



# POKÉMON TABLETOP UNITED

## SEPTEMBER 2015 PLAYTEST PACK

### WHAT AM I LOOKING AT HERE?

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This is a supplementary playtest document for the fan-made Pokémon Tabletop United roleplaying system, written for use with the 1.05 release version of PTU.

We'll occasionally release packets like this one to test experimental content and give us a sandbox to play with ideas that aren't quite ready for a full release but which we want to get feedback and comments on. Everything you see here is subject to change!

### WHAT'S NEW IN THIS PACKET?

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While the last playtest packet back in May had a clear focus on mundane utility options and ways to build Trainers who don't necessarily specialize in direct combat or Pokémon support, this packet doesn't really have a singular focus.

Instead, it's a mish-mash of changes that are meant to smoothen out how the system plays or address concerns and issues that aren't worth a whole big update and would otherwise fall by the wayside. You could say some of these are quality of life improvements, such as a revision to make Capture mechanics faster, or quick and dirty balance changes like dialing back the effectiveness of some defensive options in the system.

We understand that some of these adjustments, despite addressing small subsets of the system, can actually result in pretty sweeping changes within a campaign! So keep in mind as you read this packet that all of this is playtest material, and it's also sort of a sandbox for us devs to play around with ideas that aren't quite ready for a full numbered release.

Stumbled on this PDF by chance and have no idea what we're talking about? Check the following links and resources! These are also where you can give us feedback on what you see here and keep up with new playtest packet releases.

- **PTU Site/Blog:** <http://pokemontabletop.com/>
- **IRC Channel:** #PokemonTabletop on Rizon
- **Forums:** <http://forums.pokemontabletop.com/>

Here you'll find:

Revisions to **Cheerleader** and some sources of **Damage Reduction**. With 1.05, we swung too far in the direction of buffing defensive play, and Damage Reduction as a whole became too powerful, especially when stacked.

A new draft of the **Medic** Class and related items and Features for wilderness survival.

Revisions to **Poké Edges**, especially for Mixed Attackers.

Revisions to the following core mechanics:

- **Capture mechanics** have been simplified and made to use d20s where rolling higher is better. This keeps it more in line with how the rest of the system works.
- **Tutor Moves** are now subject to restrictions by Pokémon level, which prevents Classes like Mentor and Chronicler from causing early game spikes in Pokémon Moveset power.

We hope you enjoy this playtest packet and look forward to your thoughts and comments!

- the PTU dev team (Doxy, zoofman, castfromhp)



## CHEERLEADER

ACTIVE POKÉMON SUPPORT



PASSIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: CHARM

For some Trainers, the path to victory isn't paved with complicated strategy or incredibly harsh training. Instead, they believe in their Pokémon and try to motivate them to battle to their best, even in the face of overwhelming odds. True to their name, Cheerleaders cheer on their Pokémon and drive them to greater heights of battle with their optimistic attitudes.

Cheerleaders bring shine and happiness to traveling groups of Trainers, their words of motivation keeping their allies going even after devastating attacks. This doesn't mean they're all about blind optimism with no substance, however. Cheerleaders need leadership skills, and under their guidance, allies can find their second wind or push themselves to act quicker in battle.

Teamed up with cheery and motivating Pokémon, a Cheerleader can keep a traveling party in high spirits and fighting at their best all the time.

## Cheerleader

[Class]

**Prerequisites:** Inspired Training, Novice Charm

At-Will – Extended Action

**Target:** Your Pokémon with at least 2 Tutor Points remaining

**Effect:** Your Pokémon loses 2 Tutor Points and gains the Friend Guard Ability.

## Moment of Action

[Orders]

**Prerequisites:** Cheerleader

At-Will – Standard Action

**Target:** Up to two Allied Trainers

**Effect:** Each target gains 1 Temporary Action Point.

These Action Points disappear after one full Round.

## Cheers

**Prerequisites:** Cheerleader

X AP – Swift Action

**Trigger:** You use [Orders]

**Effect:** The target or targets of the triggering [Orders] are Cheered for 1 full round. While Cheered, the target's Combat Stages cannot be lowered by foe's attacks, features, or abilities. This Feature costs 0 AP if the triggering effect affects only one ally, and costs 1 AP if it affects two or more.

## Inspirational Support

**Prerequisites:** Cheers, Adept Charm

Static

**Effect:** Whenever your Pokémon with Friend Guard targets an Ally with an Ability or Status Move, the targeted Ally becomes Cheered.

## Bring It On!

**Prerequisites:** Cheers, Adept Charm

1 AP – Free Action

**Effect:** You may trigger Bring It On! whenever...

- » A Cheered Ally takes Damage, to grant them 5 Damage Reduction against the triggering Damage.
- » A Cheered Ally makes a Save Check, to grant them a +2 Bonus on that check.
- » A Cheered Ally Takes a Breather, to grant them Temporary Hit Points equal to your Charm Rank.

A target may benefit from each "Bring It On!" effect only once per Scene.

## Go, Fight, Win!

[Orders]

**Prerequisites:** Moment of Action, Expert Charm

Scene x3 – Standard Action

**Effect:** Choose and perform one of the cheers below. You may perform each Cheer only once per Scene.

- » **Show Your Best!**: Choose Def or Sp.Def, all allies on the Field gain +1 CS in the chosen Stat.
- » **Don't Stop Now!**: All allies on the Field gain Temporary Hit Points equal to your Charm Rank.
- » **I Believe In You!**: All allies on the Field gain a +2 Bonus to evasion for 1 full round.

## Keep Fighting!

**Prerequisites:** 5 Cheerleader Features, Master Charm

Daily x2 – Free Action

**Trigger:** Your Pokémon or an Ally Trainer with over 1 Hit Point is reduced to 0 Hit Points or lower

**Effect:** That Ally's Hit Point count is reduced to 1 instead, and then gains Temporary Hit Points equal to your Charm Rank doubled.

## SUPPLEMENTARY CHANGES

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**Hold Hands** is changed as follows:

**Move:** Hold Hands

**Type:** Normal

**Frequency:** Scene x2

**AC:** None

**Class:** Status

**Range:** Melee, 1 Target

**Effect:** The target and the user each gain three Ticks of Temporary Hit Points, and a +2 Bonus to Save Checks for 1 full round.

**Contest Type:** Cute

**Contest Effect:** Get Ready!

**Heavy Shields** are removed from the system.

**Light Shields** (now just **Shields**) grant a +1 Evasion bonus rather than +2.

**Light Armor** is split into two varieties:

- » Light Armor grants +5 Damage Reduction against Physical Damage.
- » Special Armor grants +5 Damage Reduction against Special Damage.

**Heavy Armor** now grants +5 Damage Reduction against all Damage.

**Defense Curl** and **Withdraw** are now the following:

**Move:** Defense Curl

**Type:** Normal

**Frequency:** At-Will

**AC:** None

**Class:** Status

**Range:** Self

**Effect:** The user's Defense is raised 1 Combat Stage and they become Curled Up until the end of the Scene or they are Recalled or Take a Breather. When using the Moves Rollout or Ice Ball while Curled Up, the user gains a +10 bonus to the damage rolls of those Moves.

**Contest Type:** Cute

**Contest Effect:** Sabotage

**Move:** Withdraw

**Type:** Water

**Frequency:** At-Will

**AC:** None

**Class:** Status

**Range:** Self

**Effect:** The user's Defense is raised 1 Combat Stage.

**Contest Type:** Cute

**Contest Effect:** Sabotage



## MEDIC

TRAVEL AND INVESTIGATION



ACTIVE POKÉMON SUPPORT



ASSOCIATED SKILLS: MEDICINE EDUCATION

Wilderness Exploration, Competitive Battling, and Fighting Crime all run the risk of injury or worse. While Potions and other medical equipment are readily available, not much really compares to someone trained in how to treat injuries and medical emergencies. While the introduction of Poké Centers has somewhat lessened demand, the world of Pokémon has always had a great need for medical professionals ready to assist those in need.

Groups of Trainers on the road rarely do not have a trained Medic among them, not only for the practicality but also for the great number of them. Most begin their studies at local Poké Centers learning simple nursing; others come from Medical Schools; those from more out-of-the-way areas might just have knowledge on how to handle local herbal remedies. Regardless of how experienced they are, their presence is usually a welcome one.

## Medic

**Prerequisites:** Novice Medicine Education

Static

**Effect:** You are always considered to have access to a First Aid Manual and a Combat Medic's Primer, and are always considered to be Binding their Rank 1 Effects without actually using any AP.

## Front Line Healer

**Prerequisites:** Medic

Static

**Effect:** When you apply a Restorative, you gain +5 Damage Reduction for 1 full round. Whenever you use Combat Medic's Primer's Rank 2 effect, you may apply the same effect on yourself. Damage Reduction from this Feature does not stack with itself.

## Medical Techniques

**Prerequisites:** Medic, Adept Medicine Education

1 AP – Free Action

**Trigger:** You apply a Restorative Item

**Effect:** The target of the triggering action gains a Tick of Hit Points, plus an additional amount of Hit Points equal to your Medicine Education Rank.

## I'm a Doctor

[Ranked 2] [Gift]

**Rank 1 Prerequisites:** Medic

**Rank 2 Prerequisites:** Medic, Adept Medicine Education

Static

**Effect:** Each Rank, you gain one of Field Clinic or Medic Training and one of Nurse or First Aid Expertise.

## Proper Care

**Prerequisites:** I'm a Doctor, Field Clinic, Expert Medicine Education

Static

**Effect:** You gain additional bonuses to using Restoratives and Features while in a Field Clinic, Poke Center, Hospital, or other dedicated healing space that lets you access supplies.

- » When you trigger First Aid Expertise here, the injury that is Removed does not count towards the total number of Injuries that may be removed each day.
- » When you trigger Nurse here, Bandages cure 1 Injury after three hours, in addition the injury healed after 6 hours.
- » All Restoratives heal an additional 5 Hit Points. This stacks with the bonus granted by Field Clinic.

## Stay With Us!

**Prerequisites:** Front Line Healer, Master Medicine Education

Daily x3 – Full Action, Reaction

**Trigger:** An Ally is hit by an attack

**Effect:** You must be able to Shift to your target to use this Feature. If you can, you immediately do so, and may apply a Potion, Super Potion, Hyper Potion, Energy Powder, or Energy Root. Though damage, injuries, and all other effects of the triggering attack are finalized before this Feature is applied, do not determine if the target has been Fainted, Killed, or gained Injuries from Hit Point Markers until after the effects of the action chosen through use of this Feature has been resolved.

## SUPPLEMENTARY CHANGES

The [Gift] tag denotes Features which grant other Edges or Features. Whenever a [Gift] Feature is taken and you already have one of the denoted Edges or Features, you may instead choose to take another Edge or Feature (depending on what you have) for which you qualify. And yes, we'll be putting this on all the other stuff in the system that does this!

### BOOK CHANGES :

Remove the **Caretaker's Manual** and add the following:

#### Combat Medic's Primer

**Rank 1 – Novice Medicine Education:** After taking a Sprint Maneuver, you may apply a Restorative Item on an adjacent target as a Swift Action.

**Rank 2 – Expert Medicine Education:** Once per Scene as a Standard Action, you may target an adjacent ally. The target may immediately Take a Breather as a Full-Action Interrupt if they wish. They do not Shift and do not become Tripped as part of this action. If the target is Confused or Enraged, you must make a Medicine Education Check with a DC of 12 for them to be able to Take a Breather.

### NEW EDGE :

#### Field Clinic

**Prerequisites:** Adept Medicine Education

**Effect:** Whenever your party Sets Up Camp, you may spend ₣200 worth of Medical Scrap to set up a Field Clinic. While using the Field Clinic, all members gain the following benefits;

- » You may spend ₣300 of Medical Scrap to create and apply a Bandage or use a First Aid Kit
- » If you have the Nurse Feature, you may spend ₣300 to activate it without Draining AP.
- » Potions, Super Potions, Hyper Potions, Full Restores, Revives, Energy Powders, and Energy Roots used in this area heal their target an additional 5 Hit Points.

(Setting Up Camp is just as it sounds; any time you prepare a safe area to rest as an Extended Action, that counts for the purposes of Field Clinic.)

### NEW GENERAL FEATURE :

#### Nurse

**Prerequisites:** Expert Medicine Education

Drain 2 AP – Free Action

**Trigger:** You take an Extended Rest

**Effect:** During this Extended Rest, Pokémon and Trainers in your care gain the benefits listed below. The AP Drain cost from triggering this Feature is applied after the Extended Rest is completed and AP Drain has otherwise been restored.

- » They heal 1/8th of their Max Hit Points per half hour of rest instead of 1/16th (does not stack with Bandages).
- » If the Extended Rest lasts at least 6 hours, they may remove 1 Injury.

### NEW APOTHECARY TALENT :

Remove **Medical Techniques** and replace with:

#### Affliction Techniques

**Prerequisites:** Patch Cure, Expert Medicine Education  
1 AP – Free Action

**Trigger:** You use a Antidote, Burn Heal, Ice Heal, or Paralyze Heal

**Effect:** If the target successfully cures the target of its linked Status Affliction, the item has additional effects.

- » **Antidote:** The target gains +1 Special Defense Combat Stage.
- » **Burn Heal:** The target gains +1 Defense Combat Stage.
- » **Ice Heal:** The target gains +1 Attack or Special Attack Combat Stage
- » **Paralyze Heal:** The target gains +1 Speed Combat Stage.



## CAPTURE MECHANIC CHANGES

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A **Capture Roll** is now a 1d20 roll where you aim to meet or exceed a target number. If you have gained the Amateur Trainer bonus at Level 5, add +1 to this roll. If you have gained the Capable Trainer bonus at Level 10, instead add +2 to this roll. If Veteran Trainer, +3; if Elite Trainer, +4, if Champion, +5.

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

A Pokémon's base Capture Rate is 10. For each 10 Levels it has, add 1 to this Capture Rate.

In the event you want the Pokémon to be more difficult to catch, like if it were a Boss, Shiny, or a Legendary Pokémon, then raise this number by a value between 5 and 20 based on what you feel is appropriate for its rarity. Remember that Pokémon that have been Knocked Out cannot be captured; Poké Balls will simply fail to attempt to energize them.

Next, go down the following checklist. For each condition that applies check every check box next to the condition. Then, at the end, add up the total number of check boxes and subtract 2 from the Pokémon's Capture for each check box.

- Is the Pokémon at or under 50% its maximum Hit Points?
- Is the Pokémon at or under 25% its maximum Hit Points?
- Is the Pokémon suffering from 5 or more Injuries?
- Is the Pokémon suffering from at least one Persistent or Volatile Status Affliction?
- Does the Pokémon have exactly two evolution stages remaining?
- Does the Pokémon have exactly one evolution stage remaining?

For example, a **level 10 Pikachu** at 70% Hit Points and Confused would have a Capture Rate of 7.

**Math:** Base (10+1) -2 (Status Affliction) -2 (one evolutionary stage) = 7

A **Shiny level 30 Caterpie** that is at 40% Hit Points would have a Capture Rate of 12.

**Math:** Base (10+3) +5 (GM discretion Shiny bonus) -2 (Hit Points) -4 (two evolutionary stages) = 12

A **level 80 Hydreigon** that is at exactly 1 Hit Point and is Burned, Poisoned, and has 5 Injuries would have a Capture Rate of

**Math:** Base (10+8) - 4 (Hit Points) -2 (Status Affliction) -4 (Injuries) = 10

## SUPPLEMENTARY CHANGES

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**Poké Balls** are pretty easy to convert. Flip the sign on all modifiers, then divide by 5. For example, a Great Ball gives a +2 bonus to Capturing. An Ultra Ball gives +3. A Timer Ball starts at -1 and can go up to +4. As a general rule, you can apply this to most other effects in the system that affect Captures. For example, Capture Specialist's Snare gives a +2 bonus.

In addition, replace Gotta Catch 'Em All with the following revision:

### Gotta Catch 'Em All

**Prerequisites:** Advanced Capture Techniques Rank 3  
Static

**Effect:** Every time you Capture a Wild Pokémon that is a member of an evolutionary family of which you own no other Pokémon, you gain 1 Collector Stack. Whenever you make a Capture Roll, you may spend up to three Collector Stacks to gain an equal bonus to your Capture Roll, or you may spend three Collector Stacks to re-roll entirely.



## TUTOR AND INHERITANCE MOVE CHANGES

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All Moves taught through **Tutoring Features** (Ex: Mentor's Move Tutor and Egg Tutor, Chronicler's Archive Tutor) now have prerequisites:

- » Pokémon under Level 20 may only learn Moves of an At-Will or EOT Frequency with a max Damage Base of 7.
- » Pokémon from Level 20 to 29 may only learn Moves with up to a Scene Frequency and max Damage Base of 9.
- » Pokémon at Level 30 and above have no restrictions when being taught Moves through Tutors.

This applies to **Inheritance Moves** as well. If a Pokémon were to have Heal Pulse as its only Inheritance Move, that Move would be gained at Level 30 despite the Level 20 slot for Inheritance Moves being empty.

## POKÉ EDGE CHANGES

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**Basic Ranged Attacks** now has no Level Prerequisite.

**Mixed Sweeper** is replaced with the following:

### Mixed Power

**Prerequisites:** Level 10, Invested at least 5 Level-Up Stat Points into both Attack and Special Attack

**Cost:** 2 Tutor Points

**Effect:** The user gains the Twisted Power Ability.

**Fire Ace's Incandescence** is adjusted as follows:

### Incandescence

[Orders] [Stratagem]

**Prerequisites:** Brightest Flame, Type-Linked Skill at Expert

Bind 2 AP – Standard Action

**Trigger:** Your Fire-Type Pokémon

**Effect:** While this Feature is Bound, the target gains the Mixed Power Poké Edge effect when using damaging Fire-Type Attacks. If the target already has Mixed Power, they instead add their entire Attack and Special Attack Stats to all damaging Fire-Type Attacks, instead of one or the other. This does not stack with Twisted Power.

The following Pokémon which naturally gain Twisted Power instead gain the Abilities below in that slot:

**Tynamo Line:** Sequence

**Cacnea Line:** Needles (Rough Skin becomes a Basic Ability, Needles is an Advanced Ability in its place)

**Exeggcute Line:** Eggscellence

**Carvanha:** Pack Hunt

**Sharpedo:** Bully

**Murkrow:** Magician

**Hydreigon:** Bully

## NEW AND ADJUSTED ABILITIES:

### Ability: Needles

Static

**Effect:** Connection – Needle Arm. Whenever the user hits a target with a Physical Melee attack, that target loses a Tick of Hit Points.

### Ability: Sequence

At-Will – Free Action

**Trigger:** The user uses an Electric Attack

**Effect:** For every allied Electric-Type Pokémon adjacent to the user, the triggering Attack deals an additional +3 Damage.

### Ability: Eggscellence

Static

**Effect:** Connection – Barrage. The user receives STAB when using Barrage and Egg Bomb. These Moves deal Damage as if one step more effective on 16+.