

POKÉMON[®]

Mystery Dungeon

EXPLORERS OF FATE

VERSION 1.6



CONTENTS

The Basics	3
Guild Masters: Game Creation	9
Players: Character Creation	12
Players: Character Progression	18
Playing the Game	28
Conflicts and Battle	30
Items Index	39
Crafting	52
Roll Tables & Resources	61
Index	79



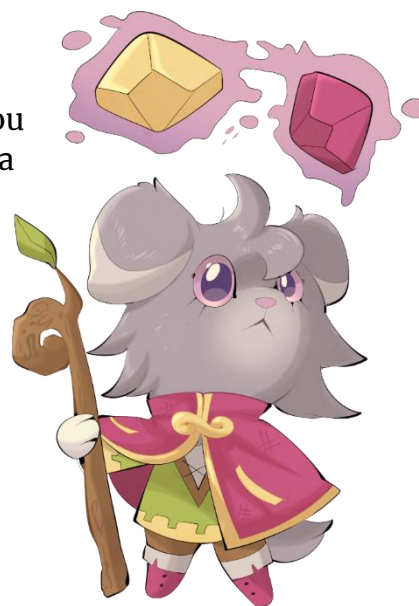
A Pokémon: Mystery Dungeon inspired TTRPG by Rook Hughes
(u/gamemasterlancaster on reddit, atomicwrongs on tumblr).

Art by Rook Hughes.

WELCOME TO THE WORLD OF POKÉMON!

This tabletop role-playing system is designed to let you play out your own mystery dungeon adventures, with a fantasy twist and a focus on flexibility. Be the **Guild Master** and craft the story, or a **Player**, and carve your destiny into it.

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:

- ✱ 3-6 people, one to be the **Guild Master** – the storyteller who narrates the adventure and shapes the world – and the rest are **players**, who play the story's main characters and solve its many mysteries.
- ✱ **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** or **d100**.
- ✱ **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 P:MD games.

STARTING POINTS

GMs should consider:

- *Where will the story start? Where will it go?*
- *How high will the stakes be?*
- *What themes will I address?*
- *How long will the story be?*

Players should consider:

- ✱ *What kind of personality will my character have?*
- ✱ *What do they want, believe, or fear?*
- ✱ *What spurs them into action?*
- ✱ *Who will my character become?*

Together, GMs and players should agree on a few things, to 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 themes might come up, and which should be avoided? (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?*

LET'S PLAY - PERFORMING ACTIONS

During the game, the GM will describe scenarios, and the players will act. Most actions can be played out without dice, but if a player wishes for their character to do something **where success is not guaranteed**, then they will make a **skill roll**.

Skills are measured by a **number out of 100**, and you roll your **percentile dice** to measure success. This is also how **move accuracy** is handled in combat situations. If your dice roll is below your skill number, your action succeeds! Essentially, the skill number is your percentage chance of success.

A 00 + 0 on your percentile dice should be treated as a 100.

A **critical roll** is a variant of a skill roll reserved for very difficult actions. For a critical roll, you'll be asked to roll **below 50%** of your skill score to succeed.

Generally, you won't be asked to roll if an action is trivial with basically guaranteed success, or wouldn't yield interesting results on a failure. Conversely, a critical roll will be asked of you if an action is particularly tough, you lack the necessary knowledge or resources to do it safely, or if the situation is unideal – time pressure, poor terrain, etc.

Here are some examples for three different skills.

	ATHLETICS	MEDICINE	PERSUASION
NO ROLL	Climbing a small ledge, with help from your party.	Treating a bruise or scrape.	Convincing a pokémon that already likes and trusts you to help.
SKILL ROLL	Climbing a surface with sufficient hand and footholds, in good weather.	Treating a broken limb, concussion or moderate poisoning.	Persuading a stranger to believe something slightly outlandish.
CRITICAL ROLL	Climbing a sheer surface in the rain, while injured or overburdened.	Stopping heavy bleeding from a major wound, without proper equipment.	Telling a bold-faced and easily disproven lie to a pokémon that already distrusts you.

A key thing to remember for GMs is that **even if a roll is failed, the scene continues**. A failed roll means the character hasn't succeeded at their task, not that they've failed at keeping the story going – what interesting things could happen as a result of the failed roll?



CONVERTING FROM THE GAMES

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

STATS

Stats are derived from your species' base stats¹.

- **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.

Defense and special defense **reduce** incoming damage by that amount, also depending on the attack's category.

ON SPACES:

This document will mention **spaces** as a measurement of distance.

1 space = 5 feet.

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 from their available move pool.

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 range². For newer moves, the Guild Master may determine for themselves the range.

¹

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

²

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

BASIC ATTACK

Every pokémon has a basic attack – a simple strike that costs no power points, is treated as non-categorized (not applying either attacking or defending stats) with 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 basic attack is basic, but that's the point. It ignores enemy defense, but also doesn't benefit from your attack, STAB, or type effectiveness. It's mostly accurate, and doesn't require PP. It's reliable, but doesn't do anything special.

SAME TYPE ATTACK BONUS

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 **Players: Character Progression**.

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

In this section, the symbol X represents (your level divided by 4) rounded up. The terms **outgoing** and **incoming** here mean a move **dealt by** the buffed party, or **targeting** the buffed party, respectively.

- ⚙ If one of your **attacking** stats is raised or lowered, add or deduct X from the outgoing damage.
- ⚙ If one of your **defending** stats is raised or lowered, reduce or increase incoming damage by X.
- ⚙ If accuracy is raised or lowered, add or deduct 10% to an outgoing move's accuracy.
- ⚙ If evasion is raised or lowered, deduct or add 10% to an incoming move's 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.
- ⚙ If your **speed** is raised or lowered, gain or lose 2 speed for each stage.

Attacking and defending stats, and speed, can be raised or lowered a maximum of **five times** with stacking effects.

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. They may be used for out-of-combat drama or strategizing at player and GM discretion – for example, using agility to cross a collapsing bridge.

CERTAIN MOVES

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

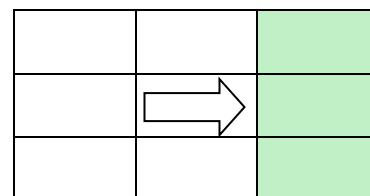
Moves with increasing damage (Ice Ball, Rollout) gain a cumulative +2 damage boost for each consecutive hit after the first. The chain ends after the fifth consecutive hit, the move misses, or the pokémon uses another move.

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.
- ✱ 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, and Severe Poison if two layers are set.
- ✱ 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.

MEGA EVOLUTION, Z-MOVES, DMAX, GMAX AND TERA STAL

MEGA EVOLUTION

When a pokémon mega evolves, they gain a bonus to their stats. Calculate the bonus as such:

$$\begin{aligned}
 &\text{Mega evolved mon's (converted to TTRPG) base stat total} \\
 &\quad - \text{Non-mega evolved mon's (converted) base stat total} \\
 &\qquad\qquad\qquad \times 2 \\
 &= \text{Bonuses you'll add to your current BST.}
 \end{aligned}$$

As such, if you're playing as an ampharos, upon mega evolution you'd gain +2 attack, +2 defense, +4 special attack, and +2 special defense, as well as the dragon type and the mold breaker ability.

In mega form, your critical hit rate is boosted by 2 stages.

This form lasts until the end of combat, or 1 hour if initiated outside of combat. You require a mega stone to mega evolve and can only do so once daily.

Z-MOVES

If you have a Z-Crystal in your possession, you can turn a regular move into a Z-move. Convert the power of the Z-move as you would a regular move, and/or apply the changes to the move's effects.

You can use one Z-move per combat encounter.

DMAX LVL HP BOOST

0	+50%
1	+55%
2	+60%
3	+65%
4	+70%
5	+75%
6	+80%
7	+85%
8	+90%
9	+95%
10	+100%

DYNA- AND GIGANTAMAX

Dynamax and Gigantamax can be performed in areas of high dynamax energy known as Power Spots (GMs can alter this to better fit their world: proximity to certain artefacts, access to an item, etc). Its most famous effect is that the pokémon's size increases drastically, up to tens of times their original size.

When a pokémon dynamaxes, their HP is fully replenished and their max HP is boosted according to their Dynamax Level, which begins at level 0 and can be increased via level-up points (5 LP increases your Dynamax Level by 1).

Your moves also change into their Max Move counterparts. Convert them as such according to bulbapedia.

Gigantamax operates in largely the same way, except the pokémon's appearance changes also, and certain moves become GMax Moves. Convert accordingly.

Dyna- and Gigantamax can be performed once daily and lasts for the entire combat encounter, or one hour outside of combat.

TERASTALLISATION

Terastallisation can be performed with a Tera Orb once daily. When terastallised, the pokémon's defensive typing changes to its Tera Type (see roll table), and they gain a weakness to Stellar-type attacks used by Stellar-type Tera pokémon. A large Tera Jewel appears above them and they gain a shiny gemlike luster.

Additionally, you will gain STAB on moves matching your Tera type, in addition to your original types; if your Tera type is one of your original types, moves of that type deal +100% damage instead of STAB's usual +50% boost.

Terastallisation lasts for the battle's entire duration and, again, can be performed once daily.

The necessary items for these techniques (Z-crystals, Mega Stones, Tera Orbs, etc) may be extremely rare or expensive in your world. They'd make a great treasure at the end of a tough dungeon!

D20	TERA TYPE
1	Normal
2	Fighting
3	Fire
4	Water
5	Grass
6	Flying
7	Poison
8	Electric
9	Ground
10	Psychic
11	Rock
12	Ice
13	Bug
14	Ghost
15	Steel
16	Dark
17	Dragon
18	Fairy
19	Stellar
20	Roll again

GUILD MASTERS: GAME CREATION

SETTING UP

Your game needs a story, a world, and things to interact with along the way. For plot, start with a rough idea – the party may have to investigate a mystery, tackle a threat or escape danger. Let's flesh those ideas out:

- ✱ The son of a retired dungeon boss is missing, and he's on a rampage. Whispers say it was a kidnapping.
- ✱ After an excavation unearthed odd relics, pokémon have been going berserk. The guild has called for explorers to look for a cure.
- ✱ While travelling, the party was attacked by Hoopa and sent to the Puzzlewilds, where they must solve its mysteries to escape.

Keep things flexible; your players might surprise you with how they respond to conflicts.

As for the world, the continents³ are a great place to start! If you're making your own setting, keep notes on landmarks, key NPCs, and 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 to fill in the gaps.

ONE-SHOT OR CAMPAIGN?

How *long* do you want your game to be? A **one-shot** is an adventure designed to be resolved within one session, while a **campaign** is made of multiple sessions and can be as long and complex as you like. Think of the Special Episodes from Explorers of Sky as one-shots, and the main story as a campaign.

SESSIONS AND SCENES

Whether it's a one-shot or a chapter of a campaign, your game will be made up of various scenes. Consider the following when planning:

- ✱ **Something interesting.** Set up a scenario that will pique the characters' and players' interests, spurring them to investigate or intervene.
- ✱ **Something difficult.** Physical or psychological. Let characters show off their skills, or make them grapple with their ideals to make tough decisions.
- ✱ **Something to gain or lose.** A scene should aim to move the plot forwards, but the outcome may change depending on how the party handles things.



START: The party is hired to find a treasure in an ancient jungle temple.

DEVELOPMENTS: The temple is full of traps and 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, then escape as the temple crumbles.

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

DUNGEON BUILDING

Dungeons are obviously a key part of the Mystery Dungeon games, and a long-time staple of TTRPGs. Here are some things to consider.

LENGTH

In the games, dungeons can have as many as 99 floors! However, in the TTRPG format, dungeons should be **shorter** and more **detail-dense**.

For a short dungeon, try 1 floor with 3-5 rooms. Populate each room with a trial, puzzle, trap and/or fight, before ending with a big final challenge and a reward.

For longer dungeons, try 3-5 floors with up to 10 rooms. Force players to consider their resources— when will they next get the chance to restock or rest?

DIFFICULTY

How challenging will foes, puzzles and traps be? In combat, you should consider the **number** and **level** of foes. Hard fights might see the party outnumbered or underlevelled, foes using complex strategies, or environmental hazards.

Tougher dungeons will have harder puzzles and more punishing traps, costing the PCs time, resources, and **health**.

REST STOPS

In the games, some longer dungeons have midway points or rest stops. These stops allow the party to refresh and recover, and 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.

THEME

Theme is maybe one of the most important parts of a dungeon. This includes terrain, pokémon, items, weather, hazards, and all manner of flavour – use the theme to both set the mood and give players hints on how to progress.

RESTRICTIONS

Like the Zero Isles, you can use restrictions to make dungeons tougher or force players to think outside the box. Here are some examples.

- ✳ Each character can only bring in 3 items.
- ✳ The dungeon must be completed within a time limit.
- ✳ Pokémon are afflicted with the Tormented status while in 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).

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.** Powerful items, money, resources, treasure maps, etc.
- ✳ **Reputation.** Completing the dungeon opens doors elsewhere.
- ✳ **Allegiance.** A new ally offers the party a unique service or resource.
- ✳ **Information.** Answer a burning plot or character question.
- ✳ **Experience.** EXP, level up points, permanent stat or skill bonuses, etc.
- ✳ **Plot Hooks.** The final room raises more questions than it answers. A web of intrigue unfolds, revealing that the plot goes far deeper.

DUNGEON TIPS

- ✳ **Encourage backtracking.** Make the dungeon more than a straight line. Have solutions to later puzzles appear in previous rooms, or vice versa!
- ✳ **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.
- ✳ **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.
- ✳ **Use whatever resources you find helpful.** Flashcards, cheat sheets or roll tables – find what helps you the most and make good use of it.

FILLING THE WORLD

Take inspiration from the games: a chipper guildmaster, a cunning thief, a mysterious fragment! The denizens of the world, and the artefacts scattered around it, are how the story will unfold before your players.

While you may want to fill out character sheets for important NPCs in long-running campaigns, flashcards are great for noting down basic concepts.

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 they're kind

MERCURY – SCIZOR BOUNTY HUNTER

LOOKS: Big X-shaped scar on left claw, torn hooded capelet

SAYS: Talks like an anime villain

DOES: Tries to intimidate foes

WANTS: To avenge his fallen allies

Luckily, a lot of 'appearance' can be handled by saying the pokémon's species and a few distinguishing traits. 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 the Tables and Resources index, there's a series of tables for making quick NPCs. 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 LIFE

Ornate statue of a kirlia, water pouring from a vase in her arms. Music emanates from it at night. Characters with Perception of 75% or higher notice a runic map carved onto the base.

You can handle objects in a similar way!

Important structures, landmarks and items operate just like NPCs; it's 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 base stat total range, type, or classification (starters, baby pokémon, non-evolving pokémon, etc).

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.

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.

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

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.

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

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



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, with some examples on how you might use them..

- ✱ **Athletics** – Climbing, dodging, balance.
- ✱ **Craft** – Sewing, cooking, carpentry.
- ✱ **Endurance** – Discipline, resisting intoxication, enduring pain.
- ✱ **Finesse** – Fine motor skills, sleight of hand, lockpicking.
- ✱ **Medicine** – Diagnosis, first aid, therapy.
- ✱ **Perception** – Investigation, deduction, insight.
- ✱ **Performance** – Dance, song, acting.
- ✱ **Persuasion** – Bargaining, flirtation, deception.
- ✱ ***Specialist Knowledge** – Science, history, geography.
- ✱ **Stealth** – Sneaking, disguise, theft.
- ✱ **Survival** – Trapping, tracking, foraging.

*For Specialist Knowledge (abbreviated as SpKn), start with one **Field of Expertise**. It can be any topic your character might know a lot about, such as astronomy, engineering, dungeons, pop culture or the occult. You can use your SpKn to recall or glean information regarding any Fields of Expertise you possess. You gain an extra Field of Expertise at levels 5, 10, 15 and 20.

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

Next to the box where your skill value is noted is another box; in this one, write **half** the skill's value, rounded up. This is used for **critical skill rolls**, or particularly difficult rolls that require you to roll below half your skill score.

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

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**.

Traits may be taken **up to 3 times**. You may see effects formatted as such: (X/Y/Z). Effect X applies when taking the trait once, Y applies when taking it twice, and Z applies when taking it for a third time. These effects do not stack.

LVL TRAIT

	<p>Item Catcher – If a foe throws an item at you, roll a d4. On a (4/3+/2+), take no damage, and take the item for yourself.</p> <p>Nontraitor – (If Confused/If Confused or Blinded/In any state), your attacks will not target allies.</p>
B	Type Novice – Your super-effective attacks deal (2/3/4) additional damage.
E	Cheerleader – Allies within 5ft of you deal + (1/2/3) damage with their attacks.
G	Actor – (1/2/3) times daily you may use Performance instead of another skill.
I	Anchor – Select (1/2/all) of the following: you cannot be moved by foes, you cannot
N	be moved by environmental/terrain hazards, you cannot be warped without your
N	intent.
E	Fame – Once per session you can claim that an NPC would treat you favourably due
R	to your fame, gaining a +(10/20/30)% to Persuasion with that pokémon.
	Brick-Tough – Gain an additional (10/15/20) HP.
LVL	Evaluator – You can tell (1/2/all) of the following when looking at a target:
o+	remaining HP, moveset, ability.
	Unencumbered – You can carry (1.5/2/3) times your weight without reducing your
1 LP	movement per turn. This includes carrying allies.
	Breach – When your party initiates a surprise round, any attack your perform during
	this round deals + (10/25/50) % 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.
	Power Pitcher – Thrown items/ranged weapons deal an additional (25/50/ 75)%
	damage, after weaponry modifiers are applied.
	Pushy – When you land an attack on a foe (or ally), you may reduce the damage by 1
	to (3/4/5) points and move the target that many spaces in any direction.
	Bodyguard – If an ally is below (10/25/50%) HP, you may take damage in their stead,
	permitted you are within 60 feet of them.
LVL	Self-Curer – If you have a negative status condition with a timer, roll 1d4 at the start
5+	of your turn. On a (4/3+/2+), reduce the timer by 2 instead of 1.
	Invigorator – When you heal an ally in combat, they gain a +(1/2/3) stage speed
	boost.
2 LP	Hazard Setter – When you create an area hazard (spikes, stealth rocks, etc), your
	hazard covers a (15/20/30)ft 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 (2/3/4) damage.
	Gap Prober – Select (1/2/all) of the following when making ranged attacks: You can
	ignore enemy cover, you can ignore allies/other pokémon in the line of fire, you can
	ignore worn armour.

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. When you regain fullness, increase the amount gained by $(1.25/1.5/2) \times$.

Instructor – (Once/ Twice/ Thrice) daily, an ally may use your skill score instead of theirs when rolling.

Light Stepper – Select (1/2/all) of the following: You do not alert sleeping foes when passing by them, you do not take damage from being pushed into structures (nor do the structures take damage), your passage leaves no discernible tracks.

Light Sleeper – Select (1/2/all) of the following: you will instantly wake from sleep if a pokémon moves within 30 feet of you, you can make Perception rolls and keep watch while asleep, you can ignore one disturbance per Long Rest without having to start the rest period over.

Wary Fighter – If you miss an attack, you may move backwards (1/2/3) space(s).

Preferred Terrain – 50% speed boost when on your preferred terrain. Select (1/2/3) terrains.

Forager – When foraging, roll an additional (1/2/3) times on the relevant Forage table.

Inventive – When using Improvised Weaponry, add an additional (1/2/3) points of damage.

Hardy – If an attack would reduce you to 0HP, roll a d10. On a (10/9+/8+), you hang on at (1/3/5) HP.

Danger Sense – Select (1/2/all) of the following: you may act during enemy surprise rounds, you can tell instinctively if a room is trapped, you cannot be sneak attacked.

Streak Hitter – If your attack reduces a foe to 0HP, you may refresh your Fight action and attack again with a damage bonus of $+(10/25/50)\%$.

Focused – Your attacks have a $+(10/20/30)\%$ accuracy boost. However, enemy attacks towards you have a +10% accuracy boost.

Prolong – Statuses inflicted on foes last (3/5/7) additional rounds.

Wise Healer – When you heal a pokémon, including yourself, using an item, move or skill roll, heal additional HP equals to (1/2/3) times your level.

Deep Breather – If you spend your turn without taking or dealing damage, restore (2/3/5)PP to all of your moves.

LVL Practice Swinger – If you miss an attack, your next one deals $+(3/4/5)$ damage.

10+ Nonsleeper – Select (1/2/all) of the following: You cannot be put to sleep by enemy attacks, you cannot be put to sleep by traps or intoxicants, you require half the amount of sleep during expeditions.

5 LP Dizzying Payback – (10/20/30)% chance of foes who hit you becoming confused.

Distance Dodge – Foes that are five or more spaces away take a (20/30/40)% accuracy debuff when making ranged attacks against you.

Meditative Hunger – When your stomach is below 50% full, you receive a $+(10/20/30)\%$ accuracy bonus to your attacks.

Retaliate – Deal $+(2/3/5)$ damage to foes who attacked your allies in their last turn.

PP Saver – When attacking, roll 1d6. On a (6/5+/4+), you do not consume PP.

Battle Thirst – When you land a critical hit, regain HP equals to $(1/1.5/2) \times$ your level.

Type Bulldozer – Select (1/2/all) of the following: Your not-very-effective attacks do neutral damage, your attacks ignore immunities, your attacks ignore type-based abilities like Storm Drain or Lightningrod.

Cheery – When making a positive Persuasion roll – such as trying to cheer up or calm down a target – you may reroll (1/2/3) times if you fail.

LVL
15+

8 LP

Aggressor – Apply a (1.5/2/3) x multiplier to your Attack and Sp. Attack. However, you must also decrease your Defense and Sp. Defense by 3.

Defender – Apply a (1.5/2/3) x multiplier to your Defense and Sp. Defense. However, you must also decrease your Attack and Sp. Attack by 3.

Sharpshooter – Your attacks crit at (20/30/40) or below.

Buddy Boost – At the beginning of combat, you may move up to 3 members of your party, including yourself, (one/up to three/up to five) spaces in the initiative order.

Preferred Weather – +3 to defending stats during your preferred weather. Select one weather type for each time this trait is taken.

Haggler – Merchants will reduce their prices by (10/25/50)% for you.

Long Reach – Your attacks are increased in range by (1/2/3) space(s).

Fast Healer – Passively regain HP equals to (1/1.5/2) times 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 (10/20/30) %.

Trap Buster – (25/50/100)% chance of destroying traps instead of triggering them.

Nature Gifter – When you eat a berry or trigger the effects of a seed, you may share the effects with (one/up to three/any) pokémon you choose within (5/10/20) feet, and double the HP/PP regained if applicable.

Coin Watcher – When picking up Poké in dungeons, you find (25/50/100) % more.

Protective – If an ally faints within 60 feet of you, your attacks crit below a (30/50/100) for the rest of the combat encounter.

Deep Pockets – Select (1/2/all) of the following: You may benefit from two held items at once, you can swap held items in combat as a free action, items up to 5lbs do not count towards your bag capacity limit.

Critical Dodger – Critical hits (don't affect you, dealing normal damage/actually reduce the incoming damage by 50% instead of increasing it/don't even hit you, dealing no damage).

No-Charger – Moves that would require two turns to charge are unleashed in one turn, but consume (2/2/1) PP, with a (1/1.5/1.5) damage multiplier.

Underdog – When outnumbered, deal +(2/3/5) damage for each foe you're outnumbered by.

Terraformer – Using your Flight action, you may move and shape up to (5/10/20) cubic feet of matter such as dirt, rock or sand to create cover or an obstacle.

Wrecking Ball – Your attacks deal (2/3/4) x damage to structures.

LVL
20

Preparation – At dawn, roll (2/3/5) d100+d10, giving you (2/3/5) 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.

10
LP

Impenetrable Block – Three times daily, you may (halve/quarter/decimate) any incoming damage.

Perfect Health – Gain +(50/100/150) max HP.

Legend Hunter – Deal double damage to (1/2/3) 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 – Select (1/2/all) of the following: You gain a fifth move slot, you may apply STAB to all moves, your basic attack is always super-effective to foes.

Ability Patcher – At (dawn/dawn and midday/any point), you may choose which of your species' available abilities to have for the day.

Type Advantage Master – Instead of x1.5 damage, your super-effective attacks deal x2 damage. (2/3/5) times daily you may decide that an otherwise neutral attack is super-effective.

BACKGROUND

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

<p>ADVENTURER</p> <p>You delve fearlessly into the deepest dungeons.</p> <p>Take the trait Item Catcher.</p> <p>Start with 150 P, a week's worth of rations, one oran berry, one stun seed, and a trapbust orb.</p> <p>At level 5, advance to Mercenary, Rescuer, or Folk Hero.</p>	<p>EXPLORER</p> <p>Conquering the untamed wild, you seek out marvellous places.</p> <p>Take the trait Anchor.</p> <p>Start with 100 P. two weeks' worth of rations, three oran berries, and three escape orbs.</p> <p>At level 5, advance to Rescuer, Detective, or Dungeoneer.</p>	<p>RESEARCHER</p> <p>Time can hide no secrets from you and your thirst for knowledge.</p> <p>Take the trait Evaluator.</p> <p>Start with 100 P, a week's worth of rations, two oran berries, two heal seeds and a scanner orb.</p> <p>At level 5, advance to Detective, Mythbound, or Archaeologist.</p>
<p>PRODIGY</p> <p>You have been gifted with magnificent talents, or blessed by luck.</p> <p>Take the trait Type Master.</p> <p>Start with 50 P, a week's worth of rations, one oran berry, a stun seed, and a reviver seed.</p> <p>At level 5, advance to Mythbound, Thief, or Performer.</p>	<p>OUTLAW</p> <p>You're fleeing from your past. Perhaps one day you'll face it.</p> <p>Take the trait Actor.</p> <p>Start with 50 P, three days' worth of rations, two oran berries, a blinker seed, a trawl orb and an escape orb</p> <p>At level 5, advance to Thief, Mercenary, or Shadow Blade.</p>	

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. **Previously gained EXP does not count towards this** – if you gather 100 EXP to go from level 1 to 2, you need 200 **more** EXP to go from 2 to 3.

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. GMs can use the below guide to granting quest-based EXP.

	... journey across a long distance or difficult terrain.
Add +10 for every...	... 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 +15 for every...	... simple 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 hazard or trap that could cause major setbacks or 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 (LP)**, 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.

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.

Additionally, every 5 levels you gain an Area of Expertise that can be used with your Specialist Knowledge skill. Additional Areas of Expertise can be bought for **3 LP**.

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: When your character evolves, apply the stat conversions to their new species' base stats, with any previous bonuses applied. A simple way to do this is to take your (converted) new species' BST, deduct your old species' BST, and add it to your current BST.

TTRPG EVO	GAME 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. The player determines 1-5 **personal milestones** for their character, and will evolve upon completing them. 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**, or after checking any 10 of the following 15 boxes:

Took steps towards achieving their goal			Helped a friend get closer to their goals			Received heartfelt praise or thanks after a mission			Experienced something 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.
- ✱ For milcery, the player may pick their preferred alcremie colour variant, though a sweet is still required.
- ✱ Pokémon who evolve at **times of day** or in specific **weather** 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 or areas 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 a **friendly** member of that species.

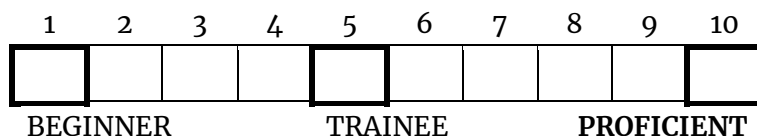


- ✱ Pokémon who evolve after using a move a certain number of times will do so as normal, ignoring style requirements. This includes farfetch'd into sirfetch'd. White-striped basculin evolves after using **any** recoil move 20 times.
- ✱ Inkay evolves into malamar at level 8, regardless of it being upside 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**.



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

Once proficient, you can gain the benefits of the equipment you're using:

Herbalist's Kit – Instead of finding items when making a Forage roll, you may roll 1d12, creating a potion or salve with one of the following effects:

1: Deals 5 damage / 2: Inflicts Poison / 3: Inflicts Paralysis / 4: Inflicts Sleep
5: Inflicts Confusion / 6: Heals Confusion / 7: Heals Sleep / 8: Heals Paralysis
9: Heals Burns / 10: Heals Poison / 11: Heals Frostbite/Freeze / 12: Heals 2d4+1 HP.

Medical Kit – Successful medicine rolls heal targets for 10 + your level HP.

Archaeology/Forensics Kit – You gain +20% to relevant Perception rolls, learn more on a success, and don't risk damaging evidence.

Camping Gear – Reduces the risk of hazards when setting up camp.

Cooking Equipment – You can cook food items to double their effects, or combine up to 3 food items so multiple effects can be triggered in one turn.

Artisan Tools – Various forms of art or crafting equipment. You can make and sell artisan products to earn some extra poké during your downtime.

Trapmaking Tools – Using Survival, you can make more intricate and dangerous traps, which are harder to spot and disarm.

Musical Instrument – You are adept at playing said instrument.

Thieves' Tools – You do not leave evidence when stealing, and can effortlessly pick basic locks. You find 10% more poké when pickpocketing.

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** and **Ranged weaponry** will be addressed in the upcoming Weapons section.

More details on crafting using tools can be found in the Crafting index.

WEAPONS

Weapons add a bonus to your Basic Attack. They use **weapon tags** to describe their effects; use the following examples and tags to define what your weapons can do.

WEAPON TAGS

M – Melee.

R – Ranged.

(X) – Range in tiles.

S – Small. Can be concealed.

L – Large. Requires both hands.

+Xdmg – Add X to Basic Attack.

+Yxdmg – Multiply Basic Attack by Y.

+SPECIES – +50% damage to certain species of pokémon.

REQ:Requirement: Only pokémon fulfilling the requirement can wield.

+Struct – +50% damage to structures.

+ACC – Accuracy is 100%.

+CRITX – Crit rate boosted by X stages.

TYPE – Weapon deals type damage.

AMMO:ITEM – Uses said item as ammo; use thrown item damage instead of Basic Attack. If not listed, thrown item damage is 1 + half your Basic Attack.

Heavy – Can only be used by pokémon with an Attack stat of 8 or higher.

Fixed – You cannot be disarmed.

Status(X) – X% chance to inflict status.

Splash – Pokémon adjacent to the target take 50% of the damage dealt.

Return – Returns after being thrown.

Loud – Makes a loud noise when used.

Spec. – Requires special maintenance.

Dagger

A short blade that can easily be concealed.

M (1), S, +2dmg, +CRIT10

Shortsword

A medium sword. Easy to swing.

M (2), +3dmg, +ACC

Longsword

A large, bulky sword.

M (2), L, +4dmg, Heavy, Splash

Slingshot

A handheld weapon used to launch small objects.

R (6), S, AMMO:Rocks

Shortbow

A curved bow used for firing sharp projectiles.

R (12), L, AMMO:Sticks

Bolas

A throwing weapon that snares the target's legs.

R (6), +2dmg, Trapped(60)

Club

A blunt melee weapon for stunning strikes.

M (1), +2xdmg, Flinch(30)

Boomerang

A ranged weapon that returns when thrown.

R (6), +1.5xdmg, Return

Hammer

A heavy battle hammer.

M (2), L, +2xdmg, Heavy, +Struct

Vierhander

A longsword designed to require four hands.

M (4), L, +4xdmg, Heavy, REQ: 4+ hands, Splash

Aether Knife

A hovering blade formed from sharpened thoughts.

M (1), S, +2dmg, +CRIT10, Psychic, Fixed, Spec.

Blast Launcher

A mad tinkerer's prized invention.

R(6), L, AMMO:Blast Seeds, +Struct, Splash, Loud, Spec.

Weapons with more tags will typically be rarer or more expensive. Use these examples and tags to mix-and-match custom weapons.

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. If you already have the proficiency or skill, gain 5 LP instead.

Discuss custom destinies or re-flavoursing 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, instead of making a Critical Roll. 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.

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 in the same dungeon, 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**; you can also now use *Call Upon Myth* three times daily.

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 a target is doubled. You can use **one** of the following moves daily without knowing or being able to learn it: Heal Bell, Heal Pulse, Wide Guard, or Helping Hand. You can use said move **once**.

Ability (Level 15): Rescuer's Prowess. When in the same dungeon as a pokémon that is in peril and that you aim to rescue, your Speed is doubled, your stats cannot be lowered by enemies, your critical hit chance is boosted to 20%, and you ignore difficult terrain when moving. You may select another target every 24 hours.



SHADOW BLADE

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

A criminal by trade, you're known for **Signature Weapon** and cut-throat **Bladed Mastery**.

Skill Increase: Athletics or Stealth
Proficiency: Melee Weapons

Ability (Level 5): Signature Weapon. You cannot permanently lose your chosen signature weapon; it always finds a way back to you. Add any 3 of the following tags: +1.5xdmg, +(your species), +Struct, +ACC, +CRIT10, Fixed.

Ability (Level 15): Bladed Mastery. Upon taking this, add any three of the following tags to your weapon: 2(X) (*double the weapon's range*), +(any species) (*can be taken multiple times*), (Any type), CRIT50 (*replaces any other critical hit tags*), (Any status)30, Splash, Return.

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, though you can use your move action to become invisible again on your next turn. While invisible: you cannot be tracked by sight, sound, or scent; you receive a bonus of 20% to Perception rolls, to a maximum of 95%; all of your attacks that hit are critical hits; you ignore obstacles and enemy cover while moving and attacking.



PLAYING THE GAME

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.

If your roll is below your skill score, it's a success. For particularly tough actions, the GM will ask you to roll a **critical roll**, where you have to roll below half your skill score.

You can also use your traits, destiny abilities, items and moves in scenes. 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, full of rare treasures and hostile foes. You cannot rest in a dungeon.

FOOD & RATIONS

A day of adventuring or travel fully depletes the pokémon's belly to 0%. After three days on 0%, your 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.

In stage one of the journey, Sprigatito makes a Perception check to see if any pokémon have passed through recently. Fennekin forages 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 with them. Fennekin fails a Performance roll to impress the travellers, and starts a small fire. Totodile manages to Persuade them to share their extra rations.

Due to Fennekin's failed roll, angry locals attack the group. Sprigatito tries to intimidate them but fails. 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 well, the party lost time, resources and reputation due to failed rolls. They arrive at the mines at dusk, with lost 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:

- 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.

REMEMBER!

1 space = 5 feet

CONFLICTS AND BATTLE

Combat is the heart of the pokémon games, and it's more than likely that your PCs will get into their fair share of scrapes.

Of course, conflicts aren't all physical. They also include chases or negotiations, and 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. A round is considered **20–30 seconds**.

ACTIONS

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

FIGHT – Act offensively. Attack, intimidate or goad a foe, use a damaging item or weapon, grapple your opponent, push a heavy object onto a target, destroy traps, disarm a foe.

FLIGHT – Act defensively or move around the battlefield. Create cover, move to higher or lower ground, clear or obstruct the path, use Endurance to shrug off a status condition, use Finesse to steal from a foe, use Perception to spot traps, passages or weak spots.

FRIEND – Act supportively. Help or heal someone, use Persuasion to snap someone out of an emotion-based Status Condition (Enraged, Infatuated, Taunted, etc), peacefully talk down a foe, pass an item to an ally, repair equipment or structures.

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.

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.

Add your Atk or Sp.Atk to the base damage.

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 + your level 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 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 cannot see.
- ✱ **Burned** – The afflicted 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 moves or attacks in that direction.
- ✱ **Curse** – The afflicted loses one quarter of their max HP at the start of their turn.
- ✱ **Embargo** – The afflicted cannot use items.
- ✱ **Enraged** – The afflicted 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 takes 5 damage at the start of their turn. Their special attack is lowered by 2 stages.
- ✱ **Heal Block** – The afflicted 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 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 cannot speak or moves with a vocal component.
- ✱ **Nightmare** – The afflicted 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 will lose HP equals to their max HP minus their level in 3 rounds.
- ✱ **Poison** – The afflicted takes 8 damage at the start of their turn.

- ✳ **Severe Poison** – The afflicted 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 enters a deep sleep. They cannot act until they awaken.
- ✳ **Taunted** – The afflicted cannot use non-damaging moves.
- ✳ **Terrified** – The afflicted cannot attack or willingly move closer to foes or danger. They are compelled to escape by any means necessary.
- ✳ **Tormented** – The afflicted cannot use the same move two turns in a row.
- ✳ **Trapped** – The afflicted cannot move.

FAINTING

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

The fainted condition is cured by:

- ✳ A reviver seed, which fully restores 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 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, such as the blessing of a legendary pokémon, or campaign-specific artefacts or locations.

WEAPONRY

Weaponry either adds a bonus to your Basic Attack, or to the damage of throwing items, if you are **proficient** in that weapon type (Melee or Ranged). 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 or shielded, 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.

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
<i>Fragile (Glass pane, thin rope, rotten log, web, hay fence)</i>	10
<i>Average (Wooden fence, thick rope, heavy crate, dining table)</i>	25
<i>Sturdy (Stone wall, boulder, crystal cluster, metal chain, tree)</i>	50
<i>Strong (Metal wall, landslide, machinery, small building)</i>	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, environmental hazards will progress. While they're not applicable in every combat encounter, they add a dynamic touch.

Examples of hazards include:

- | | |
|----------------------------|---|
| ✱ Terrain splitting apart | ✱ Dropping or climbing temperatures |
| ✱ An approaching avalanche | ✱ Dangerous machinery |
| ✱ A worsening thunderstorm | ✱ High winds that change direction |
| ✱ Increasingly dense fog | ✱ Spiked walls closing in |
| ✱ A spreading inferno | ✱ Magical floors appearing and disappearing |
| ✱ Rising water or lava | ✱ Civilian pokémon in peril |
| ✱ Accumulating poison gas | |

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

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, *or* when a character convinces a foe not to fight, or otherwise removes them from initiative.

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 → attacking stat → attacking stat buffs and debuffs → ability (ex. 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.

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



<i>Terrain</i>	<i>Effect</i>
<i>Misty</i>	Dragon type attacks deal -50% damage. Pokémon cannot be put to sleep, poisoned, severely poisoned, burned, paralysed, frostbitten or confused.
<i>Electric</i>	Electric type attacks deal +3 damage. Pokémon cannot be put to sleep.
<i>Grassy</i>	Grass type attacks deal +3 damage. Pokémon on the ground heal 5 HP at the end of each initiative round.
<i>Psychic</i>	Psychic type attacks deal +3 damage. Combatants cannot surprise attack or sneak attack opponents.
<i>Fiery</i>	Fire type attacks deal +50% damage. Ice and grass type attacks deal -50% damage. Pokémon cannot be frostbitten.
<i>Swamp</i>	Ground and water type attacks may target one additional pokémon. Pokémon cannot be burned. Explosion and Self-Destruct always fail.
<i>Rocky</i>	Rock type attacks deal +3 damage. Pokémon that flinch or miss a physical attack take 3 damage from bumping into the sharp stones.
<i>Icy</i>	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.
<i>Haunted</i>	Ghost type attacks deal +3 damage and may hit normal type targets. Pokémon that fall asleep are immediately afflicted by the Nightmare status.
<i>Blessed</i>	Special normal and fairy type attacks deal +3 damage. Pokémon cannot be Cursed or afflicted by Nightmares or Perish Song.
<i>Elevated</i>	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.
<i>Warrior</i>	Fighting type moves have perfect accuracy. Dark type pokémon lose their immunity to psychic type attacks.
<i>Corrosive</i>	Poison type attacks deal +3 damage and ignore immunities.
<i>Murky</i>	Psychic type attacks deal -3 damage. No pokémon's stats can be raised or lowered, outside of self-inflicted lowering.
<i>Infested</i>	Bug type attacks deal +3 damage. Non-bug type pokémon cannot consume edible items.
<i>Steely</i>	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	RANK	REWARD
Create small structure (well, stall, shed, statue, fence)	100	D	50 POINTS
Create medium structure (house, shop, café, smithy)	250		
Create large structure (hall, school, library, orchard)	500	C	100 POINTS
Build machinery (water wheel, wheat mill, trebuchet)	600		
Clear paths to new areas or develop difficult land	350	B	250 POINTS
Hire pokémon to work for your guild or team	200		
Advertise your guild or team via flyers or letters	50	A	500 POINTS
Improve the resources of your guild or team's buildings	100		
Alliance with another group in the surrounding area	150	S	1000 POINTS
Fortify existing buildings and structures	250		
		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.

- ✱ 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 struggle with. Write 1–3. During a session, the GM may ‘invoke’ one of your complications to put your character in an uncomfortable 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 playing the negative parts of your character, they grow as an adventurer. Complications should be phrased vaguely, but give an idea of your character’s flaws. Here are some examples:

Hates Looking Weak	Anything For Fame	Low-Price Loyalty
Socially Illiterate	Wowed By Big Words	Foes in High Places
No Verbal Filter	Please Don’t Yell At Me	Overly Altruistic

OPTIONAL: SIDEKICKS + NON-PLAYER COMBATANTS

When running NPCs in combat, you may not want to give them an entire turn, for the sake of making fights bloated and GM-focused.

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.

- ✱ 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. GMs may grant Sidekick Levels at their discretion.

The pokémon...	
Level 1	<div><div><div>... has moves up to level 20.</div><div>...has 3 points to distribute to its attacking and defending stats.</div><div>... has 2 skills at 50%; all others at 15%.</div></div><div><div>... gains no bonuses to its speed or HP.</div><div>... has no proficiencies.</div><div>... has a STAB and Basic Attack of 1.</div></div></div>
Level 2	<div><div><div>... has moves up to level 30.</div><div>... has 5 points to distribute to its attacking and defending stats.</div><div>... has 3 skills at 60%; all others at 20%.</div></div><div><div>... gains +1 speed and +10 HP.</div><div>... has one equipment proficiency.</div><div>... has a STAB and Basic Attack of 2.</div></div></div>
Level 3	<div><div><div>... has moves up to level 50.</div><div>... has 7 points to distribute to its attacking and defending stats.</div><div>... has 3 skills at 70%; all others at 25%.</div></div><div><div>... gains +2 speed and +20 HP.</div><div>... has one equipment proficiency.</div><div>... has a STAB and Basic Attack of 4.</div></div></div>
Level 4	<div><div><div>... has moves up to level 60.</div><div>... has 10 points to distribute to its attacking and defending stats.</div><div>... has 4 skills at 70%; all others at 30%.</div></div><div><div>... gains +3 speed and +25 HP.</div><div>... has two equipment proficiencies.</div><div>... has a STAB and Basic Attack of 5.</div></div></div>
Level 5	<div><div><div>... has access to their full movepool.</div><div>... has 15 points to distribute to its attacking and defending stats.</div><div>... has 5 skills at 80%; all others at 40%.</div></div><div><div>... gains +5 speed and +40 HP.</div><div>... has three equipment proficiencies.</div><div>... has a STAB and Basic Attack of 7.</div></div></div>



SIDEKICK SHEET

NAME:

TEAM:

SPECIES:

TYPE:

LEVEL

HP

SPEED

STAB

ATK

DEF

SP ATK

SP DEF

BASIC ATTACK

HUNGER

SKILLS

OTHERWISE:

ABILITY

PROFICIENCIES

MOVE	PP	DMG	TYPE	ACC.	RANGE	EFFECT

ITEMS INDEX

NOTE: The listed price is the price the items can be **sold by the party** for. Most merchants will sell the items for double the price. Kecleon's gotta make a profit!

HELD ITEMS

SPECS, SCARVES AND RIBBONS

Name	Effect	Price
<i>Alert Specs</i>	Prevents foes from stealing items from the bag.	2000
<i>Fickle Specs</i>	Raises critical hit rate by 1 stage when using a different move than the previous turn.	2000
<i>Goggle Specs</i>	Makes concealed traps visible.	350
<i>Gold Scope</i>	Makes it possible to find gold while foraging.	250
<i>Rotation Specs</i>	Raises critical hit rate by 1 stage when using the same move twice in a row	1000
<i>Insomniscopes</i>	Prevents the user from being put to sleep.	600
<i>Lock-On Specs</i>	Boosts the accuracy of thrown items.	1500
<i>No-Aim Scope</i>	Thrown items fly in a random direction.	200
<i>Scope Lens</i>	Increases critical hit ratio to crit on 8, 9 and 10.	3500
<i>Whiff Specs</i>	Foes will always dodge items thrown by the wearer.	250
<i>X-Ray Specs</i>	See through non-magical walls up to 5ft thick.	1000
<i>No-Stick Cap</i>	Prevents bag items from becoming sticky.	500
<i>Pecha Scarf</i>	Prevents poisoning.	350
<i>Persim Band</i>	Prevents confusion.	350
<i>Weather Band</i>	The wearer is unaffected by weather.	350
<i>Defense Scarf</i>	Raises the wearer's Def by 2.	1500
<i>Detect Band</i>	Lowers the accuracy of enemy moves by 10%.	1750
<i>Munch Belt</i>	Raises Atk and Sp. Atk by 4, but you require twice as much food.	2250
<i>Power Band</i>	Raises the wearer's Atk by 2.	1500
<i>Special Band</i>	Raises the wearer's Sp. Atk by 2.	1500
<i>Twist Band</i>	Prevents the user's stats from being lowered.	1600
<i>Zinc Band</i>	Raises the wearer's Sp. Def by 2.	1500
<i>Big Eater Belt</i>	Food fills the pokémon's stomach at double the efficiency.	1750
<i>Bounce Band</i>	Items thrown at the wearer bounce back.	400
<i>Cover Band</i>	Once a fight, reactively take an attack meant for an ally.	450
<i>Curve Band</i>	Thrown thorns and sticks bounce off walls.	250
<i>Efficient Band</i>	10% chance of not spending PP when using a move.	2500
<i>Explosive Bandana</i>	When the pokémon is hit, roll a d10. On a 1, an explosion deals 3 points of fire-type damage to all pokémon within 5 feet.	1000
<i>Fierce Bandana</i>	The pokémon's basic attack deals +3 points of damage.	850
<i>Heal Ribbon</i>	Regain +3 HP when healing; stomach empties twice as fast.	700
<i>Joy Ribbon</i>	The wearer earns 5 XP when it's hit by a foe.	2500
<i>Mach Ribbon</i>	Boosts the user's speed by 2.	1500
<i>Mobile Scarf</i>	The pokémon may ignore obstacles for five spaces, once per day.	2750
<i>Nullify Band</i>	Nullifies the user's ability.	1500
<i>Pass Scarf</i>	The wearer may reactively pass a status condition to another pokémon within the room, at the cost of 10 points of hunger.	2000
<i>Patsy Band</i>	Attacks targeting the wearer are boosted in crit rate by one stage.	350

<i>Pierce Band</i>	Thrown thorns and sticks pierce walls.	400
<i>Prosper Ribbon</i>	If the wearer finds poké in a dungeon, they are healed for 5 HP.	850
<i>Racket Band</i>	Upon entering a room, all sleeping enemies are awakened.	400
<i>Recovery Scarf</i>	Status conditions wear off twice as fast.	2500
<i>Reunion Cape</i>	Once per day, you may warp towards any ally within 1 mile.	1750
<i>Sneak Scarf</i>	You do not wake sleeping pokémon when walking by them.	800
<i>Trap Scarf</i>	You do not activate traps when stepping on them.	1500
<i>Warp Scarf</i>	Randomly warp 3-5 spaces at the start of your turn.	450
<i>Aura Bow</i>	Boosts attacking, defending and speed stats by 1.	N/A

LOOPLETS AND EMERAS

Looplets are bracelets that have 1d6 **emera slots** on them. Emeras are gems that spawn in dungeons. They disintegrate when outside of mystery dungeons. Most looplets have the same effects as a corresponding scarf. They sell for 250 poké more, however, due to the ability to set emeras on them.

<i>Emera</i>	<i>Effect</i>
<i>Absorption</i>	Heal for HP equal to your level after defeating a foe.
<i>Add Action</i>	After defeating an enemy, you may make one additional action.
<i>Ally Reviver</i>	Revive one ally. Disintegrates after use.
<i>Anchor</i>	You cannot be blown or pushed away.
<i>Awakening</i>	Grants sleep immunity.
<i>Berry Power</i>	On your turn, you have a 10% chance to immediately cure any status inflicted on you. Increases by 10% for every 5 berries in the bag.
<i>Better Odds</i>	If the PP of a move is an odd number, it will be a guaranteed critical hit.
<i>Big Ears</i>	+20% to Perception rolls based on hearing.
<i>Big Recovery</i>	When healing yourself, heal an additional 5 HP.
<i>Burn Guard</i>	Grants immunity to burns.
<i>Clutch</i>	Lowers foe accuracy by 10% when you are below 50% HP.
<i>Comeback</i>	Boosts the accuracy of your moves by 20% if your last move missed.
<i>Confuse Guard</i>	Grants immunity to confusion.
<i>Distance Dodge</i>	Attacks targeting you from 5+ tiles away take a 15% accuracy penalty.
<i>Dizzying Payback</i>	If attacked by a foe, the foe has a 20% chance of becoming confused.
<i>Dizzying Stare</i>	Your attacks gain a 20% confusion chance.
<i>Effect Boost</i>	Additional effects of moves are boosted in likelihood by 15%.
<i>Elixir Search</i>	Find an elixir on an even numbered Survival roll, along with forage.
<i>Emera Search</i>	Find an emera on an even numbered Survival roll, along with forage.
<i>Excessive Force</i>	If you deal damage to an enemy higher than their remaining HP, deal damage equal to the overflow to foes within one space.
<i>Explosion Guard</i>	Halve damage from explosions triggered by moves, abilities, or traps.
<i>Follow Through</i>	Increases the range of your moves and weapons by 2 tiles.
<i>Go For Broke</i>	Raises attacking, defending and speed stats by 4, but prevents you from being revived for 24 hours after fainting.
<i>Guard Boost</i>	Reduces damage taken from all sources by 1.
<i>Huge Meal</i>	A full day of travel only depletes the stomach by 50%.
<i>Intimidator</i>	Lowers foe accuracy by 10%.
<i>Lucky Charm</i>	This emera is chosen first by effects or traps that remove emeras.
<i>Lullaby</i>	Your moves gain a 10% sleep chance.
<i>Misfortune Mirror</i>	If an outgoing attack misses, the next incoming attack takes a 20% accuracy penalty.

<i>Mobility</i>	Allows you to ignore difficult terrain (slime, rocks, tangling vines, etc)
<i>Para-Guard</i>	Grants immunity to paralysis.
<i>Payback</i>	When a non-boss foe attacks you, there is a 10% chance that their HP will suddenly drop to 1.
<i>Petrify Power</i>	Your attacks gain a 10% petrify chance.
<i>Piercing Throw</i>	Thrown thorns and sticks pierce through obstacles.
<i>Poison Guard</i>	Grants immunity to poison.
<i>Prolong</i>	Negative effects you inflict on foes last an additional 2 turns.
<i>Resilient</i>	Your stats cannot be lowered.
<i>Self Control</i>	When confused, your attacks will not target allies.
<i>Sleep Guard</i>	Grants immunity to sleep.
<i>Sleep Payback</i>	Foes who hit you have a 10% chance to be put to sleep.
<i>Status Mirror</i>	When a foe inflicts a status on you, they are also inflicted with it.
<i>Super Critical</i>	Super-effective moves have a boosted critical hit rate.
<i>Tight Grip</i>	Bag and held items cannot be dropped or stolen.
<i>Tiptoe</i>	Prevents you from waking pokémon when walking by them.
<i>Toughness</i>	Endure one attack that would make you faint, stabilising at 1 HP.
<i>Wand Expert</i>	You may target up to three foes with a wand.
<i>Whirlwind</i>	Your basic attacks send foes flying up to 10 tiles away.

FLAGS

Flags grant bonuses to all party members **except** the holder.

Name	Effect	Sell Price
<i>Cheer Flag</i>	Moves deal 1 additional damage.	1500
<i>Clarity Flag</i>	Grants immunity to confusion.	1500
<i>Immunity Flag</i>	Grants immunity to poison.	1500
<i>Insomnia Flag</i>	Grants immunity to sleep.	1500
<i>Limber Flag</i>	Grants immunity to paralysis.	1500
<i>Resilient Flag</i>	Stats cannot be lowered.	1500
<i>Tough Flag</i>	Grants immunity to critical hits.	2000

NEW HELD ITEMS

Held items from the main series Pokémon games, or created new for EOF.

Name	Effect	Price
<i>Balm Scarf</i>	Prevents burns for the wearer.	1500
<i>Balm Flag</i>	Prevents burns for allies, but not the wearer.	1500
<i>Cozy Scarf</i>	Prevents freezing for the wearer.	1500
<i>Cozy Flag</i>	Prevents freezing for allies, but not the wearer.	1500
<i>[Type] Gem</i>	Boosts the power of a typed attack by 50%, then shatters.	950
<i>Plates, Memories and Drives</i>	Changes the type of arceus, the Type: Null line, or genesect respectively, to the corresponding type.	1500
<i>Black Belt</i>	Boosts fighting-type attack damage by 3 points.	2000
<i>Black Glasses</i>	Boosts dark-type attack damage by 3 points.	2000
<i>Charcoal</i>	Boosts fire-type attack damage by 3 points.	2000
<i>Dragon Fang</i>	Boosts dragon-type attack damage by 3 points.	2000
<i>Fairy Feather</i>	Boosts fairy-type attack damage by 3 points.	2000
<i>Hard Stone</i>	Boosts rock-type attack damage by 3 points.	2000
<i>Magnet</i>	Boosts electric-type attack damage by 3 points.	2000

<i>Metal Coat</i>	Boosts steel-type attack damage by 3 points.	2000
<i>Miracle Seed</i>	Boosts grass-type attack damage by 3 points.	2000
<i>Mystic Water</i>	Boosts water-type attack damage by 3 points.	2000
<i>Never-Melt Ice</i>	Boosts ice-type attack damage by 3 points.	2000
<i>Poison Barb</i>	Boosts poison-type attack damage by 3 points.	2000
<i>Sharp Beak</i>	Boosts flying-type attack damage by 3 points.	2000
<i>Silk Scarf</i>	Boosts normal-type attack damage by 3 points.	2000
<i>Silver Powder</i>	Boosts bug-type attack damage by 3 points.	2000
<i>Soft Sand</i>	Boosts ground-type attack damage by 3 points.	2000
<i>Spell Tag</i>	Boosts ghost-type attack damage by 3 points.	2000
<i>Twisted Spoon</i>	Boosts psychic-type attack damage by 3 points.	2000
<i>Air Balloon</i>	Protects the wearer from ground-type attacks. Has 10 HP and pops when depleted.	1000
<i>Big Root</i>	Heal 50% additional HP from absorbing moves.	1500
<i>Binding Band</i>	Binding moves deal + 2 damage per turn.	1250
<i>Covert Cloak</i>	Wearer does not trigger attacks of opportunity.	2250
<i>Damp Rock</i>	Prolongs rain by 3 turns, or 1 hour.	1500
<i>Expert Belt</i>	Super-effective moves deal 2 additional damage.	2000
<i>Flame Orb</i>	Burns the holder.	2750
<i>Grip Claw</i>	Prolongs binding effects by 3 turns.	2250
<i>Heat Rock</i>	Prolongs harsh sunlight by 3 turns, or 1 hour.	1500
<i>Heavy Boots</i>	Protects the wearer from spiky traps or terrain.	2000
<i>Icy Rock</i>	Prolongs hail by 3 turns, or 1 hour.	1500
<i>King's Rock</i>	Grants holder's attacks a 10% flinch chance.	2250
<i>Lagging Tail</i>	The holder is moved down two places in the Initiative Order.	950
<i>Life Orb</i>	The holder deals 3 additional damage with attacks, but takes 2 points of damage after attacking.	3500
<i>Light Clay</i>	Prolongs screens and veils by 3 turns.	1250
<i>Protective Pads</i>	Protects from the effects of making contact with foes.	2750
<i>Rocky Helmet</i>	Foes who make contact take 2 points of rock-type damage.	2000
<i>Safety Goggles</i>	Protects the wearer from powder and spore moves, and from hail and sandstorms.	1600
<i>Smooth Rock</i>	Prolongs sandstorms by 3 turns, or 1 hour.	1500
<i>Toxic Orb</i>	Badly poisons the holder.	2000
<i>Utility Umbrella</i>	Protects the wearer from harsh sun and rain.	1750
<i>Mask of Midnight</i>	+15% bonus to Persuade (Intimidate) rolls when in combat.	2500
<i>Opal Circlet</i>	If you healed an ally during your prior turn in combat, reduce any damage you take during the round by 2 points.	2500
<i>Scholarly Plate</i>	Use Sp. Def instead of Def once per combat encounter.	2250
<i>Kanga Cowl</i>	+5 Def and Sp. Def while sleeping.	2750
<i>Bouffalant Shield</i>	+2 Def. Once daily, you may knock on the shield to summon a spectral bouffalant that charges a foe and pushes them up to 10 spaces backwards.	3500
<i>Light Armour</i>	+2 to Def and Sp. Def, -1 to Speed.	2100
<i>Heavy Armour</i>	+3 to Def and Sp. Def, -2 to Speed.	3250
<i>Tunic of Alertness</i>	Reversible. If the blue side is facing out, the wearer magically looks as if they are not paying attention. If the red side is facing out, the wearer looks to be paying close attention.	1250

<i>Purity Mask</i>	Grants the wearer immunity to airborne poisons.	2250
<i>Glowing Glove</i>	Emits light for 15 feet. Once a day you can create a 15x15ft barrier that ghost-type pokémon and attacks cannot cross.	3350
<i>Tendrill Cloak</i>	+10% to Athletics (Grapple) rolls.	2750
<i>Sametype Lens</i>	Allows you to read the thoughts of any pokémon of the same type as you three times a day.	4500
<i>Hoop Medallion</i>	Allows you to pass through any non-magical restraints placed upon you once a day.	2600
<i>Mightyena Medal</i>	+5% bonus to Survival (Tracking) rolls for each ally present.	2350
<i>Edible Hat</i>	If you declare that you'll 'eat your hat' and proceed to do so, all foes must roll Endurance. If they fail, they cannot act for one round, but neither can you.	1250
<i>Scarf of Denial</i>	Once per day you may declare that fairy-types do not exist, rendering you immune to fairy-type damage for one round.	2500
<i>Scream Stealer</i>	A velvet glove. If you touch a target's lips and close your hand into a fist, they are muzzled until you open your hand.	4250
<i>Fireproof Tunic</i>	Grants resistance to fire. It is magically soaking wet.	2300
<i>Chlorocape</i>	Regain 3 HP per turn / 20 minutes in strong sunlight.	2350
<i>Smuggler's Flats</i>	Allows you to conceal your footprints with the prints of any other pokémon you've seen.	2500
<i>Float Brooch</i>	Absorbs up to 100 points of fall damage before shattering.	3250
<i>Glove of Invisibility</i>	Items held in the hand wearing the glove become invisible.	2750

Size	Effect	Sell Price
<i>Small</i>	Fills stomach by 20%.	10
<i>Regular</i>	Fills stomach by 50%.	50
<i>Big</i>	Fills stomach by 100%.	100
<i>Huge</i>	Fills stomach by 200%.	200
<i>Perfect</i>	Fills stomach by 500%.	500

EDIBLE ITEMS

FOOD ITEMS

Any amount of food that fills the stomach entirely is considered a full day of rations.

Food	Effect	Price
<i>Grimy Food</i>	Fills stomach by 5%. Inflicts poison.	5
<i>Donut</i>	Fills stomach by 10%. Grants 10 EXP.	30
<i>Moomoo Milk</i>	Fills stomach by 10%. Heals 100 HP.	100
<i>Gummi</i>	Fills stomach by 10%. Boosts EXP gain by 20% for 24 hours.	400
<i>Ponigiri</i>	Fills stomach by 20%. Boosts a random stat by 1 for 24 hours.	250

BERRIES AND SEEDS

All berries and seeds fill the stomach by 5%, as well as another effect.

Berry	Effect	Price
<i>Oran Berry</i>	Heals for 50 HP.	50
<i>Cheri Berry</i>	Cures paralysis.	25
<i>Chesto Berry</i>	Wakes a sleeping pokémon.	25
<i>Pecha Berry</i>	Cures poisoning.	25
<i>Rawst Berry</i>	Cures a burn.	25
<i>Sitrus Berry</i>	Heals for 100 HP and permanently raises max HP by 5.	1250
<i>Ban Seed</i>	Disables the user's most recently used move for all pokémon on the floor for 5 turns.	80
<i>Blast Seed</i>	Deals 10 damage to the foe in front.	75
<i>Blinker Seed</i>	Inflicts blinker status.	50

<i>Decoy Seed</i>	Inflicts infatuated status.	60
<i>Doom Seed</i>	Permanently lowers one stat (d4: Atk, Def, Sp.Atk, Sp.Def) by 3.	60
<i>Eyedrop Seed</i>	Cures blinker status, inflicts eyedrop status.	60
<i>Golden Seed</i>	Grants 25 LP.	3250
<i>Heal Seed</i>	Cures negative status conditions.	120
<i>Hunger Seed</i>	Empties the consumer's stomach completely.	50
<i>Joy Seed</i>	Grants 5 LP.	2500
<i>Life Seed</i>	Permanently raises max HP by 3.	1000
<i>Plain Seed</i>	Does nothing.	1
<i>Quick Seed</i>	Temporarily raises speed by 2.	30
<i>Reviver Seed</i>	Revives a fainted pokémon, curing them of statuses and fully replenishing HP, PP, and fullness, then turns into a plain seed.	400
<i>Sleep Seed</i>	Inflicts the sleep status.	70
<i>Soothe Seed</i>	Resets all stat changes.	30
<i>Tiny Reviver Seed</i>	Revives a fainted pokémon, curing statuses and replenishing 50% HP, PP, and fullness, then turns into a plain seed.	300
<i>Totter Seed</i>	Inflicts the confused status.	60
<i>Vanish Seed</i>	Makes the consumer invisible for 3 turns / 1 hour.	500
<i>Vile Seed</i>	Sharply lowers attacking stats.	125
<i>Violent Seed</i>	Sharply raises attacking stats.	200
<i>Warp Seed</i>	Warps the consumer to a random room on the floor.	25
<i>X-Eye Seed</i>	Inflicts the cross-eyed status.	60

HEALTH DRINKS

All health drinks fill the user's stomach by 5%.

<i>Drink</i>	<i>Effect</i>	<i>Sell Price</i>
<i>Elixir</i>	Refills 5 PP on all of the user's moves.	125
<i>Max Elixir</i>	Fully refills PP on all of the user's moves.	200
<i>Protein</i>	Permanently raises Attack by 2.	1500
<i>Iron</i>	Permanently raises Defense by 2.	1500
<i>Calcium</i>	Permanently raises Sp. Atk by 2.	1500
<i>Zinc</i>	Permanently raises Sp. Def by 2.	1500
<i>Carbos</i>	Permanently raises Speed by 2.	1500
<i>Ginseng</i>	Permanently raises the user's Basic Attack power by 2.	1500

WANDS

Wands can be waved to inflict an effect on a foe up to 10 tiles away in a straight line. Waving the wand expends one charge, and a wand can hold up to 40 charges. Upon expending its last charge, the wand disintegrates. Wands have no effect on bosses. The sell price listed is per charge remaining.

<i>Wand</i>	<i>Effect</i>	<i>Sell Price</i>
<i>Blast Wand</i>	Deals 10 points of damage to a foe in front.	20
<i>Confuse Wand</i>	Inflicts the confused status.	25
<i>HP Swap Wand</i>	Swaps the user and target's current HP.	50
<i>Petrify Wand</i>	Inflicts the petrified status.	35
<i>Pounce Wand</i>	Warps the user towards the target.	20
<i>Quarter Wand</i>	Cuts the target's HP to 1/4 of their max HP.	40

<i>Slow Wand</i>	Reduces the target's speed by 1.	20
<i>Slumber Wand</i>	Inflicts the sleeping status.	30
<i>Stayaway Wand</i>	Warps the target away and petrifies them.	40
<i>Surround Wand</i>	Warps the user and allies to the target.	30
<i>Switcher Wand</i>	Swaps the user and target's positions.	25
<i>Truant Wand</i>	Changes the target's ability to Truant.	50
<i>Two-Edged Wand</i>	Cuts the user's HP by half, and the target's to 1.	45
<i>Warp Wand</i>	Warps the target away.	30
<i>Whirlwind Wand</i>	Sends the target flying up to 10 spaces.	20

WONDER ORBS

Magical glass spheres, activating when broken. No effect on boss pokémon.

Orb	Effect	Price
<i>Align Orb</i>	Sets the HP of allies to that of the teammate with the highest HP.	30
<i>All-Dodge Orb</i>	Boosts the evasiveness of all allies by 1.	20
<i>All-Hit Orb</i>	Boosts the accuracy of all allies by 1.	30
<i>All-Mach Orb</i>	Boosts the speed of all allies by 1.	30
<i>All-Powerup Orb</i>	Boosts the attack of all allies by 1.	25
<i>All-Protect Orb</i>	Gives allies the Protect status for one turn.	25
<i>Blowback Orb</i>	Pushes one foe directly in front up to 10 tiles away.	30
<i>Cleanse Orb</i>	Cleans all sticky items in the bag.	20
<i>Drought Orb</i>	Drains all open water in the room.	50
<i>Escape Orb</i>	Warps the user and all allies out of the dungeon.	35
<i>Evasion Orb</i>	Boosts the user's evasiveness by 2.	30
<i>Foe-Fear Orb</i>	Inflicts the Terrified status on all foes on the floor.	65
<i>Foe-Hold Orb</i>	Inflicts the Petrified status on all foes on the floor.	65
<i>Foe-Seal Orb</i>	Inflicts the Flinch status on all foes on the floor.	65
<i>Hail Orb</i>	Creates the hail weather condition.	50
<i>Health Orb</i>	Heals negative statuses and resets lowered stats for the party.	30
<i>Hurl Orb</i>	Throws the an enemy at another enemy; 3 damage to both.	20
<i>Invisify Orb</i>	Makes the user invisible for 1d10 turns.	60
<i>Lasso Orb</i>	Draws enemies in the room to one space and Immobilises them.	20
<i>Luminous Orb</i>	Illuminates items, secret passages, traps and pokémon.	55
<i>Nullify Orb</i>	Nullifies the abilities of all pokémon on the floor.	65
<i>One-Shot Orb</i>	Flip a coin. If heads, the foe directly in front faints instantly.	75
<i>Petrify Orb</i>	Petrifies all foes in the room.	40
<i>Pierce Orb</i>	Allows the user's thrown sticks to pierce foes and obstacles.	30
<i>Pounce Orb</i>	Warps the user in a straight line towards the nearest enemy.	30
<i>Quick Orb</i>	Raises the user's speed by 2.	20
<i>Radar Orb</i>	Illuminates hostile pokémon, even if hidden or invisible.	40
<i>Rainy Orb</i>	Creates the rain weather condition.	50
<i>Revive Orb</i>	Revives all fainted allies.	500
<i>Rollcall Orb</i>	Warps the user's allies to their location.	35
<i>Sandy Orb</i>	Creates the sandstorm weather condition.	50

<i>Scanner Orb</i>	Illuminates hidden items with a green light.	30
<i>See-Trap Orb</i>	Illuminates hidden traps with a red light.	30
<i>Silence Orb</i>	Inflicts foes in the room with the Muzzled status.	35
<i>Slow Orb</i>	Reduces the speed of foes in the room by 1.	30
<i>Slumber Orb</i>	Inflicts foes in the room with the Sleep status.	40
<i>Spurn Orb</i>	Warps all foes in the room away to elsewhere on the floor.	35
<i>Staircase Orb</i>	Creates a 20ft stone staircase leading either up or down.	75
<i>Sunny Orb</i>	Creates the sunny status condition.	50
<i>Totter Orb</i>	Inflicts foes in the room with the Confused status.	40
<i>Trapbust Orb</i>	Breaks all traps in the room.	45
<i>Trawl Orb</i>	Draws all unclaimed items on the floor towards the user.	75
<i>Two-Edge Orb</i>	Cuts the HP of all foes in the room, and the user, in half.	75
<i>Airlock Orb</i>	Locks the current weather for 5 turns or 90 minutes.	40
<i>Penumbra Orb</i>	Casts the room into a magical darkness.	35
<i>Gravity Orb</i>	Increases gravity in the room, grounding airborne foes.	40
<i>Anti-Gravity Orb</i>	Decreases gravit, making non-secured pokémon and items float.	40
<i>Magnet-Up Orb</i>	Makes steel-type pokémon and metal objects float.	40

THROWN ITEMS

The damage of thrown items is typeless. Priced per item, can be stacked up to 99.

STICKS

Sharp items thrown in a straight line.
Uses Special stats.

<i>Item</i>	<i>Power</i>	<i>Price</i>
<i>Stick</i>	1	1
<i>Iron Thorn</i>	3	2
<i>Silver Spike</i>	5	4
<i>Gold Thorn</i>	10	8

STONES

Blunt items thrown in an arc, hitting any foe within 10 spaces. Uses Physical stats.

<i>Item</i>	<i>Power</i>	<i>Price</i>
<i>Geo Pebble</i>	2	1
<i>Gravelerock</i>	5	3
<i>Gigali Stone</i>	10	5

EVOLUTION ITEMS

Items that allow certain pokémon to evolve. Once used, they disappear. They all cost 9000 poké and can be sold for 4500 poké, but are very rare.

<i>Item</i>	<i>Evolves</i>
<i>Fire Stone</i>	Vulpix into Ninetales, Growlithe into Arcanine, Hisuian Growlithe into Hisuian Arcanine, Eevee into Flareon, Pansear into Simisear, Capsakid into Scovillain.
<i>Water Stone</i>	Poliwhirl into Poliwrath, Shellder into Cloyster, Staryu into Starmie, Eevee into Vaporeon, Lombre into Ludicolo, Panpour into Simipour.
<i>Thunder Stone</i>	Pikachu into Raichu, Magnetron into Magnezone, Eevee into Jolteon, Nosepass into Probopass, Eelektrik into Elektross, Charjabug into Vikavolt, Tadbulb into Bellibolt.
<i>Leaf Stone</i>	Gloom into Vileplume, Weepinbell into Victreebel, Exeggcute into Exeggutor, Hisuian Voltorb into Hisuian Electrode, Eevee into Leafreon, Nuzleaf into Shiftry, Pansage into Simisage.
<i>Moon Stone</i>	Nidorina into Nidoqueen, Nidorino into Nidoking, Clefairy into Clefable,

<i>Sun Stone</i>	Jigglypuff into Wigglytuff, Skitty into Delcatty, Munna into Musharna. Gloom into Bellossom, Sunkern into Sunflora, Cottonee into Whimsicott, Petilil into Lilligant, Helioptile into Heliolisk.
<i>Shiny Stone</i>	Togetic into Togekiss, Roselia into Roserade, Minccino into Cinccino, Floette into Florges.
<i>Dusk Stone</i>	Murkrow into Honchkrow, Misdreavus into Mismagius, Lampent into Chandelure, Doublade into Aegislash.
<i>Dawn Stone</i>	Male Kirlia into Gallade, female Snorunt into Froslass.
<i>Ice Stone</i>	Alolan Sandshrew into Alolan Sandslash, Alolan Vulpix into Alolan Ninetales, Eevee into Glaceon, Galarian Darumaka into Galarian Darmanitan, Crabrawler into Crabominable, Cetoddle into Cetitan.
<i>Auspicious Armour</i>	Charcadet into Armarouge.
<i>Black Augurite</i>	Scyther into Kleavor.
<i>Cracked Pot</i>	Sinistea into Polteageist.
<i>Galarica Cuff</i>	Galarian Slowpoke into Galarian Slowbro.
<i>Galarica Wreath</i>	Galarian Slowpoke into Galarian Slowking.
<i>Malicious Armour</i>	Charcadet into Ceruledege.
<i>Masterpiece Teacup</i>	Poltchageist into Sinistcha.
<i>Peat Block</i>	Ursaring into Ursaluna under a full moon.
<i>Scroll of Darkness</i>	Evolves Kubfu into Urshifu Single Strike Style.
<i>Scroll of Waters</i>	Kubfu into Urshifu Rapid Strike Style.
<i>Sweet Apple</i>	Applin into Appletun.*
<i>Syrupy Apple</i>	Applin into Dipplin.*
<i>Tart Apple</i>	Applin into Flapple.*
<i>Deep Sea Scale</i>	Clamperl into Gorebyss*.
<i>Deep Sea Tooth</i>	Clamperl into Huntail*.
<i>Dragon Scale</i>	Seadra into Kingdra*.
<i>Dubious Disc</i>	Porygon2 into Porygon-Z*.
<i>Electirizer</i>	Electabuzz into Electivire*.
<i>King's Rock</i>	Poliwhirl into Politoed* and Slowpoke into Slowking*.
<i>Magmarizer</i>	Magmar into Magmortar*.
<i>Metal Coat</i>	Onix into Steelix* and Scyther into Scizor*.
<i>Oval Stone</i>	Happiny into Chansey at daytime.
<i>Protector</i>	Rhydon into Rhyperior*.
<i>Razor Claw</i>	Sneasel into Weavile (night); Hisuian Sneasel into Sneasler (day)
<i>Razor Fang</i>	Gligar into Gliscor at night.
<i>Reaper Cloth</i>	Dusclops into Dusknoir*.
<i>Sachet</i>	Spritzee into Aromatisse*.
<i>Upgrade</i>	Porygon into Porygon2*.
<i>Whipped Dream</i>	Swirlix into Slurpuff*.
<i>Alcremie Sweets</i> (see <i>Bulbapedia</i>)	All evolve Milcery into Alcremie, when held while spinning. The difference between items is purely cosmetic, affecting only Alcremie's appearance.

*Evolves when holding the item after clearing 10 different dungeons.

TMs, TRs AND HMs

Discs that allow the user to learn new moves, if compatible. TMs and HMs can be reused, but TRs break after one use. TRs are 50% of the listed Sell price.

TM	Sell	TM	Sell	HM	
Focus Punch	2500	Torment	750	Cut	3500
Dragon Claw	4000	Façade	750	Fly	5000
Dragon Pulse	3750	Secret Power	750	Surf	4500
Calm Mind	4000	Rest	1500	Strength	4000
Roar	750	Attract	750	Rock Climb	4000
Toxic	3000	Thief	750	Rock Smash	3500
Bulk Up	4000	Steel Wing	3500	Flash	3000
Bullet Seed	3000	Skill Swap	3500	Whirlpool	4000
Hidden Power	750	Overheat	3250	Waterfall	4500
Taunt	750	Vacuum-Cut	1250	Defog	3000
Ice Beam	4000	Wide Slash	1250	Dive	4000
Blizzard	4500	Knock Off	1500		
Hyper Beam	4500	Bug Bite	1500		
Light Screen	1250	X-Scissor	2000		
Protect	3000	Weather Ball	1250		
Giga Drain	3500	Dual Wingbeat	2250		
Safeguard	3000	Steel Beam	4000		
Frustration	1500	Brave Bird	4000		
Solarbeam	3500	Pollen Puff	3000		
Iron Tail	4000	Play Rough	2500		
Thunderbolt	4000	Dazzling Gleam	2000		
Thunder	4500	Drain Punch	3000		
Earthquake	3250	Charge Beam	1750		
Return	1500	Acid Spray	1500		
Dig	1500	Sunny Day	1250		
Psychic	2500	Hail	1250		
Shadow Ball	3250	Rain Dance	1250		
Brick Break	1250	Sandstorm	1250		
Reflect	1250	Stomp. Tantrum	3000		
Shock Wave	3750	Mystical Fire	2500		
Flamethrower	4000	Facade	2000		
Sludge Bomb	3750	Power Gem	2500		
Fire Blast	4500	Drill Run	2000		
Aerial Ace	3750	Avalanche	2500		

HMs are generally much rarer than TMs and are almost never sold by conventional shops.

The moves learned on them are generally used for exploration: moving heavy boulders, crossing large bodies of water, illuminating dark areas, clearing dense foliage, etc.

OTHER ITEMS

ADVENTURING EQUIPMENT

The following items will have three sell prices listed for three tiers of quality.

Item	Low	Avg	High	Item	Low	Avg	High
Abacus	5	10	15	Jug	1	4	6
Backpack	5	10	15	Ladder (10ft)	3	7	10
Barrel	5	10	15	Lantern	8	15	20
Bedroll	2	5	7	Lock	7	12	18
Blanket	1	3	5	Manacles	10	14	18
Block and Tackle	2	5	10	Mirror	10	15	20
Bottle	3	7	12	Oil (flask)	2	7	10
Caltrops (20)	3	7	12	Paper (1 sheet)	1	2	3
Candle (10)	1	2	4	Pole (10ft)	2	4	6
Chain (10ft)	10	15	20	Pot (iron)	10	15	20
Clothes (Common)	15	20	25	Pouch	2	5	7
Clothes (Costume)	18	25	30	Rope (50ft)	12	16	20
Clothes (Disguise)	20	28	35	Sack	3	6	9
Clothes (Fine)	25	35	50	Shovel	5	10	15
Flask	1	2	4	Signal Whistle	3	5	8
Hook	4	8	14	Soap	1	3	6
Hourglass	18	24	38	Spyglass	20	26	35
Ink (1oz)	6	12	18	Tent	25	35	50
Ink Pen	1	3	5	Tinderbox	5	10	15
				Torch (10)	8	12	18

GEAR, KITS AND TOOLS

Item	Sell Price	Item	Sell Price
Cartographer's Kit	25	Calligrapher's Tools	17
Tinkerer's Tools	30	Painter's Supplies	15
Alchemy Kit	45	Dice Set	5
Medical Kit	40	Conquest Chess Set	8
Poisoner's Kit		Playing Cards	5
Navigator's Tools	30	Musical Instrument	15
Carpentry Tools	30	Forensics Kit	20
Cobbler's Tools	25	Archaeology Kit	22
Cook's Utensils	30	Trapmaker's Tools	25
Glassblower's Tools	25	Camping Gear	20
Mason's Tools	40	Archivist's Tools	18
Pottery Kit	30	Entercard Set	100
Weaver's Tools	20	Farmer's Tools	25
Smith's Tools	35	Small Melee Weapon	200
Jeweler's Kit	25	Small Ranged Weapon	250
Tailor's Tools	18	Medium Melee Weapon	400
Thieves' Tools	15	Medium Ranged Weapon	500

LOOKALIKES

Lookalike items, as the name suggests, look a lot like their counterparts, but with subtle differences that require a Perception skill check to notice. Adventurers with a Perception skill higher than 80 will notice right away.

<i>Lookalike</i>	<i>Real Item</i>	<i>Effect</i>
<i>Dough Seed</i>	Doom Seed	Doubles the amount of loose poké in the dungeon.
<i>Dropeye Seed</i>	Eyedrop Seed	Blinds the user for 3 turns, or 1 hour.
<i>Gaggle Specs</i>	Goggle Specs	Grants foes a 10% accuracy boost to hit this pokémon.
<i>Gone Pebble</i>	Geo Pebble	Makes the user recall a dear memory, then inflicts the Endure status for 1 turn.
<i>Gravelrock</i>	Gravelerock	Permanently boosts a random stat by 1, but only for bonsly or sudowoodo.
<i>Mix Elixir</i>	Max Elixir	Functions identically to the real item, but only works on linoone.
<i>No-Slip Cap</i>	No-Stick Cap	Every 30 minutes, a random item in the bag will become sticky.
<i>Oren Berry</i>	Oran Berry	Deals 10 damage to the user.
<i>Reviser Seed</i>	Reviver Seed	Revives a pokémon, and immediately makes them faint again through a fit of intense, involuntary laughter.
<i>Slip Seed</i>	Sleep Seed	Allows the user to walk on water for 1 hour.
<i>Via Seed</i>	Vile Seed	Warps the user to a random location on the floor.
<i>Y-Ray Specs</i>	X-Ray Specs	Inflicts the Blinker status on the holder.
<i>Flow Orb</i>	Slow Orb	Fills all open containers in the room with water.
<i>Cheap Flag</i>	Cheer Flag	Allies pick up 10% less poké, but the user feels no effect.
<i>Hard Scone</i>	Hard Stone	Tough to eat, but fills the user's stomach by 20%.
<i>Scarf of Daniel</i>	Scarf of Denial	Casts an illusion on the wearer that makes them appear to be a male adult heliolisk named Daniel.
<i>Spill Tag</i>	Spell Tag	Will cause the user to drop all of their equipment and items when hit.
<i>Ponygiri</i>	Ponigiri	If eaten by Ponyta or Rapidash, it fills the stomach by 20% and boosts Speed by 2. Otherwise, it fills the stomach by 10% and inflicts a Burn.
<i>Lie Seed</i>	Life Seed	Makes the user's tongue glow when they lie for 48 hours.
<i>Foe-Seel Orb</i>	Foe-Seal Orb	Summons 1d6+3 hostile seel.
<i>One-Shop Orb</i>	One-Shot Orb	Summons a friendly merchant.
<i>Two-Each Orb</i>	Two-Edge Orb	Gives all pokémon in the room two normal apples each.
<i>True Wand</i>	Truant Wand	Makes the target incapable of lying for 24 hours.
<i>Sum Stone</i>	Sun Stone	Functions identically to the Sun Stone, but the user also gains a Field of Expertise in Mathematics.
<i>TM Lizard</i>	TM Blizzard	Instead of teaching the user Blizzard, it summons a confused, but not hostile, cyclizar, and then breaks.

<i>Pickle Specs</i>	Fickle Specs	If the wearer stares at a fruit or vegetable, it slowly pickles, becoming fully pickled after one full hour.
<i>Dust Stone</i>	Dusk Stone	Functions identically to the Dusk Stone, but the user and all objects, surfaces and pokémon within 10 feet are magically covered in a layer of dust.
<i>Fail Orb</i>	Hail Orb	Doesn't make it hail and makes fun of you for thinking that it would.
<i>Delicious Armour</i>	Malicious Armour	Evolves Charcadet into Cerulede, and then magically manifests an enormous banquet to celebrate.
<i>TM Palm Mind</i>	TM Calm Mind	Gives you the ability to read the mind of any exeggutor within 10 feet of you.
<i>TM Clam Mind</i>	TM Calm Mind	Gives you the ability to read the mind of any cloyster within 10 feet of you.
<i>Fan Seed</i>	Ban Seed	Makes the user emit a strong breeze.
<i>Pain Seed</i>	Plain Seed	Deals 10 damage to the user.
<i>Potter Seed</i>	Totter Seed	Gives the user a proficiency in the Pottery Kit for 24 hours.
<i>Wetter Band</i>	Weather Band	Has no effect but is uncomfortably damp.
<i>Cream Stealer</i>	Scream Stealer	The wearer may activate the glove to steal all open, undrunk cream within 30 feet, magically storing it in their closed fist.
<i>Dozy Scarf</i>	Cozy Scarf	When the wearer is inflicted with the Sleep status, it lasts for an additional 2 turns.
<i>Credible Hat</i>	Edible Hat	The wearer gets a +10% buff to Persuasion rolls, up to 95%. The hat is not edible.
<i>Rip Claw</i>	Grip Claw	Instantly tears any non-magical fabric it touches.
<i>TM Grain Lunch</i>	TM Drain Punch	Creates a nutritious lunch of whole-wheat pasta for the whole party, then breaks.
<i>Gloat Brooch</i>	Float Brooch	Gives the wearer an inflated ego and view of their own abilities, and the urge to brag about it.



CRAFTING

ARTISAN GOODS

When crafting artisan goods, their sell value grows the more you work on them. The process is as follows:

- After a week of working on the goods, their sell value increases by X% of the materials' base price, where X is your Craft skill score.
- You may work on the project a number of weeks equals to your level. Although you can keep working on them after this number of weeks, their value will not increase unless you level up.
 - If you level up while working on a project, use your *new* level as the maximum number of weeks you may work on it.
- For example: If you are a level 5 adventurer with a score of 55% in Craft, then you may spend 100g on berries to make wine, and work on the wine for a total of 5 weeks, increasing their value by 55 poké (55% of the initial 100 poké spent) each week.

If the project is **disturbed** in any way, such as via accidents or sabotage, you may make a Craft roll. If you succeed, no value is lost. If you fail, you lose the last week's worth of progress, and may have to repair or replace equipment. A lost week of progress does **not** count towards the total weeks worked on a project.

For materials such as berries and seeds, use prices listed in the **Items Index**.

Otherwise, there will be a table to determine the starting value of a project, based on the materials used and their quality.

- **Salvage-quality** materials are typically found in dungeons, ruins or scrap heaps. They are cheaper, but often damaged with clear signs of use.
- **Normal-quality** materials are the kinds most commonly purchased from your average tradesmon, or harvested easily, such as timber from forests, stone from mines, or cloth from wooloo or flaafty wool.
- **Luxury-quality** materials are rare and desirable, either by being very high quality or very exotic. Typically found in hard-to-reach places or are otherwise hard to find/make.

MATERIAL	UNIT PRICE BY QUALITY (IN POKÉ)		
	SALVAGE	NORMAL	LUXURY
Wood	100	200	400
Stone	250	350	500
Metal	300	600	1000
Crystal	300	500	750
Cloth/Canvas	100	200	250
Clay/Sand/Glass			
Paper (10pg per unit)	10	25	50
Paint/Ink/Dye (10 uses per unit)			

One unit of material is roughly equals to one square foot. Small projects will typically need only one unit, though you can exceed this to add value – for example, embedding crystals into the eyes of a statue.

If making a medium project, such as a bench, an insulated cloak, or a full table set, you'd need roughly 3 units. For a large project – a dining table or wardrobe, a full-body statue, a stained glass window – you'd need about 5 units.

With **paint, ink and dye**, the 'salvage' type is any paint or ink created via foraged materials. One unit of paint, dye or ink can be used **10 times**.

Blown glass has the same quality as the sand you blew it from. Dungeon sand is salvage, nice fine beach sand is normal, and fancy sand from rare temples or far-flung exotic shores is luxury. **One unit of sand** makes enough glass for around **five bottles**, or a roughly 1ft tall glass vase.

Note that you'll need specific Artisan Tool proficiencies to make specific types of item, such as:

- Pottery Kit for pottery
- Calligraphy Tools for writing
- Sewing Kit or Cobblers' Tools for crafting wearables
- Stonecutting/Masonry or Woodcutting Tools for their respective activities
- Metalworking/Smiths' Tools for working with metal

When crafting artisan goods, you must have reasonable access to items such as barrels, bottles, etc. They would either be available in the area or included in your toolkits. The GM may choose how much of a hardass they're going to be about this.

LUXURY QUALITY MATERIALS

'Luxury quality' is a little nebulous, so here are some examples of luxury-tier variants of some materials.

- **Wood** – Sourced from deep within mystical forests, near significant sites such as the Mystifying Forest or near the path to the Tree of Life; sourced from especially rare trees; the branches of shiny trevenant or arboliva.
- **Stone** – Found in mythic ruins or quarries. Especially appealing either aesthetically or for its durability. Rare colorations.
- **Metal** – Precious metals such as gold or platinum. Rare alloys with special properties. Especially clean, shiny and hard-wearing.
- **Crystal** – Rare gems. High luster with good sparkle. Well-cut. Special properties, such as natural luminescence or connection to higher power.
- **Cloth** – Either exceptionally well crafted from mundane materials, or crafted with mundane technique from especially rare materials. Remarkably soft, warm, insulating, etc.
- **Clay** – Sourced from culturally significant sites, such as near the birthplace of regigigas or its kin. Excellent vibrant colour and smooth texture.
- **Sand** – Fine and soft. Blows into very clear crystalline glass. Found deep within desert temples or mirage spots, or harvested from shiny palossand.
- **Paper** – Thick, well-made paper sourced from high quality wood pulp, or recycled from rare, ancient parchment. Smooth to write on; no bleed.
- **Paint/Dye/Ink** – Made with high-quality or exotic materials: the scales/shells of shiny pokemon, legendary ichor, highly elusive plants. May have rare properties, such as changing colours, moving patterns, or glowing.

GMs should adjust to fit their setting.

CRAFTING EXPLORING EQUIPMENT

To craft adventuring equipment such as scarves and flags, you must use materials that are normal or luxury in quality.

Each item has a number of weeks needed to complete it. Each week, you may make three Craft rolls. If you pass any of the three rolls, the week is marked as a success. If you fail all three, the project does not progress for that week, similar to the Artisan Goods process. After enough successful weeks, your item is created.

ITEM	WEEKS	ITEMS REQUIRED	NOTES
<i>Status-Protecting Scarves (Pecha Scarf, Balm Scarf, Cozy Scarf)</i>	3	1 x cloth, 5 x corresponding berry	Use the berries to create a dye, soaking the scarf in it. Store in a dry place and stir regularly.
<i>Alert Specs</i>	3		The metal must be electrified weekly by a magnemite or its evolutionary relatives.
<i>X-Ray Specs</i>	5		The glass must be irradiated by a luxray's eye beams for at least 1 hour each week.
<i>Critical-hit boosting equipment (Fickle Specs, Scope Lens, Rotation Specs)</i>	3	1 x metal, 1 x glass	Fresh leek skin should be rubbed on the glass biweekly during crafting.
<i>Goggle Specs</i>	3		Dust from a broken trap must be blown into the glass.
<i>Lock-On Specs</i>	3		The glasses must be kept very still during the crafting period.
<i>Stat boosting scarves (Power Band, Def Scarf, Mach Ribbon)</i>	5	1 x cloth, 1 x corresponding drink (calcium, protein, carbos, etc)	The cloth should be soaked in the drink and placed in a sealed container, shaken vigorously on a regular basis.
<i>Munch Belt</i>	3	1 x cloth, 2 x snorlax teeth, 1 x snorlax fur	Snorlax fur should be sewn into the detailing of the belt.
<i>Big Eater Belt</i>	3	1 x cloth, 3 x big apple	Soak the cloth in a mixture of apple pulp and hariyama sweat.
<i>Weather Band</i>	3	1 x cloth, 3 tbsp. castform condensation	One tablespoon of castform condensation should be added per week.
<i>Efficient Bandana</i>	4	1 x cloth, 1 x elixir	Soak cloth in a warm environment, not covered.
<i>Fierce Bandana</i>	3		Cover cloth and shells in water
<i>Explosive Bandana</i>	5	1 x cloth, 5 x blast seed shells	in a heatproof container. Open to relieve the pressure regularly.
<i>Joy Ribbon</i>	6	1 x cloth, 3 x chansey egg shell (powdered)	The project should be stored in an area where exposure to negative emotion is minimal.
<i>Prosper Ribbon</i>	3	1 x (LUXURY) cloth, 100 poké (powder)	Crush 100 poké and combine with water to create a thick dye.
<i>Racket Band</i>	3	1 x cloth, 1 x exploud horn	The horn should be powdered and included into the dye.

<i>Recovery Scarf</i>	3	1 x cloth, 1 x audino fur	Weave audino fur into the thread.
<i>Reunion Cape</i>	3	3 x cloth, 1 x fur/scale/etc from each party member	Weave or sew the scales, fur, etc, into the fabric.
<i>Any Looplet</i>	To make a looplet, take a scarf's recipe and replace the cloth with metal. Add 2 weeks to the completion time. Whenever you make a successful Craft roll, flip a coin. On a heads, add an emera slot.		
<i>Cheer Flag</i>	2	1 x cloth	Imbue cloth with Plusle and Minun sparks.
<i>Clarity Flag</i>			Confuse Ray must be used on the fabric at least once.
<i>Immunity Flag</i>			Cloth must be rubbed on a zangoose.
<i>Insomnia Flag</i>			Worry Seed must be used on the fabric at least once.
<i>Limber Flag</i>			Cloth must be rubbed on a stunfisk.
<i>Resilient Flag</i>	2	1 x cloth	Cloth should be exposed to metang brainwaves for 2-5 hours.
<i>Tough Flag</i>			Shellder venom should be introduced to the cloth.
<i>Cozy Flag</i>			'Bake' cloth in a clay vessel at a low heat.
<i>Balm Flag</i>	5	1 x cloth	Soak cloth in rawst pulp.
<i>Expert Belt</i>			Expose the cloth to at least 5 damaging moves of different types.
<i>Heavy Boots</i>	5	1 x cloth, 1 x metal, 1 x stealth rock debris	Hammer the stealth rock debris into the metal soles to create raised spikes.
<i>Rocky Helmet</i>			Attach stealth rock debris into hammered helmet, using cloth as interior padding.
<i>Protective Pads</i>	3	3 x cloth	Test regularly during crafting to ensure that padding is sufficient.
<i>Opal Circlet</i>	4	1 x metal, 1 x crystal (opal)	The opal must be exposed to natural or mon-made moonlight for at least 10 hours.
<i>Light Armour</i>	4	3 x metal	-
<i>Heavy Armour</i>	6	5 x metal	-
<i>Scholarly Plate</i>	4	3 x metal, 2 x kadabra spoons	Spoons should be molded into the armour wherever convenient.
<i>Scarf of Denial</i>	3	1 x cloth, 1 x shed scrafty skin	-
<i>Edible Hat</i>	3	1 x cloth, 85g flour, 1 egg, 1 pint milk	Combine flour, egg and milk into a thin pancake batter, with a dash of smoliv oil. Coat hat in mixture.
<i>Warp Scarf</i>	3	1 x cloth, 3 x abra whisker	Scarf may warp during crafting period, but rarely further than 30ft at a time.
<i>Elixir</i>	2	3 x oran berry	Ferment oran berries with ginger and medicinal roots.
<i>Max Elixir</i>	5	5 x oran berry, 1 elixir	Repeat fermenting process with additional oran berries.

GMs may adjust and add as desired.

CRAFTING MAGIC ITEMS

Magic items include wands, orbs, scrolls and TMs. Crafting these requires:

- **Time** – Care and patience must be had to ensure a reliable product.
- **Skill** – You must have a score of 80% or higher in the Craft skill, and a Field of Expertise in Magic or a similar subject.
- **Experience** – You must be level 7 or higher.
- **Resources** – You need to have the material resources (normal or higher tier) and an amount of additional poké to sustain the project.
- **Proficiency** – For wands, orbs, scrolls and TMs, you'll need proficiencies in the Woodworking Kit, Glassblowing Tools, Calligraphy Kit or Masonry Tools respectively, as well as the **Alchemy Kit**.

Follow the same rules as with adventuring items – each week, you get three chances to progress with a Craft skill roll. Passing a roll progresses the project by one week. Failing all three chances stalls your progress for the week.

ALCHEMY KIT

The Alchemy Kit is a proficiency toolset consisting of:

- A set of glass beakers and glass stirring rod
- Metal tongs and a metal frame for holding beakers over a flame
- A pouch for components, from the more common salt, metal shavings and chalk, to rare/niche ingredients like milotic scales or ground moon stone.
- A mortar and pestle
- A journal for keeping notes on experiments

They are not commonly sold in markets or stores, and are more often found in places that deal with the arcane, such as magical academies or alchemist societies.

ORBS

One unit of sand is enough to make **five orbs**.

Orbs come in three tiers – C, B, and A, ranked in ascending order of rarity. Rarer or more powerful orbs require more days of work and more expensive materials.

Cost is in poké. Time is in weeks.

TIER	ORBS	COST	TIME
C	Align, Blowback, Cleanse, Escape, Evasion, Health, Hurl, Lasso, Pierce, Pounce, Quick, Radar, Roll-Call, See-Trap, Scanner, Trapbust, Spurn, Slow, Fail	25	2
B	All weather-affecting orbs, all status-inducing orbs (Foe-Fear, Petrify, Slumber, etc), Drought, Nullify, All-Dodge/Hit/Mach/Powerup/Protect, Luminous, Staircase, Penumbra, Magnet-Up, Trawl, Two-Each, Foe-Seel, One-Shop	50	5
A	One-Shot, Invisify, Revive, Two-Edge, Gravity, Anti-Gravity, Toxic, Flame, Life	100	10

Toxic, Flame and **Life** orbs are not one-use, but held items. The toxic orb requires a cocktail of poison from five different fully-evolved poison types to create; the flame orb requires the fire of five different fully-evolved fire types. The life orb requires any three of the following: ground absol horn, ground nidoking horn, alakazam whisker, greninja mucus, starmie powder, mamoswine tusk, breloom spore, or gengar hair.

Note that lookalike orbs can be crafted, for fun and profit.

WANDS

Whenever you work on a wand, roll 1d8 and add your level. Add the resulting number to the number of charges, up to 40. Like orbs, wands come in tiers.

TIER	WANDS	COST	TIME
C	Blast, Pounce, Slow, Whirlwind, Warp	50	2
B	Confuse, Petrify, Stayaway, Surround, Slumber, Switcher,	100	5
A	HP-Swap, Quarter, Two-Edged, Truant	300	10

If you roll **below a 20** during the Craft roll period, this is a critical success. If you critically succeed, you may add one of the following **traits** to your wand. A wand can have up to three traits.

- **Splitter** – You may target up to 3 creatures with one cast.
- **Ranged** – Increase the effective distance to 20 tiles.
- **Efficient** – The wand has a 1/4 chance not to expend a charge when used.
- **Subtle** – Casting is undetectable and targets cannot identify you as the caster.
- **Bounce** – The wand's spell ricochet off of surfaces, allowing for trick shots.
- **Piercing** – The wand's spell can pierce through barriers up to a foot thick.

SCROLLS

A piece of paper that can be used to cast a move as if it were a spell. To create one, you must have:

- Proficiency in the Calligraphy and Alchemy kits.
- A pokemon that has the move in their active moveset.
- Paper of normal quality or higher, and any ink

Crafting cost and time has two factors: the move itself, and the scroll quality. Stronger moves will require more time to craft, and the scroll quality – which dictates **how many times daily it can be used** – requires more expensive materials.

CATEGORY	MOVES	TIME
STATUS	Status moves with simple effects, that cause statuses with a < 89% accuracy, or that raise/lower stats by one stage. Aqua Ring. Block. Baton Pass. Protect. Detect. Disable. Quick Guard. Mat Block. Camouflage. Charge. Roar. Leech Seed. Trapping moves. Ion Deluge. Lucky Chant. Odor Sleuth. Powder. Snatch. Spikes. Stockpile and its related moves.	1
STATUS +	Moves that sharply raise stats, or raise more than one stat. Weather-causing moves. Lock-On. Attract. Moves that cause statuses with 90%+ accuracy. Moves that heal up to 50% HP in normal conditions. Baneful Bunker. Chilly Reception. Corrosive Gas. Curse. Copycat. Conversion. Embargo. Terrain-changing moves. Entrainment. Trick or Treat. Forest's Curse. Magic Powder. Follow Me. Heal Bell. Screens. Magic/Trick Room. Magic Coat. Parting Shot. Pain Split. Octolock. Obstruct. Quash. Psych Up. Soak. Non-Spikes entry hazard setting moves. Spicy Extract.	3
STATUS ++	Moves that drastically or more raise one stat, or sharply raise or lower more than one stat. Aurora Veil. Perish Song. Legendary status moves. Clangorous Soul. Belly Drum. Fillet Away. Moves that heal over 50% HP. Jungle Healing. Memento. No Retreat.	7

ATTACK	Attacks up to 60 power.	2
ATTACK +	Attacks from 60–100 power. Metronome.	5
ATTACK ++	Moves with 100+ power. OHKO moves. Legendary signature moves.	10

Sketch cannot be enscripted onto a scroll.

MOVE

COST, BY DAILY USES

CLASSIF.	1	2	3	4	5
STATUS	50	75	100	150	200
STATUS+	75	100	150	250	500
STATUS++	100	150	250	500	1000
ATTACK	75	100	150	200	400
ATTACK+	150	200	400	700	1000
ATTACK++	250	500	750	1000	5000

As such, to make a scroll that lets you use Cosmic Power once daily, you'd need:

- Necessary equipment and proficiencies
- 3 weeks of progress
- 75 poké
- A pokémon that knows the move

To create a scroll of Geomancy with 5 uses daily, you'd need:

- Necessary equipment and proficiencies
- 7 weeks of progress
- 1000 poké
- Xerneas, or a very well-learned smeargle

HMs, TMs AND TRs

To make HMs, TMs and TRs, you'll need:

- Alchemy and Masonry proficiency
- A pokémon that knows the move
- Normal or luxury quality stone
- Time and poké

Use the Scrolls table to identify move classifications.

MOVE	TR		TM / HM	
CLASSIF.	TIME	COST	TIME	COST
STATUS	1	500	3	1000
STATUS +	3	750	5	1500
STATUS ++	5	1000	10	2500
ATTACK	3	500	5	1000
ATTACK +	7	1500	10	3000
ATTACK ++	10	2500	20	5000

Sketch *can* be made as a TM, for fun, and is considered a Status + move.

Lookalike TMs can be crafted with **1 week** and **500 poké**. They do not require a pokémon that knows a specific move, and can be made with any quality of stone.

BIG BATCHES AND GROUP EFFORTS

BATCHES AND PARALLEL PROJECTS

You can work on multiple projects at once, depending on your base size. You can only work on one project at a time while moving/camping.

- **Small base** (small settlement; 3-5 small buildings) – Max 3 projects.
- **Medium base** (10~ buildings, dedicated workshops) – Max 5 projects.
- **Large** (small town sized, dedicated workshops, craftsmon, merchant stalls, etc) – Max 10 projects.

As such, if your party has an established base consisting of four tents and a working area, you could work on making your own scarf, writing a book, and brewing a batch of wine, progressing each project during the week.

You can make some items in batches. Batch size depends on the size of your base. A batch counts as **one project**.

- **Small** – Max batch of 5.
- **Medium** – Max batch of 10.
- **Large** – Max batch of 20.

Items that can be made in batches are:

- **Consumables** – Wines, preserves, pickles, elixirs, syrups...
- Orbs and wands
- Flags
- Trinkets (small non-magical jewellery items or accessories)

When making a batch of items, the time is the same as if you were making one item, as all items are being made concurrently. However, the material and monetary costs are reduced **by half**, rounded up.

HELPING OUT

Any pokémon with the relevant proficiencies can help with the crafting process. Up to 3 pokémon can work on any crafting project at a given time.

Helpers can also make craft rolls, but a helper only has **one chance** per week, as opposed to the main pokémon having three chances. On a failure, nothing happens. On a success, the project progresses an additional time. As such, adventuring/magical goods can be completed faster, and artisan goods gain value faster.

AGRICULTURE

To grow plants – from mundane food items to useful berries or seeds – you'll need suitable soil for them to grow, light and water, plant food, and growable seeds.

Plants have **HP**. Regular plants have 50 HP, while trees have 100 HP. Plants and trees will only grow and/or yield fruit if at full HP.

- + If a plant (not a tree) is underwatered (not watered for 24 hours) or overwatered (watered while already sufficiently wet), it loses 10 HP.

- + Natural events such as being damaged by the weather, burnt, or having their roots disturbed by quakes can cause plants to lose 10–50 HP, depending on severity.
- + Being attacked or sabotaged deals damage to the plants according to the saboteur's attacking stats.
- + Watering a thirsty plant recovers 10 HP. A plant cannot have its HP recovered beyond its maximum, but it prevents drying out and losing HP.
- + Applying fertiliser/compost restores 10 HP.
- + Damaged trees heal 10 HP weekly.

Herbs and seasoning plants can be grown inside. **Berry bushes** and **seed plants** must have a 1ft sq. patch of soil to grow. **Fruit trees** need a 6ft sq. patch of soil.

The below chart shows the following for each plant:

- Up-front cost of planting (covers specialised requirements; in poké)
- Growth time (in weeks)
- Time between yields (in weeks, except for herbs, which yield daily)
- Yield size (in servings/items)

PLANT	COST	GROWTH	YIELD TIME	YIELD SIZE
Seasoning plants (herbs, spices)	100	3	Daily	2d4
Common berry bushes (oran, pecha, aspear, etc)	200	3	1	1d4+4
Rare berry bushes (citrus)	500	5	3	1d4+2
Common seed plants (status seeds, quick/heal/warp seed)	200	3	1	2d4
Uncommon seed plants (doom, vile, violent, vanish, tiny reviver)	500	5	3	2d2+2
Rare seed plants (reviver, life, joy, golden)	1000	7	3	1d2+1
Fruit trees	500	5	1	1d4 rolls*

Lookalike berries and seeds have the same rarity as their real counterparts.

d4 Fruit

1	1d4 small variant fruit
2	2d4 small variant fruit
3	1d4 regular variant fruit
4	2d4 regular variant fruit
5	1d4 big variant fruit
6	2d4 big variant fruit
7	1d4 huge variant fruit
8	1 perfect variant fruit

*Every week that you harvest from your fruit tree, roll 1d4 times on this table.

COMPOSTING

By creating a 5x5x5 ft wooden box, you can fill it with layers of soil and vegetable waste, then stir it regularly to bring the nutrient-rich compost to the top. Compost can be used to heal damaged plants.

ROLL TABLES & RESOURCES

PLAYER CHARACTER ROLL TABLES

Unsure of what character to play? Pick your pokémon – take a quiz, use a random generator⁴, 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

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	True	The captain of the city guard or police	Ally	Faith
2	Was exiled from their community		An infamous outlaw		Freedom
3	Shoplifts and steals often, just for fun		A travelling wonder orb salesmon		Honour
4	Protected a village from a rampaging charizard		The middle child of a noble family		Order
5	Donates treasure to a local orphanage	False	An adventuring poet	Enemy	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		A notoriously ruthless detective		Kindness
8	Ate twenty perfect apples in one sitting		A fanatical devotee of Yveltal		Justice
9	Raised an egg rescued from a weavile den	Half-true	An edgy bounty hunter		Loyalty
10	Made a dark deal for power or wealth		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.

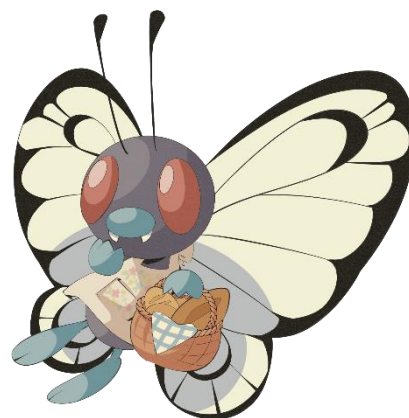
You can use the random roll tables for making player characters here, too, but we have some tables for making NPCs on the fly. Pick a pokémon, and get rolling:



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	Owens 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

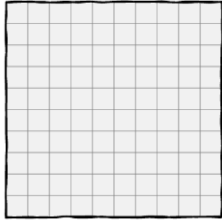


LOCATION ROLL TABLES

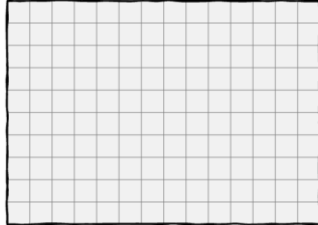
Use these tables to help inspire you when creating new locations .

MAP SHAPE (d8)

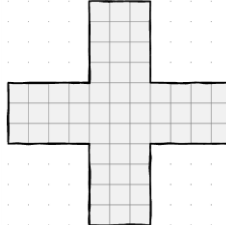
1. Square



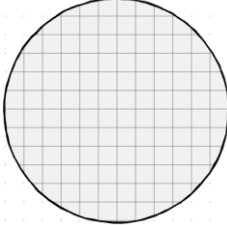
2. Rectangle



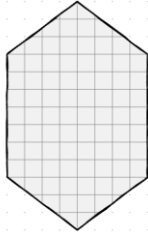
3. Cross



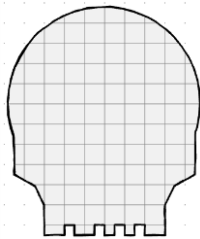
4. Round



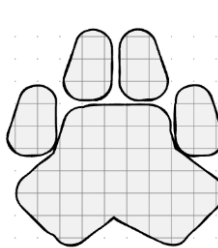
5. Gem



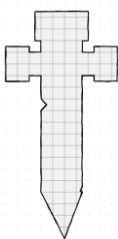
6. Skull



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	OR 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		

<i>d20</i>	<i>Town Name</i>	<i>Export</i>
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

<i>D12</i>	<i>Run by...</i>	<i>Important locals</i>	<i>Current issues</i>
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 council of scholars	Feared trouble-maker	Infrastructure damage
11	A beloved matriarch	Seer or wisemon	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, <i>compassionate</i> 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 townspeople'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	<i>The party is travelling towards...</i>	<i>In search of...</i>	<i>The problem is...</i>	<i>Along the way, they meet...</i>
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	<i>The party must infiltrate a...</i>	<i>Because</i>	<i>Threats and obstacles include...</i>	<i>Along the way, they meet...</i>
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	<i>The party is tracking down...</i>	<i>Because...</i>	<i>However...</i>	<i>Their chase takes them to...</i>
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	<i>The party is escaping from...</i>	<i>Obstacles include...</i>	<i>But there's more to it, because...</i>	<i>Along the way, they meet...</i>
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 1/8 th 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 scales 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



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.

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.

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 of 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 sandlash 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

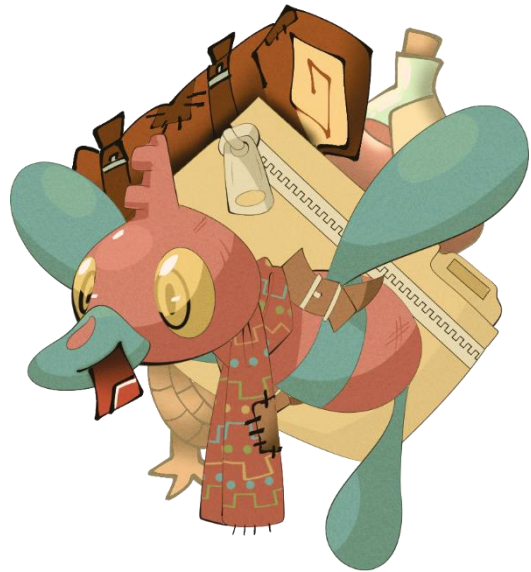
Make poké. Keep it real. Drink good juice. Tolerate no fakers. Beat up her dad.

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

Outgoing.
Curious. Scatter-brained. Bounces back quickly.
Loves to be included.

HABITS

Forgets names. Makes up terrible riddles. Says 'JOKE NOT FOUND' if he can't think of a punchline.
Shares pointless rumours.
Gives weird gifts.

GOALS

To help others succeed. On a lesser scale, to be 'a cool merchant who does riddles'.

SECRET

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 sharpened 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 sevipier 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 ariadis 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	1d12 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	1d12 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 tyranntrum teeth
11	1d12 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

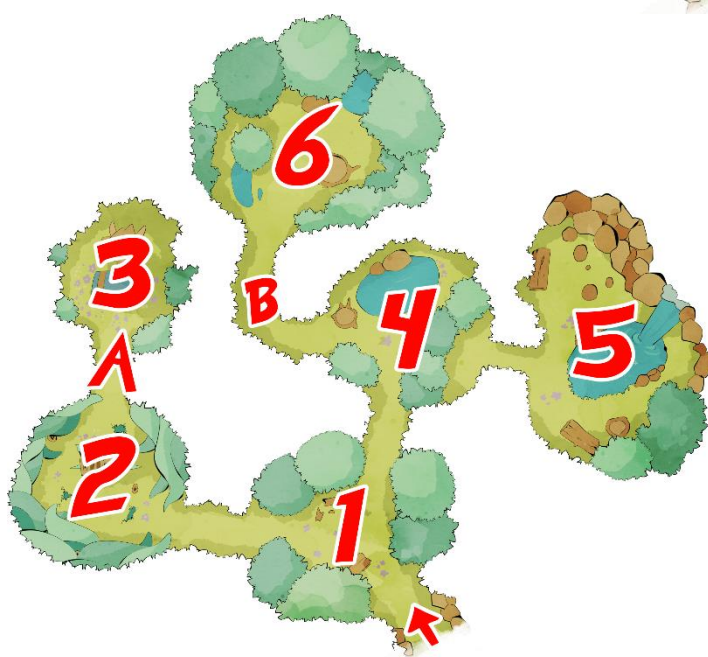
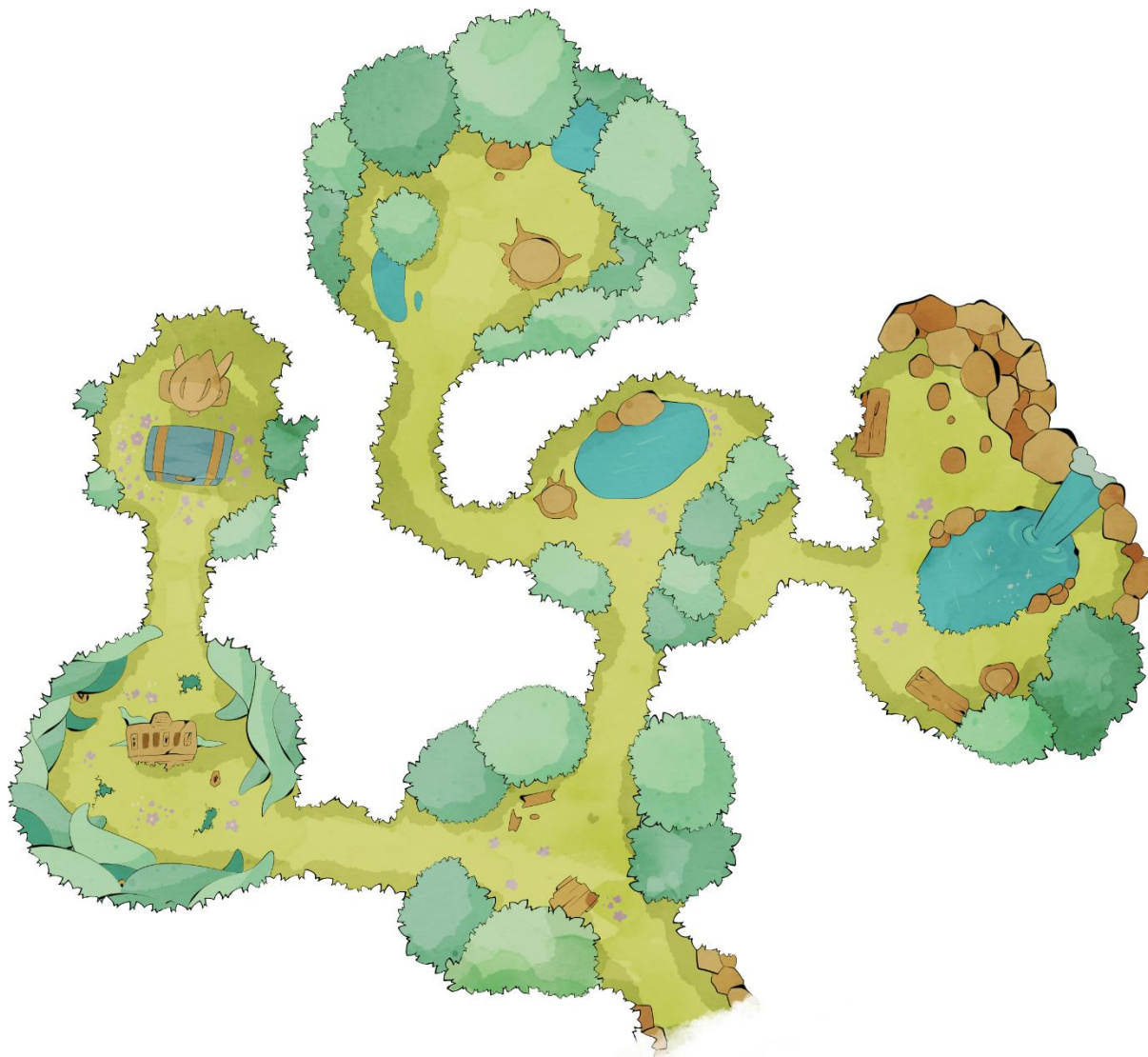
ARID DESERT

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

	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)



INDEX

What You'll Need	3
Starting Points	3
Let's Play - Performing Actions	4
Converting from the Games.....	5
Stats	5
Moves	5
Basic Attack.....	6
Same Type Attack Bonus	6
Evolution	6
Critical Hits	6
Bufs and Debuffs	6
Certain Moves.....	7
Mega Evolution, Z-Moves, DMAX, GMAX and Terastal	7
Setting Up.....	9
One-shot or Campaign?.....	9
Sessions and Scenes.....	9
Dungeon Building.....	10
Filling the World.....	11
Species and Level.....	12
Stats	12
Skills	13
Moves	13
Traits	14
Background.....	17
Gaining EXP	18
Levelling Up	19
Evolution	19
Equipment and Proficiency.....	21
Weapons	22
Destinies	23
Playing Scenes.....	28
Dungeons, Travel and Hunger	28

Food & Rations	28
Inventory	28
Travel.....	28
Resting and Safe Areas	29
Optional: Base Building.....	36
Optional: Constants and Complications.....	37
Optional: Sidekicks + Non-Player Combatants	37
Held Items	39
Edible Items	43
Wands	44
Wonder Orbs	45
Thrown Items	46
Evolution Items.....	46
TMs, TRs and HMs	48
Other Items	49
Artisan Goods	52
Luxury Quality Materials	53
Crafting Exploring Equipment	54
Big Batches and Group Efforts	59
Helping Out	59
Agriculture	59
Composting.....	60
Player Character Roll Tables.....	61
NPC Random Roll Tables	63
Location Roll Tables.....	64
Story Seeds	68
Enemy Tags.....	70
Random Dungeon Features.....	71
Pre-Made NPCs.....	72
Loot Tables.....	74
Mini Dungeon: Whisper Grove	77
Other Links & Helpful Sites	80