4 palm fronds

MAGIC

d20	Items	Treasure	Forage
1	Apple	**Scholar's Plate.** The wearer may use Sp. Def to defend against physical attacks. -2 speed.	7d6 marbles
2	Oran Berry		Prismatic lichen
3	Elixir		Reflective pebbles
4	3d20 poké	**Padlock Bell.** A bell that looks like a padlock. When rung, all unlocked and lockable doors within 100 feet are locked.	Shimmering dust
5	Totter Seed		Agate piece
6	Tiny Reviver Seed		Sunstone piece
7	Any Wand, 1d6 charges	**Scarf of Denial.** Once daily, the wearer may claim not to believe that fairies exist. They become immune to fairy-type damage for one round of combat.	d8 sage leaves
8	2d100 poké		Poisonous ash
9	Max Elixir		2d6 nettle leaves
10	Any Orb	**Glove of Invisibility.** Any object held in the wearer's gloved hand becomes invisible.	3d4 mixed unown stones
11	Reviver Seed		3d6 chamomile flowers
12	Scope Lens		2d4 mixed food items

MINI DUNGEON: WHISPER GROVE
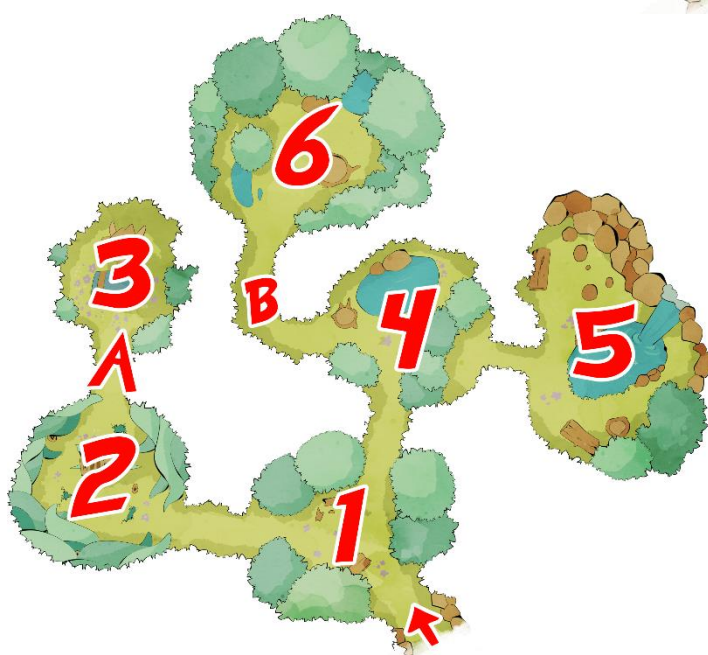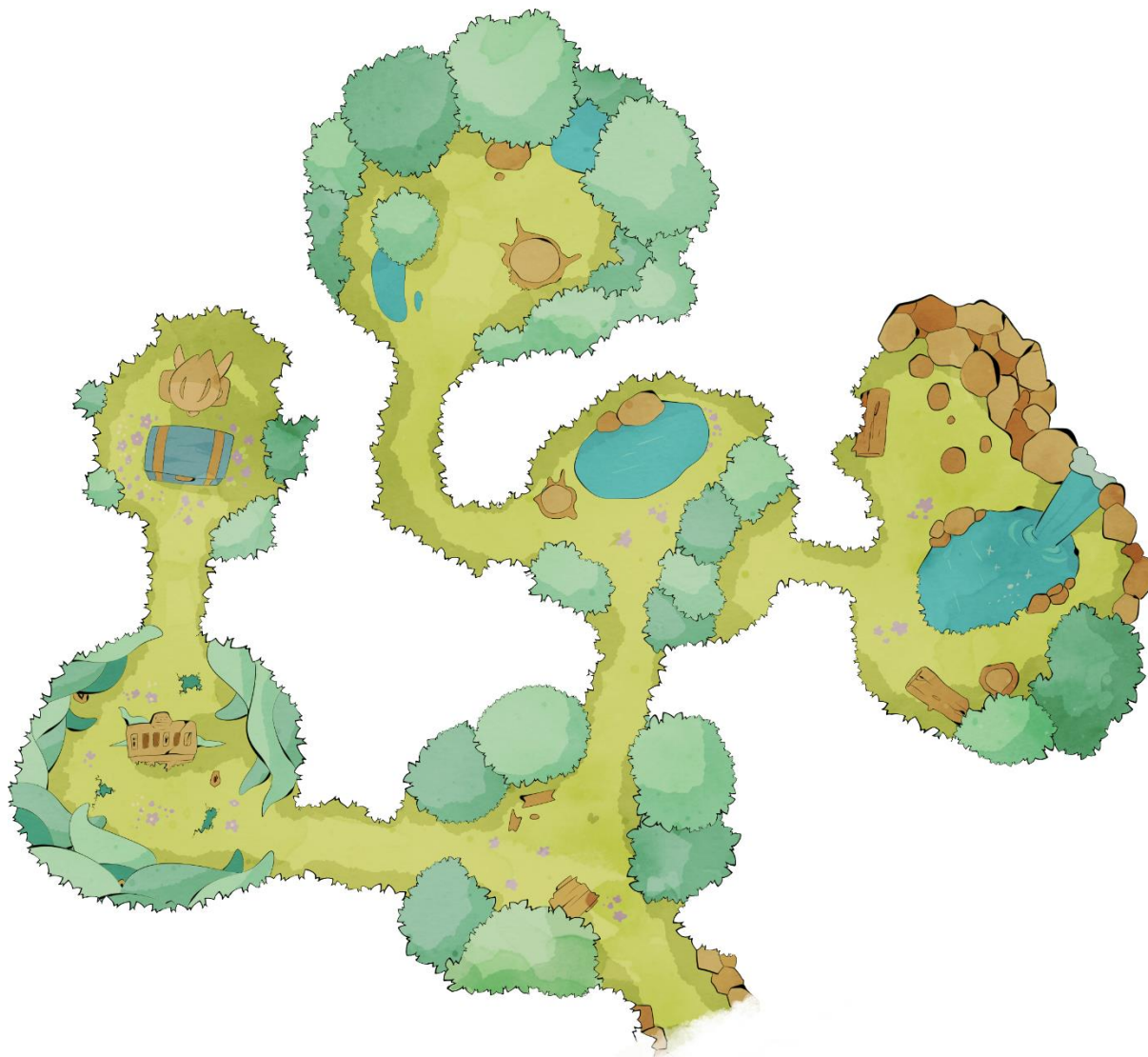
"As you enter, the dungeon's name immediately makes sense. Even the trees seem to be in on a secret, rustling furtively in the breeze. The air is cool and carries the soft, slightly medicinal smell of flowers.

A destroyed cart sits in the corner of the clearing, as well as shards of splintered furniture. Paths through the greenery branch off to the north and west."

Room	Features
1	A large entryway. Shattered wooden furniture. A destroyed cart. The party can salvage building material from the debris: planks, cloth, rope and nails.
	In the cart they can find a max elixir and a spurn orb. A perception check finds a jar of oran syrup (five servings that heal 20 HP each), and a bracelet worth 500 poké.
2	A stone altar stands surrounded by thick vines. Engraved in Footprint Runes is the phrase "SPEAK THE KEY IF YOU SEEK TO FLEE". Once the party enters, vines cover the exits. They attempt to ensnare and choke pokémon within reach.
	The altar has spaces for six tiles. The tiles are scattered around the room – in the grass, in the vines, or held by enemy pokémon. When put in order, they read 'ALL TOGETHER WE ARE THE KEY'. If the party speaks these words, the vines retract.
3	A small statue of celebi holds a finger to her lips. If anyone speaks louder than a whisper, the statue's eyes flash, and the individual takes 3 damage.
	The chest can be lockpicked, opened by force, or the key can be found with perception. Inside is a reviver seed, five heal seeds, a petrify orb, TM Energy Ball, and a rare gem that can be sold for 1000 poké.
	A young lost espurr hides in the room. She is wary of the party but not hostile.
4	The room is bisected by a dense hedge. If the party tries to crawl through, they will be attacked by wild zigzagoon that hide inside. There are five in total and they can be reasoned with or defeated in battle. They will flee if three or more are beaten.
	46 poké and 15 gravelerocks can be found in the pool. A jar of honey, a stun seed and two apples can be found in the stump by the pool.
5	A small waterfall silently trickles into a pool. The pool will heal anyone who bathes in it for 10 HP and 5 PP, but only once per visit to the dungeon.
	A landslide seems to be consuming the upper part of the room, and keen eyes will see an odd blue stone poking out. This is the finger of a long-slumbering golurk.
	In the fallen logs, players can find a blast wand with three charges, a stash of dried fruit, 35 poké and a curious locket with powdered poison inside.
6	The final room, with the exit. Once the party has entered, a vespiquen will appear. Depending on the party's noise levels throughout the dungeon, she will behave differently: if they've been quiet, she is friendly. If they've been noisy, she is hostile. She is guarding the goal – a treasure, secret, or person, or simply the exit.
	She is five levels higher than the party average, and begins combat with three combee, and can use her friend action to summon two more. The combee may spend a turn gathering honey to heal vespiquen for 5 HP. The hive's stash of food can be raided and makes 1d6+1 servings of rations.
A	Mythical pokemon are carved onto the trees. The tree with celebi carved into it has a hollow where a treasure map and a single joy seed are stashed.
B	The trees are swarming with hidden weedle who fire poisonous stingers. A party member who is struck takes 1d4 damage, and a 25% chance of becoming poisoned.

D20	Items	Forage
1	1d100 poké	1d4 sleepy tea flowers
2	1d10 + 2 iron thorns	1d4 medicinal roots
3	Slumber wand, 2d6 charges	1d10 sharp sticks
4	Warp wand, 1d6 charges	Honey
5	Persim band	Honeycomb
6	Sneak scarf	1d4 apples
7	Elixir	Random common seed
8	Max elixir	Random common berry
9	Resilient flag	1d6 thick vines
10	TM Aerial Ace	1d6 rare herbs
11	TM Poison Jab	Cater-belt
12	Align Orb	Scyther fang
13	Escape Orb	Zephyr bow
14	Petrify Orb	1d4+1 poisonous darts
15	Rollcall Orb	1d6 edible fungi (restore 20 hunger)
16	Random common seed	1d6 poisonous fungi
17	Random common berry	Molted ariados skin
18	Apple	Glowing moss
19	Totter orb	1d10+2 wild violets
20	Treasure Box	1d6 poisonous flowers

d6	Enemy Pokémon	Behaviour
1	Foongus	Attacks from open
2	Shroomish	
3	Skwovet	Attacks from cover
4	Ariados	
5	Weepinbell	Supports allies
6	Pachirisu	
7	Parasect	Hinders enemies
8	Floette	
9	Oddish	Uses the environment
10	Tranquill	

A room will have 1d6-1 visible items, and 1d6-1 hidden items. Pokemon can use survival to forage for items once per room.

Rooms will spawn foes inside when entered. The Guild Master should decide on the number of foes, and whether they respawn when the party leaves and re-enters. The suggested number of foes in a room is the number of party members + 1.

Golurk *(Hurley)*
He/him, missing researcher

> *"My goodness, that was a little longer than forty winks. I do hope the fellows don't mind I'm late."*

Fainted after being attacked by bandits 40 years ago, and was buried by a landslide. Friendly but disoriented. Talks about the Archaeological Society, which disbanded 20 years after his disappearance.

In appearance, his body is cracked and covered in moss. One of his eyes is permanently dim.

Espurr *(Lily)*
She/her, lost child

> *"…"*

Came to find herbal flowers for her sick brother, but got scared by the vines in Room 2. Quiet and shy. Will give the party a piece of ominous wisdom if they help her to the entrance.

Very small and slight. Large, staring eyes. Wears a knitted shawl tied by a purple ribbon; carries a wicker basket larger than her own head.

OTHER LINKS & HELPFUL SITES

Here are some resources for Guild Masters.

- ❋ Kassoon – Random generators and some free adventures. There is some paid content, but the free stuff is plenty to get you inspired.
- ❋ DnDSpeak – Lots of d100 lists of things. The r/d100 subreddit is where they get them from, so check that out too.
- ❋ Donjon – I mostly use it for making quick dungeons, but there are lots of tools here to help you populate a session with places, people and things.
- ❋ One Page Dungeon Generator – Generates a random one-page dungeon.
- ❋ RandomPokemon – Generate 1-6 random pokemon.
- ❋ Random Pokemon Generator – Has slightly different filters to the above.
- ❋ Dice Roller – As it says on the tin. A virtual dice roller.
- ❋ DMsGuild – An online library of TTRPG resources. They have a wealth of both free and paid materials. Similarly, you can find a lot of resources and inspiration on itch.io. Keep an eye out for bundles!
- ❋ TTRPG subreddits are full of experienced Guild Masters (ahem, Dungeon Masters) sharing their wisdom and their talents.
- ❋ DnD Maps – A collection of free user-submitted maps.
- ❋ Dungeon Scrawl – A simple, handy tool for making dungeon maps.
- ❋ Hex Crawl sheets by DM Lazarus – Hex crawling is a fun and easy way to handle exploration. These sheets are a great base for making a map.
- ❋ Hex Crawls Rule! by Casa de Ocio – A short free guide on making and running your own hex crawl map.
- ❋ EddyK28's Pokemon World Map
- ❋ Not a specific resource, but for those new to TTRPGs, listening to popular tabletop podcasts or watching live-play series may help you become more familiar and comfortable with the terminology! You could also get some inspiration from them.

Be sure to check r/PMDExplorersofFate for updates and resources. Thank you for all the feedback!

Until next time,

- Rook

(u/gamemasterlancaster on reddit, atomicwrongs on tumblr)