

USEFUL CHARTS

POKÉMON EXPERIENCE CHART

Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed
1	0	21	460	41	2,355	61	6,110	81	11,910
2	10	22	530	42	2,480	62	6,360	82	12,320
3	20	23	600	43	2,610	63	6,610	83	12,735
4	30	24	670	44	2,740	64	6,865	84	13,155
5	40	25	745	45	2,875	65	7,125	85	13,580
6	50	26	820	46	3,015	66	7,390	86	14,010
7	60	27	900	47	3,155	67	7,660	87	14,445
8	70	28	990	48	3,300	68	7,925	88	14,885
9	80	29	1,075	49	3,445	69	8,205	89	15,330
10	90	30	1,165	50	3,645	70	8,485	90	15,780
11	110	31	1,260	51	3,850	71	8,770	91	16,235
12	135	32	1,355	52	4,060	72	9,060	92	16,695
13	160	33	1,455	53	4,270	73	9,350	93	17,160
14	190	34	1,555	54	4,485	74	9,645	94	17,630
15	220	35	1,660	55	4,705	75	9,945	95	18,105
16	250	36	1,770	56	4,930	76	10,250	96	18,585
17	285	37	1,880	57	5,160	77	10,560	97	19,070
18	320	38	1,995	58	5,390	78	10,870	98	19,560
19	360	39	2,110	59	5,625	79	11,185	99	20,055
20	400	40	2,230	60	5,865	80	11,505	100	20,555

DAMAGE CHARTS

ROLLED DAMAGE			
Damage Base	Actual Damage	Damage Base	Actual Damage
1	1d6+1	15	4d10+20
2	1d6+3	16	5d10+20
3	1d6+5	17	5d12+25
4	1d8+6	18	6d12+25
5	1d8+8	19	6d12+30
6	2d6+8	20	6d12+35
7	2d6+10	21	6d12+40
8	2d8+10	22	6d12+45
9	2d10+10	23	6d12+50
10	3d8+10	24	6d12+55
11	3d10+10	25	6d12+60
12	3d12+10	26	7d12+65
13	4d10+10	27	8d12+70
14	4d10+15	28	8d12+80

SET DAMAGE			
Damage Base	Actual Damage	Damage Base	Actual Damage
1	2 / 5 / 7	15	24 / 45 / 60
2	4 / 7 / 9	16	25 / 50 / 70
3	6 / 9 / 11	17	30 / 60 / 85
4	7 / 11 / 14	18	31 / 65 / 97
5	9 / 13 / 16	19	36 / 70 / 102
6	10 / 15 / 20	20	41 / 75 / 107
7	12 / 17 / 22	21	46 / 80 / 112
8	12 / 19 / 26	22	51 / 85 / 117
9	12 / 21 / 30	23	56 / 90 / 122
10	13 / 24 / 34	24	61 / 95 / 127
11	13 / 27 / 40	25	66 / 100 / 132
12	13 / 30 / 46	26	72 / 110 / 149
13	14 / 35 / 50	27	78 / 120 / 166
14	19 / 40 / 55	28	88 / 130 / 176

TYPE - EFFECTIVENESS CHART

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	NOR	FIR	WAT	ELE	GRA	ICE	FIG	POI	GRO	FLY	PSY	BUG	ROC	GHO	DRA	DAR	STE	FAI	
DEFENSE → ATTACK ↴																			
NORMAL													½	0				½	
FIRE		½	½		2	2						2	½		½			2	
WATER		2	½		½				2				2		½				
ELECTRIC			2	½	½				0	2					½				
GRASS		½	2		½			½	2	½		½	2		½			½	
ICE		½	½		2	½			2	2					2			½	
FIGHTING	2					2		½		½	½	½	2	0		2	2	½	
POISON					2			½	½				½	½			0	2	
GROUND		2		2	½			2		0		½	2					2	
FLYING				½	2		2					2	½					½	
PSYCHIC							2	2			½					0		½	
BUG		½			2		½	½		½	2			½		2	½	½	
ROCK		2				2	½		½	2		2						½	
GHOST	0										2			2		½			
DRAGON															2		½	0	
DARK							½				2			2		½		½	
STEEL		½	½	½		2							2					½	2
FAIRY		½					2	½							2	2	½		

- » **Immune:** x0 Damage
- » **Triply Resisted:** .125 (1/8th) Damage
- » **Doubly Resisted:** x.25 Damage
- » **Resisted:** x.5 Damage
- » **Neutral:** x1 Damage
- » **Super-Effective:** x1.5 Damage
- » **Doubly Super-Effective:** x2 Damage
- » **Triply Super-Effective:** x3 Damage

In addition to the Type Effectiveness for damaging attacks, several Types have their own quirks that are important in battle as well!

- » Electric Types are immune to Paralysis
- » Fire Types are immune to Burn
- » Ghost Types cannot be Stuck or Trapped
- » Grass Types are immune to the effects of all Moves with the Powder Keyword
- » Ice Types are immune to being Frozen
- » Poison and Steel Types are immune to Poison

COMBAT MANEUVERS

Maneuver: Attack of Opportunity

Action: Free

Trigger: See Below

Effect: You may make a Struggle Attack against the triggering foe as an Interrupt. You may use Attack of Opportunity only once per round. Attacks of Opportunity cannot be made by Sleeping, Flinched, or Paralyzed targets.

Attacks of Opportunity can be triggered in multiple ways:

- » An adjacent foe uses a Push, Grapple, Disarm, Trip, or Dirty Trick Maneuver that does not target you.
- » An adjacent foe stands up.
- » An adjacent foe uses a Ranged Attack that does not target someone adjacent to it.
- » An adjacent foe uses a Standard Action to pick up or retrieve an item.
- » An adjacent foe Shifts out of a Square adjacent to you.

Maneuver: Disengage

Action: Shift

Effect: You may Shift 1 Meter. Shifting this way does not provoke an Attack of Opportunity.

Maneuver: Disarm

Action: Standard

AC: 6

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Stealth Checks. If you win, the target's Held Item (Main Hand or Off-Hand for humans) falls to the ground.

Maneuver: Dirty Trick

Action: Standard

AC: 2

Class: Status

Range: Melee, 1 Target

Effect: You may perform any of the Dirty Tricks listed below. You may use each trick only once each Scene per target.

Hinder	You and the target make Opposed Athletics Checks. If you win, the target is Slowed and takes a -2 penalty to all Skill Checks for one full round.
Blind	You and the target make Opposed Stealth Checks. If you win, the target is Blinded for one full round.
Low Blow	You and the target make Opposed Acrobatics Checks. If you win, the target is Vulnerable and has their Initiative set to 0 until the end of your next turn.

Maneuver: Manipulate

Action: Standard

AC: 2

Class: Status

Range: 6, 1 Target

Effect: You may perform any of the Manipulations listed below. You may use each Manipulation only once each Scene per target. Manipulate can only be performed by Trainers.

Bon Mot	Make a Guile Check, opposed by the target's Guile or Focus. If you win, the target is Enraged and cannot spend AP for one full round. The target does not gain a Save Check against this effect.
Flirt	Make a Charm Check, opposed by the target's Charm or Focus. If you win, the target is Infatuated with you for one full round. The target automatically fails their Save Check.
Terrorize	Make an Intimidate Check, opposed by the target's Intimidate or Focus. If you win, the target loses all Temporary Hit Points and can only use At-Will Frequency Moves for one full round.

Maneuver: Push

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Athletics Checks. If you win, the target is Pushed back 1 Meter directly away from you. If you have Movement remaining this round, you may then Move into the newly occupied Space, and Push the target again. This continues until you choose to stop, or have no Movement remaining for the round. Push may only be used against a target whose weight is no heavier than your Heavy Lifting rating.

Maneuver: Sprint

Action: Standard

Class: Status

Range: Self

Effect: Increase your Movement Speeds by 50% for the rest of your turn.

Maneuver: Trip

Action: Standard

AC: 6

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Acrobatics Checks. If you win, the target is knocked over and Tripped.

Maneuver: Intercept Melee

Action: Full Action, Interrupt

Class: Status

Trigger: An ally within Movement range is hit by an adjacent foe.

Effect: You must make an Acrobatics or Athletics Check, with a DC equal to three times the number of meters they have to move to reach the triggering Ally; If you succeed, you Push the triggering Ally 1 Meter away from you, and Shift to occupy their space, and are hit by the triggering attack. On Failure to make the Check, the user still Shifts a number of meters equal a third of their check result.

Note: If the target that was Intercepted was hit by an Area of Effect Move, and the 1 meter push does not remove them from the Area of Effect, the Intercept has no effect since they are still in the area of the attack – it would cause the Interceptor to be hit by the Move however.

Maneuver: Intercept Ranged

Action: Full Action, Interrupt

Class: Status

Trigger: A Ranged X-Target attack passes within your Movement Range.

Effect: Select a Square within your Movement Range that lies directly between the source of the attack and the target of the attack. Make an Acrobatics or Athletics Check; you may Shift a number of Meters equal to half the result towards the chosen square. If you succeed, you take the attack instead of its intended target. If you fail, you still Shift a number of Meters equal to half the result.

Special: Pokemon must have a Loyalty of 3 or greater to make Intercept Melee and Intercept Range Maneuvers, and may only Intercept attacks against their Trainer. At Loyalty 6, Pokemon may Intercept for any Ally.

Additional Rules

- » Pokémon and Trainers may only Intercept against Priority and Interrupt Moves if they are faster than the user of those Moves.
- » Moves that cannot miss (such as Aura Sphere or Swift) cannot be Intercepted.
- » Pokémon and Trainers cannot attempt Intercepts if they are Asleep, Confused, Enraged, Frozen, Stuck, Paralyzed, or otherwise unable to move.
- » Intercepts may not be used to move the Intercepting Pokémon or Trainer OUT of the way of an attack. They will always be hit, regardless.

Maneuver: Grapple

Action: Standard

AC: 4

Class: Status

Range: Melee, 1 Target

Effect: You and the target each make opposed Combat or Athletics Checks. If you win, you and the target each become Grappled, and you gain Dominance in the Grapple.

Pokémon and Trainers that are Grappled

- » Are Vulnerable
- » Cannot take Shift Actions, or any actions that would cause them to Shift.
- » Gain a -6 penalty to Accuracy Rolls if targeting anyone outside of the Grapple.
- » Additionally, Grapple has other effects on whether the target has or doesn't have Dominance.

If a target begins their turn as a part of a Grapple but with no Dominance, they may choose to contest the Grapple as a Full Action. If they do, all participants make opposed Combat or Athletics Check. Whoever wins then may choose to either continue the Grapple and gain Dominance, or to end the Grapple.

If a target has the Phasing or Teleporter Capability, they may also use those to escape from a Grapple on their turn with no check required.

If a target begins their turn as part of a Grapple and has Dominance, they may take one of the following actions as a Full Action.

- » End the Grapple.
- » **Secure:** They gain a +3 Bonus to the next opposed check they make in the Grapple.
- » **Attack:** They may automatically hit with an Unarmed Struggle Attack.
- » **Move:** They Shift, dragging the other person in the grapple with them. The user's Movement Capability is lowered by the other grappler's Weight Class.

POKÉMON NATURE CHART

Value	Nature	Raise	Lower	Value	Nature	Raise	Lower
1	Cuddly	HP	Attack	19	Rash	Special Atk.	Special Def.
2	Distracted	HP	Defense	20	Quiet	Special Atk.	Speed
3	Proud	HP	Special Atk.	21	Dreamy	Special Def.	HP
4	Decisive	HP	Special Def.	22	Calm	Special Def.	Attack
5	Patient	HP	Speed	23	Gentle	Special Def.	Defense
6	Desperate	Attack	HP	24	Careful	Special Def.	Special Atk.
7	Lonely	Attack	Defense	25	Sassy	Special Def.	Speed
8	Adamant	Attack	Special Atk.	26	Skittish	Speed	HP
9	Naughty	Attack	Special Def.	27	Timid	Speed	Attack
10	Brave	Attack	Speed	28	Hasty	Speed	Defense
11	Stark	Defense	HP	29	Jolly	Speed	Special Atk.
12	Bold	Defense	Attack	30	Naive	Speed	Special Def.
13	Impish	Defense	Special Atk.	31	Composed*	HP	HP
14	Lax	Defense	Special Def.	32	Hardy*	Attack	Attack
15	Relaxed	Defense	Speed	33	Docile*	Defense	Defense
16	Curious	Special Atk.	HP	34	Bashful*	Special Atk.	Special Atk.
17	Modest	Special Atk.	Attack	35	Quirky*	Special Def.	Special Def.
18	Mild	Special Atk.	Defense	36	Serious*	Speed	Speed

*These Natures are **neutral**; they simply do not affect Base Stats, since they cancel themselves out.

CALCULATING CAPTURE RATES

A Pokémon's **Capture Rate** depends on its **Level**, **Hit Points**, **Status Afflictions**, **Evolutionary Stage**, and **Rarity**.

First, begin with 100. Then subtract the Pokémon's Level x2.

Next, look at the Pokémon's current Hit Points. If the Pokémon is above 75% Hit Points, subtract 30 from the Pokémon's Capture Rate. If the Pokémon is at 75% Hit Points or lower, subtract 15 from the Pokémon's Capture Rate. If the Pokémon is at 50% or lower, the Capture Rate is unmodified. If the Pokémon is at 25% Hit Points or lower, add a total of +15 to the Pokémon's Capture Rate. And if the Pokémon is at exactly 1 Hit Point, add a total of +30 to the Pokémon's Capture Rate. Pokémon reduced to 0 Hit Points or less cannot be captured. Poké Balls will simply fail to attempt to energize them.

Next, look at the Pokémon's Evolutionary Stage. If the Pokémon has two evolutions remaining, add +10 to the Pokémon's Capture Rate. If the Pokémon has one evolution remaining, don't change the Capture Rate. If the Pokémon has no evolutions remaining, subtract 10 from the Pokémon's Capture Rate.

Next, consider the Pokémon's Rarity. Shiny Pokémon subtract 10 from the Pokémon's Capture Rate. Legendary Pokémon subtract 30 from the Pokémon's Capture Rate.

And last, consider any Status Afflictions and Injuries. Persistent Conditions add +10 to the Pokémon's Capture Rate; Injuries and Volatile Conditions add +5. Additionally, Stuck adds +10 to Capture Rate, and Slow adds +5.

STATUS AFFLICTIONS CHART

Persistent Afflictions

Burn: -2 Def CS, Lose 1 Tick of Hit Points when taking a Standard Action.

Frozen: Cannot take actions or apply Evasion. DC 16 Save Check to become cured. DC 11 for Fire-Type Pokémon. +4 to Save Check in Sunny Weather. Automatically cured if hit by Fire, Fighting, Rock, or Steel attack.

Paralysis: -4 Speed CS, DC 5 Save Check to act each turn.

Poisoned: -2 Sp Def CS. Lose 1 Tick of Hit Points when taking a Standard Action.

Badly Poisoned: As Poison, but lose 5 Hit Points, then 10, then 20, etc.

Volatile Afflictions

Sleep: Cannot take actions or apply Evasion. DC 16 Save Check to wake up at the end of turns. Automatically wake up upon taking damage.

Bad Sleep: Lose 2 Ticks of Hit Points when making Save Checks vs Sleep. Cured when Sleep is cured.

Confused: Save Check at beginning of turn. 1-8 on Save Check - the target hits itself with a Typeless Physical Struggle Attack and cannot take other actions that turn. 9-15 act normally. 16+ cured of Confusion.

Cursed: Lose 2 Ticks of Hit Points when taking a Standard Action.

Disabled: The specified Move cannot be used.

Rage: Must use damaging attacks for Standard Action. Roll a DC 15 Save Check at the end of each turn to become cured.

Flinch: Cannot act for a turn.

Infatuation: Save Check at beginning of turn. 1-10 on Save Check - cannot target the Pokémon or Trainer that Infatuated you. 11-18 - take turn normally, 19+ cured of Infatuation.

Suppressed: PP Ups are canceled. At-Will becomes EOT. EOT and Scene x2 become Scene.

POWER CHART

Power Value	Heavy Lifting	Staggering Weight Limit	Drag Weight Limit
1	2-5 lb.	10 lb.	20 lb.
2	20-30 lb.	60 lb.	120 lb.
3	35-50 lb.	100 lb.	200 lb.
4	45-70 lb.	140 lb.	280 lb.
5	60-90 lb.	180 lb.	360 lb.
6	75-115 lb.	230 lb.	460 lb.
7	100-140 lb.	300 lb.	600 lb.
8	120-190 lb.	380 lb.	760 lb.
9	150-240 lb.	480 lb.	960 lb.
10	200-300 lb.	600 lb.	1200 lb.
11	250-375 lb.	750 lb.	1500 lb.
12	350-450 lb.	900 lb.	1800 lb.
13	450-525 lb.	1050 lb.	2100 lb.
14	500-600 lb.	1200 lb.	2400 lb.
15	550-675 lb.	1350 lb.	2700 lb.
16	600-750 lb.	1500 lb.	3000 lb.

WEIGHT CLASS CHART

Weight Class 1	0 – 25 lbs; 0 – 11 kg
Weight Class 2	25 – 55 lbs; 11 – 25 kg
Weight Class 3	55 – 110 lbs; 25 – 50 kg
Weight Class 4	110 – 220 lbs; 50 – 100 kg
Weight Class 5	220 – 440 lbs; 100 – 200 kg
Weight Class 6	Any Pokémon heavier than 440 lbs; 200 kg
Weight Class 7	Any Pokémon heavier than 450 lbs with the Heavy Metal Ability.

CONTEST MECHANICS

Introduction Stage: Roll Charm for Cute, Command for Cool, Guile for Smart, Intimidate for Tough, or Intuition for Beauty. Gain Contest Stat Dice on 3+.

Performance Stage: Gain 0 Appeal on 1, gain 1 Appeal on 2-5, gain 2 Appeal on 6.

Center of Attention: Gain 1 Fumble Point on 1. Gain 0 Appeal on 2-3. Gain 2 Appeal on 4-5. Gain 3 Appeal on 6.

CONTEST EFFECTS

Attention Grabber: 1d6 – Each adjacent competitor loses up to two Voltage; you gain Voltage equal to the amount lost this way.

Big Show: 1d6 – You gain +3 Voltage

Catching Up: 2d6 – Roll +3d6 if all adjacent competitors have more Voltage Points than you do, and you gain +1 Voltage.

Desperation: 5d6 – All results of 1 grant you +1 Fumble, and all results of 6 grant you +1 more Appeal Point. This Stacks with being at the Center of Attention.

Double Time: Xd6 – You lose 2 Voltage. Roll +1d6 for every point of Voltage competitors adjacent to you have, minus 1d6 for each point of Voltage you have remaining.

Excitement: 3d6 – You gain +2 Voltage

Exhausting Act: 4d6 – If you have 2 or more voltage, roll +2d6; you then lose 2 Voltage

Gamble: 2d6 – All results of 6 this round grant you +1 Voltage.

Get Ready: 1d6 – You lose 2 Voltage. Double the number of Dice from your Move next round. Bonus Dice from Contest Stats and Voltage are not doubled.

Good Show: 2d6 – Roll +3d6 if all adjacent competitors have less Voltage Points than you do, and you gain +1 Voltage.

Incentives: 3d6 – If this Move matches the current contest Type, you gain 1 Voltage and each adjacent Competitor loses 1 Voltage.

Inversed Appeal: Xd6 – X is equal to 5 minus your current Voltage.

Reflective Appeal: Xd6 – X is equal to your current Voltage.

Reliable: 3d6 – If you used the same Move last turn, roll +1d6 and gain 1 Voltage. Moves with Reliable may be used consecutively.

Sabotage: 3d6 – All dice rolled this round do not give points; instead they give all adjacent competitors that many Fumble Points.

Safe Option: 4d6 – Rolls of 6 during this round only grant 1 Point, but you cannot gain Fumble Points from rolling a 1.

Saving Grace: 1d6 – You lose 1 Fumble Point for each level of Voltage you have. If you lose two or less Fumble Points this way, you gain +1 Voltage. You cannot gain Fumble from Competitor's moves for the remainder of the round.

Seen Nothing Yet: Xd6 – You lose all Voltage. For each point of Voltage lost this way, roll +2d6.

Special Attention: 5d6 – Each adjacent competitor gains 1 Voltage

Steady Performance: 5d6 – You gain +1 Voltage

Tease: 4d6 – All results of 5 or 6 grant only +1 Point; but all results of 6 cause each adjacent competitor to gain +1 Fumble Point.

Unsettling: 5d6 – You lose 2 Voltage, and each adjacent competitor loses 1 Voltage.