

GAME OF THROHS



The Official Pokémon Tabletop
United Fantasy Guidebook

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Special Thanks To...

Trulhamaren, who provided a lot of feudal expertise, Arcran for inspiring the Weapon Specialist and Weapon Edges, and everyone who's been a part of the PTA and PTU communities for all the help over the years! We couldn't have done this without you.

Information Sourced From

Bulbapedia

Artwork

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Introduction

Game of Troths: Evolution is Coming, is the official Pokémon Tabletop United guidebook for creating and running Fantasy campaigns, or introducing fantasy or medieval-themed elements into any PTU campaign. Not every campaign will benefit from using the contents of this book, but GMs are recommended to pick and choose elements they like to create their own campaign world. Treat this book as a toolkit.

Chapter 1 covers most of the fluff information you'll need to make your settings work. Things such as Poke Balls and Pokémon Centers are included here. Additionally, there are some refluffed fantasy variants on some Pokémon who don't work well in your average setting due to their more technological roots.

Chapter 2 is the armory. We've jam-packed it full of weapons, armor, traps, and even siege engines. If you're looking for guidelines on creating your own weapons, or consumable throwing weapons, you'll find them here as well.

Chapter 3 details information on the kinds of trainers you'll find in your fantasy campaigns. We go into detail as to how to handle fluff surrounding supernatural powers, list off various combat edges and features, and the *Weapon Specialist* Trainer Class.

Chapter 4 is the final chapter, covering a series of sample campaign settings that you can use in your games. Each of them is detailed enough that you should be able to run a game in the setting with minimal preparation.



The Black Glove here! As a Fantasy enthusiast and lead designer of this splatbook, I'm *super* excited to share with you all this book has to offer! Look for these blue text boxes around the pages. I've filled them with helpful information and notes concerning balance. Happy gaming!

Chapter 1: Setting Information

Let's kick things off by discussing the various levels of fantasy. Depending on the level you wish to use for your campaign, you may want to use fluff in various ways. We'll cover the basic 2, then go over some sub-genres of Fantasy for your convenience.

High Fantasy

High Fantasy settings feature magic as an element of everyday life. Sure, you may not see great sages walking around everywhere, but magical items might be a centerpiece for daily life. Uses for magic range from use in combat to protect oneself to generating electricity for a home. Items of power might enable someone to hold many objects in a small container, or enabling the user to throw fireballs around. This also includes magitech, enabling you to combine fantasy and sci-fi settings.

Examples: Dungeons and Dragons, "Tales of" Series, Final Fantasy, Harry Potter.

Low Fantasy

Low Fantasy worlds often have a magical element, but it's not as pronounced. Shamans and Hedge Witches may exist, but they're not as common and/or as powerful as they would be in high fantasy, usually limited to some foresight or healing ability. Magic at this level tends to have a strong spiritual theme.

Examples: Lord of the Rings, Conan the Barbarian, Pirates of the Caribbean

Sub-Genres

While Fantasy itself is a vast and large genre, to make it easier for you, we've divided it into a set of 5 major sub-genres below. Each of these is only a guideline to make your setting, so be sure to decide for yourself which aspects to use and which to ignore.

The Black Glove: Note that there is no "Urban Fantasy" genre below. This is because Pokémon itself is very much an Urban Fantasy in its basic setting, meaning there's really no need to apply more to it. All below fantasies are set in time periods that would occur in the past, rather than the present or future of the Pokémon world. If you wish to make a more fantastical urban setting, simply add some of these fantasy elements to your game.

Western Fantasy

Examples: Final Fantasy, Dungeons and Dragons, Lord of the Rings, Dragonquest



When people think of Fantasy, Western Fantasy is often the first to come to mind. Swords and sorcerers, kings and commoners, dungeons and dragons—well, you get the idea. This sub-genre takes place before the invention of most types of technology, such as guns, electrical devices, and indoor plumbing. Any player who is familiar with D&D, or other fantasy roleplaying games, will likely enjoy this one.

Setting:

Western Fantasies often take place in vast worlds with various types of settings, though often center around western-influenced locations. Castles are usually the centerpiece, holding nobility such as a King/Queen or a Lord/Lady. Heroes often gather at taverns or adventurer's guilds to gather information or find work.

As a GM How Should I Prepare?:

Feudal societies are often the key governments in Western Fantasy. A King who rules over his lords, who rule over the commoners. Political conflict can be as key to a good plot as simple quests like "gather some wood from the forest". Also, make sure you have an idea of which obstacles lie in the path of your heroes. They want to go to the mountain peak? They can either pass through the scary forest, or they can take the long way around and pass through a den of thieves. Everywhere is an adventure.

Eastern Fantasy

Examples: Rurouni Kenshin, Jade Empire, The Last Airbender, Journey to the West



While a large amount of Fantasy stories take place in Medieval Europe or some stand in Pseudo-Medieval Europe, there are many stories that carry a more eastern flair to them. The change in setting by no means removes any of the common fantasy elements. Mankind exists split into a feudal system that is heavily influenced by Confucianism. Demons, legendary creatures, and even a large variety of deities can be found everywhere. An interesting thing to note is that there is usually a larger focus on unarmed combat (ie, Martial Arts).

Setting:

Eastern Fantasy settings are usually based in or on Asian countries such as China or Japan. The residents of an Eastern Fantasy setting are usually very spiritual. Much of their daily contain some kind of reverence for the supernatural or those who have passed on, and it is not unlikely for there to be local gods for even the smallest town. While there may be an overall religion, it would not be unlikely for a town to worship a certain dragon, demon, or god. The political system will often either have many tribes or kingdoms fighting for dominance or one Emperor that rules over the land with the help of nobility.

As a GM How Should I Prepare?:

It would be best to figure out the goals of each faction as you plan them out. Do they want to take over another to gain power, or establish an alliance? Since spiritual beliefs also play a strong role, sort out which deities have more influence over a certain region or group. Then, decide where your players fall in the gaps.

Arabian Fantasy

Examples: Magi, Aladdin. Arabian Nights



While one of the more uncommon sub-genres, Arabian Fantasy is very tricky to pull off. The reason? The setting. It's difficult to travel anywhere when the entire campaign is a desert. Arabian Fantasy settings are best used in one-off adventures in larger campaigns, though through some clever placement, you can set up a grand story. Just don't expect your players to travel for long distances. The Genie Legendaries, Thundurus, Tornadus, and Landorous, would be a fun touch in the long run.

Setting:

Arabia is a desert-like climate, and people who live out there have their own issues- sandstorms, blazing heat, bandits... they tend to be fairly mobile, bar a few great cities that are ruled over by a Sultan. Most of the mystery tends to come from the desert itself- what sort of ruins are hidden under the ever-shifting sands? Rumors of magic lamps, flying carpets, and ancient curses abound here.

As a GM How Should I Prepare?:

Any adventure that takes place in an Arabian Fantasy should center on the city. The desert is a cruel place, and the city is simply the best place for players to interact with life. A bazaar is a great place for players to purchase and/or barter for supplies, find new quests and jobs, and uncover the beginning of your next plot hook. As for adventuring locations, traveling to other cities, or searching through ruins or caves beneath the sand are always fun.

Pirates

Examples: One Piece, Pirates of the Caribbean, Skies of Arcadia, Peter Pan, Piratica



Yo ho, yo ho, a gamer's life for me! The swashbuckling, high-seas adventure of a Pirate can appeal to many, and the ability to travel to various different lands via boat makes it a great way to travel to find various adventures. Sometimes, Pirates are horrid scum, sometimes, they're just adventurers who don't want to follow the rules. Regardless of your party of sea-dogs, you should be prepared for some action.

Setting:

Pirates are all about freedom. Typically, this leads to them heading out to sea, traveling from island to island and rarely lingering too long. In higher fantasy campaigns, they may be flying sky ships, enabling them to fly to mountains or islands floating in the skies.

As a GM How Should I Prepare?:

Create a general map of where your players could sail to in a reasonable amount of time. Each of the islands you put on this map needs to be prepped with at least some basic info before the players sail out. Pirates need an opposing force as well- Marines or a Navy would be a good option. Give the players a ship to sail on, or at least the method to acquire one.

Steampunk

Examples: Girl Genius, Steam Boy, Fullmetal Alchemist



I'm sure a lot of people are now asking "Why is Steampunk in the Fantasy book? It's based on technology, so shouldn't it be Sci-fi?". Steampunk is a very interesting addition indeed in that it's based on tech, but it's based on tech that logically shouldn't happen until far into the future, such as the ultra-high compression of Steam Boy's Steamballs, or the self-awareness aspect of Girl Genius' clockwork mechs.

Setting:

Steampunk is traditionally set in Victorian London, or similar settings. Inventors and tinkerers are common, and as such, so are labs. The occasional explosion from one of these labs is just another part of modern life. Royalty also tends to have some influence, be it a Queen or a Baron.

As a GM How Should I Prepare?:

Players will be anxious to create their own fantastical inventions. Make sure to keep control over the resources, time and outcome of their inventions. If you can keep them on the move, you will in turn, limit their inventing time. However, do make sure they have a chance to sit down every once in a while.

Refluffing your Fantasy World

When dealing with a change in setting, you often have to deal with alterations to how certain items work. Below is a list of suggestions you can use to re-fluff core items in fun and inventive ways.

Poke Balls

The core of the Pokémon franchise is the Pokémon, so naturally, the most important item in the series is the Poke Ball, used to capture them. Pokémon is a technological marvel out of a sci-fi campaign, so how do they work in fantasy?

Pokémon Gold, Silver, and Crystal introduced us to the history of Poke Balls, specifically, the Apricorn Balls. According to the games, before basic Poke Balls were invented, skilled crafters hollowed out Apricorns in order to create Pokémon capturing devices. Apricorns are a great way to get your players interested, and makes each Apricorn they find all the more precious.



Alternatively, Poke Balls can be magical in concept, objects created by infusing some sort of sealing magic into orbs or gems (a great reason to use the Gem items).

Along with this comes the question of if you even want to use Poke Balls at all! You could run a very fun campaign by having the Pokémon out of their balls at all times, giving the players a reason to pay attention to rations more closely, and perhaps developing a closer bond as a result.

TMs and HMs

A very simple way to add TMs to your campaign is through "Tome Magicks". Various scrolls written by mages scattered throughout the region, and when the words of power are read to a Pokémon, the scroll burns up, infusing the target with its magic, granting them a new move. Alternatively, the book could work as an instruction manual, requiring your players to take some time aside and train their Pokémon to learn the technique.

Pokémon Centers

Unless you're running a magitech setting, odds are that there's not going to be a magical little device behind the counter that chimes when your Pokémon are all healed. How to get around that? The first alternative would be to simply have a group of White Magic Mediums standing behind the counter, but consider a few other options.



In fantasy games, Churches are quite common, the blessings of a God can restore strength to your fallen or injured allies. In addition to being a great place to pick up new quests, the local tavern or inn can improve one's healing rate. Whether there's magic at work or just the comforts of a warm bed and a meal are for you to decide. Springs can be filled with rejuvenating water, but be careful with this one. The players may try to bottle it up.

The Black Glove: Check out our "The Blessed and the Damned" Splatbook for more on Pokémon Pantheons and Religion.

The Storage System

Suffering similar issues with Healing Machines, unless you're running a magitech world, the teleportation technology used by the Pokémon Box Storage isn't readily available. While some form of teleportation magic would be a simple solution, here's another suggestion; keep spare Pokémon with the players, but have the rest of their Poke Balls stored in a bag or backpack. Only the chosen six are easily accessible through pockets or belts.

Pokédex

The simplest way to fluff a Pokédex is with a book. A "monster manual" of sorts that keeps track of information about these creatures. Perhaps one of the party members is in the process of writing it as your adventure goes on, recording new information as it is discovered. For an effect similar to the Pokédex's scan, you can give the book a magical effect, causing it to flip to the page with information about the target.

Variant Pokémon

In a fantasy setting, some Pokémon, like Porygon and Voltorb don't make a lot of sense. Here are some ways to include other Pokémon in your settings.

Arcane Voltorb

It is believed that the Apricorn plant is special, a giver of life that drops seeds to the earth. Every so often, one of these seeds is infused with arcane power, and comes to life as a new Voltorb. Due to the instability of the magic inside them, Voltorb and its evolution Electrode are prone to exploding in bursts of power.

Mechanical Changes: Type changes to Grass/Electric. Voltorb may learn Grass Type moves such as Grass Knot and Magical Leaf.

Poltergeist Rotom

Many ghosts enjoy playing pranks on unsuspecting humans, but none does it in quite the same method as Rotom. This ghost houses powerful magics that enable it to toss around objects, moving them to its will. They seem to particularly enjoy possessing magical items, whenever they can do so.

Mechanical Changes: Rotom loses the Wired Capability and gains the Telekinesis Capability. It loses Edu: Tech 4d6+4 and gains Edu: Occult 4d6+4.

Magical Porygon

A result of many of magical tomes being tied together in a book and activated at once, Porygon is an embodiment of magic.

Mechanical Changes: Porygon loses Edu: Tech 3d6, and gains Edu: Occult 3d6. Porygon loses the Wired capability and gains General Education 3d6.

Chapter 2: *The Armory*

Trainers can don equipment to help protect them on their journeys or grant them special effects. They may only equip one piece of Equipment per Equipment slot though. The slots each correspond to a part of the body; Head, Main Hand, Off-Hand, Body, and Feet. Additionally, each trainer has an Accessory slot for other items.

“Held Items” and “Equipment” share many similarities. “Equipment” is useable only by trainers. Most held items are useable by trainers as well, as Accessory-slot items, but some may differ according to their description (See the PTU Player Handbook for more on held items).

Equipping a piece of equipment or switching for another takes a Standard Action, similar to how equipping a held item onto a Pokémon is a Standard Action that causes the Pokémon to forfeit their next turn. Keep this in mind when entering battle!

About Weapons

Weapons are Main Hand equipment (though there are exceptions) that modify Struggle Attacks, enabling them to deal more damage, or attack from a distance. Weapons also allow Trainers to use Moves or gain bonus effects through the use of various Combat Edges.

About Armor

Armor is all about protection, helping the wearer resist attacks. Armor fills more slots than weapons or accessories, taking up the slots for Head, Body, and Feet. Shields, an off-hand slot item, are also included in the Armor category. Damage reduction granted by armor does not apply towards Evasion, and is not affected by Combat Stages.

About Accessories

Accessories generally grant small bonus effects to the user. Almost all held items, such as type boosters, are accessories.

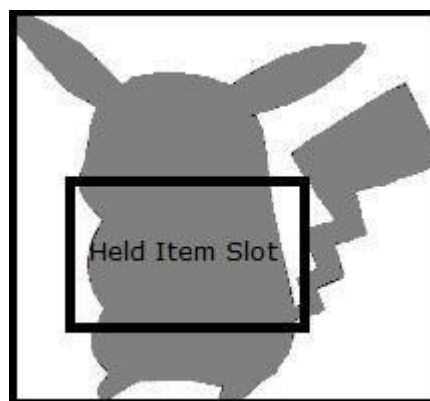
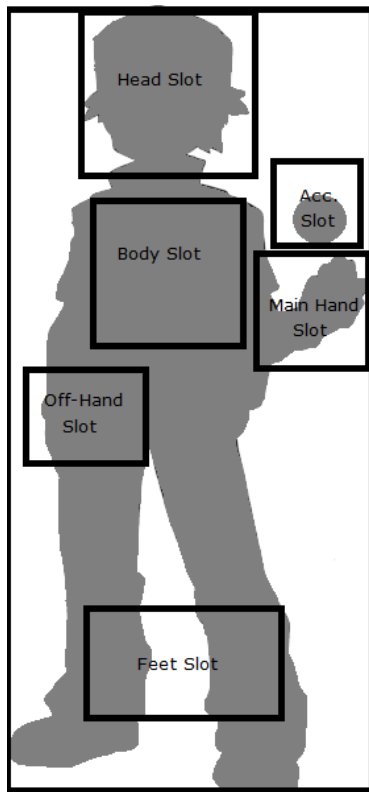
About Equipment and Pokémon

Pokémon can use Equipment, like Weapons, Armor, and Accessories, as their Held Item. Unlike Trainers, Pokémon have only one slot - they must choose between a piece of armor, a weapon, or a more typical Held Item like a Berry or Type Booster.

Any Move granted via a piece of Equipment does not take up a Move Slot on the Pokémon. It's inherent to the item, not the user. (This prevents the Pokémon from being unfairly disempowered when it loses the weapon in question.)

Any Move granted via a taught Edge *does* take up a Move Slot on a Pokémon. This is because the moves, while requiring a weapon to use, tend to have additional power or effects on them to make up for this. Count them as Move Tutor/TM moves for the sake of move slots.

Finally, Pokémon may not use a piece of Equipment if they lack the body part to put it on. A Geodude may use a bow and arrow, but it cannot equip Running Shoes, since it lacks feet; a Gastly cannot use any Equipment except Head-slot items, since it has neither hands, feet, nor torso. Even a Gastly can still hold and use more typical Pokémon items like Berries, however, enabling it to use Accessory-slot items. Use common sense, and remember to listen to the GM.

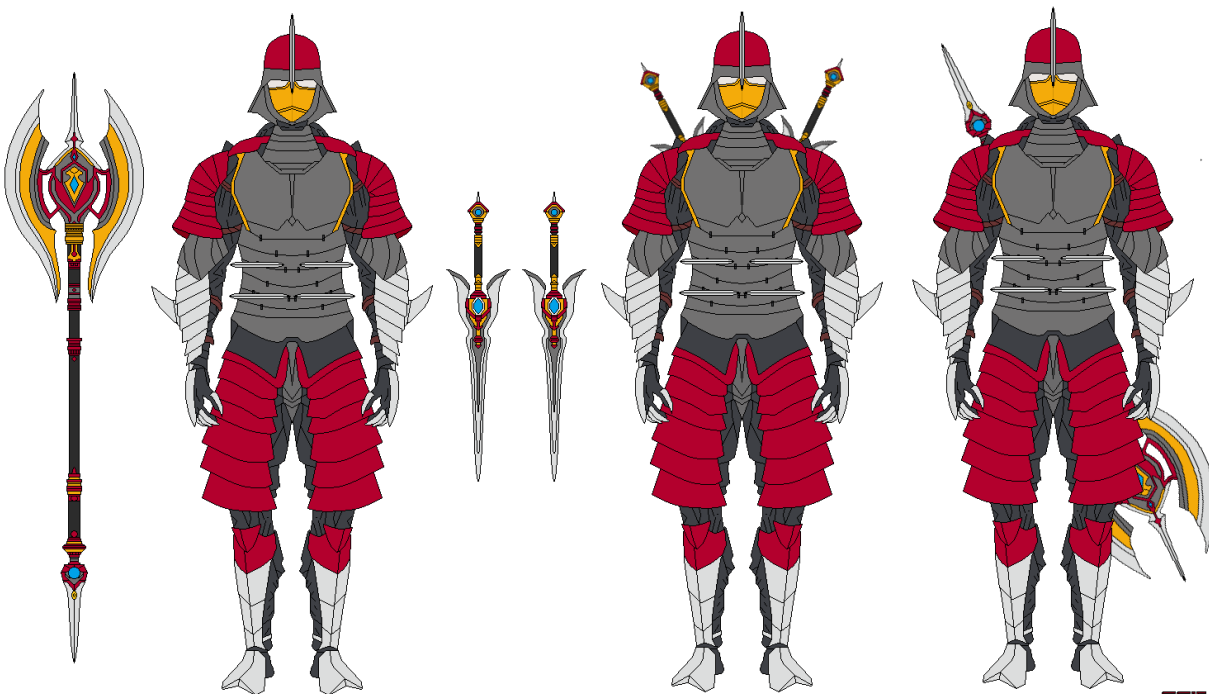


Weapons

Weapons are divided into 8 Weapon Types; Slashing, Thrusting, Bludgeoning, Coiled, Hand, Throwing, Ranged, and Shields. All weapons, however, deal +1 Damage Base to Struggle Attacks, an additional +1 Damage Base and +1 AC if the wielder uses 2 hands to swing it. Additionally, Coiled Weapons have a range of 4, Ranged Weapons have a range of 12, and Ranged category weapons cannot target foes closer than 4 meters. All other weapons are melee range, with the exception of throwing weapons, which have a range equal to the user's throwing range.

Weapon Type determines only 2 things- firstly, the weapon edge that can be used with the weapon. Secondly, the type of damage it deals. The latter is only an important factor when the enemy is wearing armor that may reduce damage from certain weapon types, such as chainmail that resists Slashing damage.

Additionally, certain weapons may be able to help with certain tasks. For example, a Slashing weapon like a knife or a sword would be great for cutting your allies free from rope, but a Bludgeoning weapon like a hammer or club would be much more suited to breaking open locks or crates. It's up to the player to get creative as to how they can use their weapons.




SC66

Weapon Creation Guidelines

When creating a weapon for your campaign, you may be confused as to how to go about it. Sure, you could just slap on a +1 Combat Stage per day and call it good, but some players want weapons that do exactly what they are designed for. For your homebrewing pleasure, here are some weapon creation guidelines. We'll use an exotic weapon, the Chinese-created crescent moon spear, as our example.

1. Consider the weapon size- a larger weapon will require 2 hands, and grant +2 Damage Base to Struggle Attacks, but a smaller weapon will grant +1 Damage Base. In our example, the moon spear requires 2 hands, so it would grant +2 Damage Base.
2. Consider the weapon type- what is the weapon meant to do in terms of damage? Bladed? Bludgeoning? Thrusting? Our example weapon has crescent-shaped blades on either end, and is therefore a Bladed Weapon.
3. Consider the weapon's purpose- How is it used in combat? The blades of the spear in our example weapon are curved inwards, and the outer edges are dull. The weapon is actually used to trip and disarm opponents, rather than cause them direct harm. As such, the weapon drops in damage base by 1, and grants bonuses to the trip and disarm maneuvers.

With this information, our example weapon looks like this:

	<p style="text-align: center;">Crescent Moon Spear</p> <p><u>Two-Handed Bladed Weapon</u> +1 Damage Base +2 to Trip and Disarm Maneuvers</p>
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Other Effects:

The following are other fun effects you might add to your weapons, especially rare ones.

Heavy Weapon- The weapon is immensely large, increasing its damage base by 1, but due to the weight, your struggle attacks with that weapon are EOT frequency.

Slayer- The weapon was designed to take out certain opponents. Deals +1 damage base, but to a very specific kind of foe (for example, dragons, legendaries, ghosts, etc.).

Magical- Magical weapons may enable trainers to use a move they didn't normally know, or deal damage based on another type.

Smith

[+2 Attack] [Ranked 2]

Rank 1 Prerequisites: Novice Focus, Novice Athletics

Rank 2 Prerequisites: Adept Focus, Adept Athletics

Extended Action

Rank 1 Effect: You may create Weapons for 2,000, Shields for 2,000, and Light Armor for 6,600

Rank 2 Effect: You may create Helms for 1,500, Heavy Shields for 3,000 and Heavy Armor for 10,000.

Example Weaponry

Name	Effect	Cost
Short Sword	1 Handed Slashing Weapon. +1 Damage Base.	3,000
Long Bow	2 Handed Ranged Weapon. +2 Damage Base. Range 12.	3,000
Whip	2 Handed Coiled Weapon. Can initiate grapples from a distance. +1 Damage Base. Range 4.	3,000
Javelin	2 Handed Thrusting Weapon. Does not take penalties from being thrown. +1 Damage Base.	3,000
Great Maul	2 Handed Bludgeoning Weapon. +2 Damage Base. Ignores damage reduction and defense evasion granted by Equipment. Struggle Attacks made with this weapon are EOT frequency.	3,000

Consumable Weapons

When other weapons aren't handy and available, everyone is capable of throwing things. Below is a list of consumable resources for your players to purchase, craft, and use. Throwing an item is a Standard Action as an AC 4 Struggle attack. Evasion is determined by the item.

Name	Effect	Evade	Cost
Smoke Ball	Use the move Smokescreen. Consumed on use.	N/A	500
Caltrops	Use the move Spikes. Consumed on use.	N/A	500
Toxic Caltrops	Use the move Toxic Spikes. Consumed on use.	N/A	500
Acid Vial	Use the move Acid. Do not apply stats. Consumed on use.	Special	500
Explosive Vial	Use the move Egg Bomb. Do not apply stats. Consumed on use.	Special	850
Alchemist's Fire	Use the move Will-o-Wisp. Consumed on use.	Status	850
Gravelerock	+0 Damage Base. Can be thrown. Consumed on use.	Physical	650

The Black Glove: Remember that your throwing range is equal to your Athletics Rank+4. This means everyone has a minimum throwing range of 5, and a maximum possible range of 12!

Armor and Shields

Armor is essential gear when traveling through a world of mystical creatures who can shoot lightning and fire at you. Armor provides Damage Reduction, which is a fancy way of saying it applies to both Defense and Special Defense. Damage Reduction granted by Armor or Shields does not raise evasion, and is not affected by defensive combat stages.

Body Slot Equipment

<u>Name</u>	<u>Effect</u>	<u>Cost</u>
Leather Armor	+5 Physical Damage Reduction	4,500
Mage Robes	+5 Special Damage Reduction	4,500
Light Armor	+5 Damage Reduction	8,000
Chainmail	+3 Damage Reduction. You are one step resistant to Slashing Weapons.	7,500
Heavy Armor	+10 Damage Reduction. Speed's Default Combat Stage to be -1.	12,000

Head Slot Equipment

<u>Name</u>	<u>Effect</u>	<u>Cost</u>
Bronze Helm	You reduce damage from Critical hits by 5. You cannot be flinched by the moves Headbutt and Zen Headbutt.	1,750
Iron Helm	You reduce damage from Critical Hits by 15. You resist the moves Headbutt and Zen Headbutt, and cannot be flinched by these moves.	2,250
Bandana	1/Daily, you may use the move Focus Energy.	2,000

Shields (Off-hand or Main Hand)

Shields grant evasion bonuses. When you have a shield equipped, you may shift into a defensive stance as a Standard Action. This increases your Evasion by an additional +1.

<u>Name</u>	<u>Effect</u>	<u>Cost</u>
Light Shield	Grants +1 Evasion.	3,000
Heavy Shield	Grants +2 Evasion. -1 Speed Combat Stage. If the wielder uses both hands to hold the shield, this penalty is negated.	4,500
Mirror Shield	Grants +1 Evasion. When in a defensive stance, you are immune to the moves Flash, Mirror Shot, Flash Cannon, Glare, and Hypnosis.	3,500

Feet Equipment Slot

Name	Effect	Cost
Boots of Speed	Grants +2 to Athletics Checks, and increases your Overland speed by 1.	2,000
Hiking Boots	Grants the Naturewalk (Forest) and Naturewalk (Grassland) Capabilities.	1,500
Snow Boots	Grants the Naturewalk (Tundra) Capability. Overland is reduced by 1 when on ice or deep snow.	1,500
Kuriboh's Shoes	The user is immune to the effects of Spikes and Toxic Spikes.	2,000

Accessory Slot Items

Name	Effect	Cost
Ruby Crystal	Grants +15 Maximum HP	6,000
Saddle	Pokémon Only. Gives the Rider +3 to all checks made to mount and stay mounted.	3,000
Warrior's Emblem	Grants +5 Attack	6,000
Guardian's Crest	Grants +5 Defense	6,000
Focus	Grants +5 Special Attack. When molded into a Weapon, causes the Weapon to deal Special Damage instead of Physical. Depending on what the Focus object is, it may be part of the Head or Offhand Slot.	6,000

The Black Glove: As with weapons, these are not the only types of armor that you can have in your campaign. Get creative with bonus effects, such as healing, type resistance, or even recoil under certain conditions. However, do keep in mind that damage reduction can build up quickly, so be careful if you plan to go heavier than Heavy Armor.

Traps

Dungeon crawling is a dangerous occupation, and the route to treasure is fraught with danger. To find traps, players should make Perception skill checks, and then make Education: Technology checks to disarm them, assuming the mechanism is in reach. Each Trap below also has an AC check to see if players can avoid or endure the damage. As always, these are only sample traps, and you should feel free to create your own.

Flame Trap

AC: 3, Special

Effect: When the plates are triggered, anyone caught standing on a trap takes Damage Base 4 Fire Damage. Do not apply stats, but do apply weakness and resistance.

Collapsing Wall Spikes

Effect: When this trap is triggered, the walls will grow spikes and slowly begin moving inward potentially crushing those unfortunate enough to get stuck in them. This prompts the players to move quickly or be crushed.

Pits

Effect: Those who fall in take falling damage based on the depth of the pit. Placing additional dangers (such as spikes, boiling water, and wild Pokémon) at the bottom of the pit is recommended for handling higher level players.

Poison Gas

AC: 4

Effect: When triggered, a poisonous gas is released into the air. Players that do not have proper protection from airborne toxins will become Badly Poisoned.

Falling Boulders

Effect: When triggered, a boulder will drop from the ceiling. The boulder will travel in a straight line, inflicting Damage Base 20 to anything it runs over. The boulder will not turn unless the hallway is designed with curves in it, so it is suggested that you make the hallway just large enough for the boulder to fit in to make it harder for the PCs to escape. The boulder moves at Overland 3 each round.

Tripwire

AC: 2

Trigger: Stepping through the tripwire's square, opening a door/chest.

Effect: Often used as triggers to other more devious traps, an unaware target who passes through a square with a Tripwire in it becomes Tripped. You can step or jump over the tripwire to avoid it, treating it as rough terrain.

Arrows

AC: 4

Trigger: Stepping through the tripwire's square, stepping on a pressure plate, etc.

Effect: Arrows are fired from holes in the walls, dealing damage as if they were a Struggle Attack with a two-handed ranged weapon. For variety, you can add poison or fire to the arrows, giving them bonus effects such as Burn or Poison on AC 17-20.

Siege Weaponry

Add some type values, defense and thingies

Battering Ram

HP: 200

AC: 3

Frequency: EOT

Range: Melee

Damage Base: See Effect

Effect: Battering Rams vary in size. For every additional person holding the battering ram, this weapon deals +2 Damage Base, capping at 16.

War Ladder

Effect: A ladder placed against the side of a castle wall in an attempt to get inside. As a full action, you may make an Athletics Check with a DC of 10. On success, you successfully set up the ladder. On defense, you may make an opposing Athletics Check with a bonus of 1 for every target on the ladder as a full action. If you succeed, the ladder falls backwards, and all targets on the ladder take falling damage based on ladder height.

Ballista

HP: 300

AC: 6, Physical

Frequency: EOT

Range: 15

Damage Base 10: 3d8+10 / 30

Effect: An incredibly long-range weapon. Once set up, a Ballista must be taken down or destroyed to be moved, which requires 2 Full Actions. Grants Piercing.

Catapult

HP: 300

AC: 6, Physical

Frequency: EOT

Range: 10

Damage Base 8: 2d8+10 / 21

Effect: Mobile, at Overland 3, but takes a Full Action to fire.

Cannon

HP: 350

AC: 8, Physical

Frequency: EOT

Range: 10

Damage Base 12: 3d12+10 / 40

Effect: Explodes in a 1 meter burst upon impact. Those in the burst rather than the impact point take Damage Base 6 instead. Cannons are heavy, and needs 2 operators to reload and fire.

Chapter 3: Fantasy Pokémon Trainers

In a fantasy setting, your trainer will be facing much different challenges than they would in modern day games. Between heightened focus on the supernatural and lower levels of tech, you're going to need every bit of help you can get to overcome the odds. Below is a list of edges and features that you might find helpful.

Combat Edges

Any of these Edges may be learned by a Trainer via Edge Points, or taught to a Pokémon at the cost of one Tutor Point. In either case, the Pokémon or Trainer in question must meet all other prerequisites of the Edge.

Weapon of Choice

Prerequisites: Novice Combat

Static

Effect: Choose a weapon type. When using weapons of that type, your Struggle Attacks deal +1 Damage Base. You may use any weapon type as your Weapon of Choice, including Unarmed and Shields, but you must be specific (For example, "Short Swords" as opposed to "Swords").

Way of the Blade

Prerequisites: Adept Combat

Static

Effect: You learn the move Slash. You must use a Slashing weapon to use Slash.

Aegis Training

Prerequisites: Adept Combat

Static

Effect: You learn the move Protect. You must use a Shield or similar protective device to use Protect.

Piercing Blow

Prerequisites: Adept Combat

Static

Effect: You learn the move Drill Run. Drill Run deals Normal-Typed Damage when used in this way, and you must be using a Thrusting weapon to use Drill Run.

Smashing Good Time

Prerequisites: Adept Combat

Static

Effect: You learn the move Slam. You must be wielding a bludgeoning weapon to use Slam.

Bombard

Prerequisites: Adept Combat

Static

Effect: You learn the Move Barrage. You may use Barrage only when using a Throwing Weapon, and Barrage has a range equal to your Weapon's instead of its usual range. If your GM deals with ammunition, each Fivestrike hit counts as 1 piece of ammunition.

Clean Shot

Prerequisites: Adept Combat

Static

Effect: You learn the Move Drill Peck. Drill Peck does Normal Type damage when used this way, and you may only use Drill Peck when using a Ranged Weapon, and Drill Peck has a range equal to your Weapon's instead of its usual range. This includes the stipulation of not being able to attack opponents within 4 meters. If your GM deals with ammunition, this attack counts as 1 piece of ammunition.

Coiling Strike

Prerequisites: Adept Combat

Static

Effect: You learn the Move Vine Whip. Vine Whip does Normal Type damage when used this way and has a DB of 6 instead of 4, and you must be using a Coiled weapon.

Flurry of Blows

Prerequisites: Adept Combat

Static

Effect: You learn the move Fury Attack. You must be using a Hand weapon to use this move.

Juggernaut

Prerequisites: Body 3

Static

Effect: Total Movement penalties caused by body-slot and offhand-slot equipment are reduced by 2.

The Black Glove: Players may want to use a weapon that doesn't fit in with any of the existing Weapon Edges, such as a Boomerang. In this case, we recommend you sit down with your GM and plan out an alternate Weapon Edge for the weapon. For example, a Boomerang might have a modified version of Bonemerang. Get creative!

Other Edges

The following edges are meant for general exploration, information, and crafting. You'll find them handy in your adventures.

Detect Magic

Prerequisites: Adept Occult Education

Extended Action

Target: An object.

Effect: Given some time, you can discern whether or not an item is magical. You have a rough idea of what the magic is used for.

It's a Trap!

Prerequisites: Novice Perception or Novice Technology Education.

Static

Effect: You can detect traps just in the nick of time, granting you +1 evasion against Traps.

Weaponsmith

Prerequisites: Smith
Extended Action

Cost: 500

Trigger: You make a weapon with the Smith Edge.

Effect: The weapon you craft deals an additional 5 points of damage when used for Struggle Attacks or Weapon Edges.

Armorsmith

Prerequisites: Smith
Extended Action

Cost: 500

Trigger: You make Armor with the Smith Edge.

Effect: Choose a Weapon Type (Slashing, Bludgeoning, Thrusting, etc.). When equipped, the armor grants one step of resistance towards that Weapon Type.

About the Supernatural Classes

When this section refers to the Supernatural Classes, it is referring to the Supernatural classes listed in the PTU Sourcebook and Game of Throhs Splatbook; Aura Guardians, Channelers, Disciples, Mediums, Rune Masters, Ninjas, Clairvoyants, Telekinetics, Telepaths, Warpers, and Elementalists.

In medieval settings, odds are good that you're going to be getting the most of your magic out of the supernatural classes. Because they use abnormal abilities, fantasy societies will view them as mages or wizards. Let's cover each type of "magic" they use in detail.



Aura

Aura Guardians, Channelers, and Disciples use Aura. Every living being on the planet has an aura, though it's rarely potent enough for a human to use it. In these rare cases, through intense training, Aura can be weaponized. Humans with the Aura Reader capability can see the Aura of living things.

If it is alive and has consciousness, it has an aura, Pokémon and humans alike. Each Aura has its own unique color and hue. Depending on the way aura shapes and colors itself, you can tell about the target's personality. Those with a strong aura, such as any Trainer with the Mystic Senses Edge or a Pokémon with an Aura Move (listed below) appear much more vividly than those without.

As a GM, you may want to consider adding aura to certain magical items, as a way of showing it has latent power. Aura can be used to sense the life force of golems before they attack, or to read a person's feelings to help detect bluffs or killing intent.

Curses/Blessings

Depending on the source of their abilities, Mediums can be seen as using dark curses or divine blessings to aid their allies. Using Curses/Blessings requires knowledge of the occult, and the magical effects come from an otherworldly source of power.

Connection

Similar to Mediums, Rune Masters draw on the power of an otherworldly source. However, they specifically tap into the powers of Unown, the Symbol Pokémon, as opposed to the Blessings and Curses of the Medium. You may want to consider your Rune Masters having some sort of pact or other method for summoning and controlling their Unown. Note that this has nothing to do with Connection Abilities like Blow Away and Shell Shield. You can find Rune Master on page 33.



Chakra

Used in Ninjutsu, Chakra can be used to enhance physical attributes, as well as perform a variety of impossible feats, such as turning invisible and teleporting. Chakra can also be used to form seals on scrolls for safe delivery, and infused into objects to grant them additional purposes. The energy is a collection of physical and spiritual energy, shaped and molded by performing hand signs into something the ninja can use. If you take another supernatural class, you may consider fluffing the effects as Ninjutsu.



ESP

Extrasensory Perception, or ESP, is the power of the mind affecting the physical world used by the Psychics; Clairvoyants, Telekinetics, Telepaths, and Warpers. Psychic abilities include Telekinesis, Mind-Reading, Teleportation, and visions of the future, among other things. While these abilities are gifted at birth, or unlocked with experience, they must be trained and honed to be at their most effective.

Elemental Connection

Elementalists have an unnaturally strong connection to a chosen element. Thanks to this connection, they can tap into the natural power of the environment to wield at their command. There is a certain similarity to Aura Guardian and the Psychics, who also revolve around an Element, but the other 16 elements are external, and require an affinity, represented by the Elemental Connection Edge. See the Elementalists on page 36.

Weapon Specialist



Trainer Combat



Weapon Specialists are warriors who charge onto the battlefield with their weapon of choice, be it sword, spear, or bow. Wholly combat focused, Weapon Specialists don't use Pokémon Moves, aside from Weapon Edges, but instead increase the power of their Struggle Attacks with various effects and abilities.

While weapons are helpful to any class, Soldiers will find the class the most beneficial, using trained stats to enhance struggle attack damage. Depending on the specialty, Weapon Specialists can do well with Jugglers, Rogues, or even Martial Artists.

Similar to Type Aces or Stat Aces, a Weapon Specialist can be referred to as a "Short Sword Specialist" or a "Pistol Specialist", based on the Weapon of Choice used to take this class.

The Black Glove: Due to the way weapons work, Weapon Specialist is well-designed to fit in to any campaign where the players can use weapons, be it fantasy, sci-fi, or modern day. Simply make sure that the players are using the appropriate weapon edge required for the weapon.

Weapon Specialist [Class]

[+1 Attack][+1 Any Stat]

Prerequisites: Weapon of Choice
Static

Effect: You may draw your Weapon of Choice as a Free Action and as an Interrupt. Additionally, you gain a +3 bonus to resisting Disarm checks targeting your Weapon of Choice. This doesn't allow you to take your turn as an Interrupt, merely to draw your Weapon.

The Black Glove: For reference, Melee weapons are weapons that can only strike in melee range (such as swords, axes, or hammers), and Ranged weapons are weapons that can strike from afar (such as bows, throwing knives, or whips). This class will refer to Melee, Ranged, and Shield based on your Weapon of Choice.

Merciless Steel

[+1 Attack] [+1 Any Stat]

Prerequisites: Weapon Specialist, a Weapon Edge for your Weapon of Choice.
2 AP - Free Action

Trigger: You hit with a Struggle Attack using a Weapon or a Weapon Edge.

Effect: The attack deals Steel-Type Damage instead of its normal type, and has its Damage Base increased by +2.

Weapon Finesse [+1 Attack] [+1 Any Stat]

Prerequisites: 4 Weapon Specialist Features
Static

Effect: You gain an Ability based on your Weapon of Choice. This Ability may only be activated while you are equipped with a Weapon in the same category as your Weapon of Choice.

Melee	Parry
Ranged	Sniper
Shield	Absorb Force

Weapon Training

[+1 Attack] [+1 Any Stat]

[Ranked 4]

Rank 1 Prerequisites: Weapon Specialist

Rank 2 Prerequisites: Weapon Specialist

Rank 3 Prerequisites: Weapon Specialist, Expert Combat

Rank 4 Prerequisites: Weapon Specialist, Master Combat

Static

Effect: On Ranks 1 and 3 you learn a Weapon Specialist Maneuver chosen from the list below; on ranks 2 and 4 you learn a Weapon Specialist Talent chosen from the list below.

-Weapon Specialist Maneuvers-

Rapid Assault

[Melee] [Ranged]

2 AP - Swift Action

Trigger: You make a Struggle Attack

Effect: You may attack up to three targets within range

Counter Strike

[Melee One-Handed] [Shield]

2 AP - Free Action

Trigger: You evade an attack.

Effect: You may use a Struggle Attack as a Free Action, provided the opponent is in range.

Deadly Strike

[Melee Two-Handed] [Ranged Two-Handed]

1 AP - Standard Action

Target: Any foe

Effect: You focus on the target. On your next turn, your next Struggle Attack or Weapon Edge Move against the target with a Two-Handed Weapon gains a +4 Bonus to Accuracy and is automatically a Critical Hit if it lands.

Sure Strike

[Melee One-Handed] [Ranged One-Handed]

2 AP - Swift Action

Trigger: You make a Struggle Attack with your Weapon of Choice

Effect: The attack automatically hits.

Bash Aside

[Melee Two-Handed] [Shield]

1 AP - Swift Action

Trigger: You make a Struggle Attack or use a Weapon Edge with your Weapon of Choice.

Effect: Push the target of your attack 1 Meter, and lower their Speed by -1 Combat Stage.

Suppressive Fire

[Ranged]

2 AP - Standard Action

Effect: Pick a target within range of your Weapon. The target becomes Marked until the end of your next turn. If the Marked target attempts to Shift, you may immediately make a Struggle Attack as a Free Action. If the attack hits, the Marked target becomes Slowed.

Swift Defender

[Shield]

2 AP - Swift Action

Effect: You may switch into a defensive stance as a Swift Action.

-Weapon Specialist Talents-

Rising Blood

Battle x2 - Swift Action

Effect: When you activate this feature, choose one of the following; Gain 1 Attack Combat Stage; or gain 1 Defense Combat Stage; or gain +1 Accuracy.

Swift Shot

[Ranged]

Static

Effect: Your initiative is increased by your Combat Rank.

Harrier

[Melee] [Shield]

At-Will - Swift Action

Trigger: You hit with a Struggle Attack with your Weapon of Choice

Effect: Attacks your allies make against the target of your attack gain a +1 Accuracy Bonus until the end of your next turn.

Might of the Valiant

[Melee Two-Handed] [Ranged Two-Handed]

Static

Effect: Add your Power Capability as Bonus Damage to all Struggle Attacks made with 2-Handed Weapons.

Twin Weapon Fighting

[Melee One-Handed] [Ranged One-Handed]

At-Will - Swift Action

Trigger: You make a Struggle Attack while you have a 1-Handed Weapon in each hand

Effect: Your attack has a -2 Penalty to Damage Base, a 3 Penalty to Attack Rolls, and gains the Double Strike keyword.

Wind Stance

[Melee One-Handed] [Ranged One-Handed]

At-Will - Swift Action

Trigger: You make a Struggle Attack or use a Weapon Edge with your Weapon of Choice

Effect: If you have nothing in your off-hand, increase your Accuracy and Evasion by +1 each until the end of your next turn.

Stone Stance

[Melee One-Handed] [Shield]

At-Will - Swift Action

Trigger: You make a Struggle Attack or use a Weapon Edge with your Weapon of Choice

Effect: If you have a Shield in your off-hand, or a Shield IS your weapon, you gain 5 Damage Resistance until the end of your next turn.

Rune Master



Travel and Investigation



Passive Pokémon Support



Trainer Combat



Rune Masters study the mysterious Unown and have gleaned an insight into their powers. They have an affinity for the odd creatures, able to call them forth from thin air. Whether they are summoning them from some far off location or alternate dimension, or whether they have somehow learned to create Unown by their own powers is unknown.

While Rune Masters have the ability to augment Unown as Pokémon, combining them to allow them to battle to greater effect, they also learn a number of ways to use Unown more as occult tools. They can create spy glyphs, set off Hidden Power explosions at a distance, and even create remotely activated sentries.

Despite the universal focus on Unown, whether or not a Rune Master heavily draws upon use of these Pokémon in battle is up to individual preference. Some may be more comfortable battling alongside their large swarms of Unown, linked together with their occult expertise. Others choose to treat them as a reservoir of glyphs, preferring to do battle with their other Pokémon instead.

Rune Master

[Class] [+HP] [+Attack or Special Attack]

Prerequisites: Own 2 Unown, Novice Occult Education
Static

Effect: You gain the Gather Unown capability, and your Unown gain the Letter Press Capability. When using Gather Unown, you are treated as a level 20 Pokémon.

Hidden Power

[+HP] [+Attack or Special Attack]

Prerequisites: Rune Master
Static

Effect: You learn the Move Hidden Power. Whenever you use Hidden Power, it may be either Physical or Special, adding the appropriate Attack Stat.

Rewrite

[+HP] [+Attack or Special Attack]

Prerequisites: Hidden Power
Daily

Target: Self or a willing Pokémon with Hidden Power.

Effect: Reroll the Type or Damage Base for an instance of Hidden Power the target knows. If you target an Unown, you may transform the target into a different letter.

Words of Power

[+HP] [+Attack or Special Attack]

Prerequisites: Adept Occult Education, Hidden Power
Static

Trigger: You or your Pokémon use Hidden Power

Effect: Instead of a Burst, you may choose to have Hidden Power be a 1 Target Melee, 1 Target 6m, or Cone 2. Additionally, you and your Prime Unown always have STAB on Hidden Power as if you or they were of the same Type.

Glyph

[+HP] [+Attack or Special Attack]

Prerequisites: Rune Master
At-Will – Extended Action

Target: Your Unown that is not part of a Prime Unown

Effect: You may set the target Unown against any flat surface, and turn the Unown into a glyph. Glyphs have HP equal to your Level, and no other stats. Glyphs last until they are destroyed or intentionally de-activated, at which time the Unown returns to Unown Space, disappearing forever. You may have a number of active Glyphs equal to your Occult Education Rank. When setting a Glyph, you may have the Glyphs be either visible or invisible, as you prefer. At any time, as a Standard Action, you may Channel any Glyph you have set down. This causes the Glyph's eye to open and become visible if it was not. While you are channeling a Glyph, you are able to see through the Glyph, listen through it, and project your voice through it.

Alarm Runes

[+HP] [+Attack or Special Attack]

Prerequisites: Glyph

Bind 1 AP - Standard Action

Target: A Glyph you have put down, regardless of distance

Effect: You give the Glyph a Trigger, which may be as vague or as precise as you like (i.e.: "If anyone enters the room", "if James peeks in my diary", "If a Torkoal uses Surf while I scream the word 'Gelato'"). If the trigger is met within the Rune's 30 meters, the Rune will become visible, and will begin screeching loudly, alerting anyone nearby. You are capable of hearing this screeching noise in your head, regardless of your current distance. Glyphs will remember their Triggers as long as the AP spent on the Feature is Bound.

If you have the Explosive Runes or Sentry Runes Features, you may instruct this Glyph to automatically use the chosen Feature as a Free Action when it is triggered if you have the AP to spend. You may have only one Glyph use Explosive Runes per round, even if multiple Runes are triggered at the same time.

Explosive Runes

[+HP] [+Attack or Special Attack]

Prerequisites: Adept Occult Education, Glyph, Hidden Power

1 AP – Standard Action

Target: A Glyph you have put down, regardless of distance

Effect: You may use Hidden Power, originating the attack from the location of the targeted Glyph. Use your own Stats and Hidden Power values to calculate damage. Using this Feature causes the Glyph to become visible and glow for a minute afterwards.

Sentry Runes

[+HP] [+Attack or Special Attack]

Prerequisites: Expert Occult Education, Explosive Runes, Hidden Power

1 AP – Standard Action

Target: A Glyph you have put down, regardless of distance

















Effect: The target Glyph becomes an Unown of your Trainer Level, its Stats allocated as you wish. This Unown knows a single instance of Hidden Power, identical to your own. The Glyph can fight on its own without needing you to command it. At the end of the encounter, or after 5 minutes, the Unown returns to Unown Space forever, destroying the Glyph. You may only have one Glyph active in this way at a time; if various Alarm Glyphs are triggered to become Sentries at the same time, only one does so; the others will do so once the previous one has been destroyed if the Trigger condition is still being met.

Elementalists

The Pokémon World consists of 18 naturally occurring elements. Of these elements, humans can naturally access three; Psychic, Fighting, and Normal. The other 15 elements and Normal's hidden potential are all accessed by a person having a particularly strong connection to that element, represented by the Elemental Connection Edge.

The classes below revolve around one of those particular elements. When taking an Elementalist class, there are three things they all have in common. First, all 16 of the Elementalists revolve around a single element, and no more. Second, all Elementalists gain two stats and use two skills in a combination that is unique to their element. Third, as you only gain one Elemental Connection, you can also only gain one Elementalist class, so choose wisely!

Class Name
[+Stat Tags]
Type
Symbol
Associated Skills

<p><u>Prism</u> [+HP] [Sp. ATK] Normal  Gen Edu and Charm</p>	<p><u>Fire Bringer</u> [+ATK or Sp. ATK] [+SPD] Fire  Focus and Intimidate</p>	<p><u>Tidrinker</u> [+ATK or Sp. ATK] [+SPD] Water  Athletics and Acrobatics</p>	<p><u>Druid</u> [Special] Grass  Gen Edu and Survival</p>
<p><u>Stone Warrior</u> [+2 DEF] Rock  Athletics and Combat</p>	<p><u>Earth Shaker</u> [+HP] [+DEF] Ground  Intuition and Focus</p>	<p><u>Steelheart</u> [+2 DEF] Steel  Athletics and Focus</p>	<p><u>Shade Caller</u> [+ATK] [+Sp. ATK] Dark  Guile and Stealth</p>
<p><u>Miasmic</u> [+Sp. ATK] [+DEF] Poison  Guile and Stealth</p>	<p><u>Frost Touched</u> [+ATK or Sp. ATK] [+HP] Ice  Athletics and Survival</p>	<p><u>Wind Runner</u> [+ATK or Sp. ATK] [+SPD] Flying  Acrobatics and Perception</p>	<p><u>Spark Master</u> [+ATK or Sp. ATK] [+SPD] Electric  Focus and Acrobatics</p>
<p><u>Swarmlord</u> [Special] Bug  Focus and Command</p>	<p><u>Apparition</u> [+ATK] [+SPD] Ghost  Intimidate and Edu Occult</p>	<p><u>Herald of Pride</u> [+ATK] [+Sp. ATK] Dragon  Intimidate and Command</p>	<p><u>Glamour Weaver</u> [+Sp. ATK] [+Sp. DEF] Fairy  Charm and Edu Occult</p>

Prism



Trainer Combat



Travel and Investigation



Prism

[+HP] [+Special Attack]

Prerequisites: Elemental Connection (Normal), Novice General Education, Novice Charm Static

Effect: You learn the Moves Flash and Swift.

Blinding Brightness

[+HP] [+Special Attack]

Prerequisites: Prism Static

Effect: You gain the Illuminate Ability.

Sparkle

[+HP] [+Special Attack]

Prerequisites: Prism, Expert Charm or General Education Static

Effect: You learn the Moves Tri-Attack and Weather Ball.

Rainbow Surge

[+HP] [+Special Attack]

Prerequisites: Sparkle, Master Charm or General Education Static

Effect: You learn the Moves Hyper Beam and Morning Sun.

Lucent Mirage

[+HP] [+Special Attack]

Prerequisites: Prism Static

Effect: You gain the Illusionist Capability.

Null Rainbow

[+HP] [+Special Attack]

Prerequisites: Prism

2 AP - Swift Action

Trigger: You use Swift, Tri-Attack, Weather Ball when Normal-Type, or Hyper Beam

Effect: Make two attack rolls, each with a -2 penalty; you may use the highest of the two attack rolls to resolve your attack. If both rolls are 18 or higher, or both of your attack rolls have the same natural result (ie: the dice on both is the same number), your attack automatically hits and deals Super-Effective damage. This bypasses resistance and immunity.

Luminous Aura

[+HP] [+Special Attack]

Prerequisites: 4 Prism Features, Master Charm or General Education

Static

Effect: Choose Starlight or Sunglow. You gain the Chosen Ability.

Fire Bringer



Trainer Combat



Fire Bringer

[Class] [+2 Special Attack or Attack]

Prerequisites: Elemental Connection (Fire), Novice Combat
Static

Effect: Choose two of Ember, Fire Spin, Flame Charge, or Flame Wheel. You learn the chosen Moves.

Fiery Soul

[+2 Special Attack or Attack]

Prerequisites: Fire Bringer
Static

Effect: You gain the Heater Capability, and are immune to the Burn condition.

Firebrand

[+2 Special Attack or Attack]

Prerequisites: Fire Bringer, Adept Focus or Combat
Static

Effect: Your Fire-Type Moves Burn Targets on a roll of 19+. If a move already has a chance of Burning foes, Firebrand increases the effect range by +2.

Burning Passion

[+2 Special Attack or Attack]

Prerequisites: Fire Bringer, Expert Focus or Combat
Static

Effect: Choose Flash Fire or Flame Body. You gain the chosen Ability.

Pyrrhic Victory

[+2 Special Attack or Attack]

Prerequisites: Fire Breather Rank 2, Master Focus or Combat
2 AP - Standard Action**Target:** Self**Effect:** You burst into flame, and become Burned. This ignores your immunity to Burn, but you do not lose Defense Combat Stages from Burn; instead while Burned, your Attack and Special Attack Combat Stages are increased by +1 each. Additionally, while Burned, any enemies that begin or end their turn cardinally adjacent to you lose 1/10th of their Maximum Hit Points; targets immune to Burn are not damaged by this effect.**Fire Breather**

[Ranked 2] [+2 Special Attack or Attack]

Rank 1 Prerequisites: Expert Focus or Combat**Rank 2 Prerequisites:** Master Focus or Combat
Static**Effect:** Learn two Fire Breather Moves from the list below. You may choose any Move marked with the Fire Breather Rank you are taking or lower.**Fire Breather Moves**

Rank 1	Rank 2
Flamethrower	Blaze Kick
Fire Punch	Fiery Dance
Will-o-Wisp	Fire Blast
	Flare Blitz

Tidedrinker



Trainer Combat



Travel and Investigation



Tidedrinker

[Class] [+Speed] [+Attack or Special Attack]

Prerequisites: Elemental Connection (Water), Novice Athletics, Novice Acrobatics
Static

Effect: You gain the Gilled Capability and +2 to your Swim speed.

Water's Shroud

[+Speed] [+Attack or Special Attack]

Prerequisites: With All the Force of a Great Typhoon
Static

Effect: Choose Wash Away or Storm Drain. You gain the Chosen Ability.

Bending Current

[+Speed] [+Attack or Special Attack]

Prerequisites: With All the Force of a Great Typhoon
2 AP - Free Action

Trigger: You use a single target damaging Water-Type Move

Effect: Bending Current's effect depends on whether it was triggered with a melee or ranged Move. If triggered with a melee Move, the Move gains the Pass keyword for this use, and you may change direction during the four meters of Pass but still may target any given Pokémon or Trainer only once. If triggered with a ranged Move, you may bend the path of your Move's trajectory to hit around blocking terrain.

As Swift As a Coursing River

[+Speed] [+Attack or Special Attack]

Prerequisites: 4 Tidedrinker Features, Master Athletics or Acrobatics Static

Effect: Choose Wave Rider or Swift Swim. You gain the Chosen Ability.

With All the Force of a Great Typhoon

[Ranked 3] [+Speed] [+Attack or Special Attack]

Rank 1 Prerequisites: Tidedrinker

Rank 2 Prerequisites: Expert Athletics or Acrobatics

Rank 3 Prerequisites: Master Athletics or Acrobatics

Effect: You learn 2 Moves chosen from the list below, marked with the Rank of this Feature you are gaining or lower.

<u>Aquatic Arsenal Moves</u>		
Rank 1	Rank 2	Rank 3
Water Pulse	Bubblebeam	Surf
Aqua Jet	Waterfall	Rain Dance
Aqua Ring	Whirlpool	Dive

Druid



Trainer Combat



Druid

[Class] [Special]

Prerequisites: Elemental Connection (Grass), Novice Survival, Novice General Education
Static

Effect: Your powers begin to take after either Flowers, Fungi, or Trees. Depending on your oath, you gain an Ability and Stat Tags. Whenever you gain a Druid Feature, you gain the same Stat Tags.

Flower Oath:	Aroma Veil	[+Attack or Special Attack] [+Special Defense]
Fungal Oath:	Liquid Ooze	[+Special Defense] [+Speed]
Wood Oath:	Photosynthesis	[+HP] [+Defense]

Green Path

Prerequisites: Druid
Static

Effect: You gain the Naturewalk (Grassland) and Naturewalk (Forest) capabilities, and you are immune to Moves with the Powder keyword.

Archdruid

Prerequisites: Druid, Master Survival or General Education

Static

Effect: Choose one of the listed abilities, according to your Druid's Oath. You gain the chosen Ability.

Flower Oath: Photosynthesis *or* Flower Gift

Fungal Oath: Effect Spore *or* Sap Sipper

Wood Oath: Abominable *or* Life Force

Druid's Call

Prerequisites: Green Path

X AP - Standard Action

Effect: X small saplings, flowery bushes, or mushroom patches (depending on your oath) suddenly grow within 6 meters of you, occupying 1 square each. X is equal to the amount of AP used activate this Feature, up to a maximum equal to half of the higher of your Survival or Expert Education Ranks.

This vegetation lasts until the end of the encounter, and acts as blocking terrain for Pokémon and Trainers without the Naturewalk (Forest) Capability. Whenever you use a Move learned through Nature's Embrace, you may have it originate from these Plants as if they were the user. This Feature must be used on soil, or terrain under which soil is hidden by only a few inches (such as most sidewalks, parking lots, gravel or woodchip lots, etc.)

Nature's Embrace

[Ranked 3]

Rank 1 Prerequisites: Druid

Rank 2 Prerequisites: Expert Survival or General Education

Rank 3 Prerequisites: Master Survival or General Education

Static

Effect: You learn 2 Moves chosen from the list below, marked with the Rank of this Feature you are gaining or lower.

Nature's Embrace Moves

Rank 1

Absorb

Aromatherapy

Cotton Spore

Razor Leaf

Ingrain (Tree Oath)

Stun Spore (Fungal Oath)

Sweet Scent* (Flower Oath)

*Grants Alluring

Rank 2

Energy Ball

Leech Seed

Seed Bomb

Grassy Terrain

Worry Seed

Petal Blizzard (Flower Oath)

Spiky Shield (Tree Oath)

Poisonpowder (Fungal Oath)

Rank 3

Bullet Seed

Solar Beam

Synthesis

Petal Dance (Flower Oath)

Spore (Fungal Oath)

Wood Hammer (Tree Oath)

Stone Warrior



Trainer Combat



Stone Warrior

[Class] [+2 Defense]

Prerequisites: Elemental Connection (Rock), Novice Combat, Novice Survival
Static

Effect: You learn the Moves Rock Tomb and Wide Guard.

Stone Stance

[+2 Defense]

Prerequisites: Stone Warrior
2 AP Bind - Standard Action

Effect: You adopt one of the stances below, gaining the effects of the stance while this Ability remains bound. You may switch your active Stance as a Standard Action without re-binding your AP. The benefits from this Feature do not apply if you are not standing on a solid surface, such as deep mud or snow, or if you are outright swimming or even flying.

Falling Boulder Stance You gain a +5 bonus to all Damage Rolls, but lose 5 HP from Recoil whenever you hit with an attack.

Moon Mountain Stance Your initiative is lowered by -5, but you gain 5 Damage Reduction and are immune to Push or Pull effects.

Roiling Earth Stance You may make Intercept attacks for your allies as if you had the Defender feature. If you have the Defender Feature, after a successful Intercept action, you may make a Struggle Attack against a foe within range.

Rock Power

[Ranked 2] [+2 Defense]

Rank 1 Prerequisites: Adept Combat or Survival

Rank 2 Prerequisites: Expert Combat or Survival
Static

Effect: Each Rank, choose one of Sturdy, Rock Head, Run Up, or Sand Veil. You gain the chosen Ability.

Note: If you choose Sand Veil, you may consider sand a "solid surface" for the purposes of Stone Stance.

Shards of Stone

[+2 Defense]

Prerequisites: Expert Combat or Survival

Static

Effect: You learn the Moves Rock Slide and Stealth Rock

Stone Cold Finish

[+2 Defense]

Prerequisites: Shards of Stone, Master Combat or Survival

Static

Effect: You learn the Moves Stone Edge and Head Smash

Stone Stance Mastery

[+2 Defense]

Prerequisites: Stone Stance, Master Combat or Survival

Static

Effect: Whenever you bind Stone Stance, you may choose two Stances and apply the effects of both.

Earth Shaker



Trainer Combat



Earth Shaker

[Class] [+HP] [+Defense]

Prerequisites: Elemental Connection (Ground), Novice Intuition, Novice Focus
Static

Effect: Pick two of Bulldoze, Mud Shot, or Sand-Attack. You learn the chosen Moves.

Earthen Bond

[+HP] [+Defense]

Prerequisites: Earth Shaker
Static

Effect: You gain the Tremorsense Capability, and you consider Rough or Slow terrain caused by sand, mud, or rocks to be Basic Terrain.

Earth Mother's Blessing

[Ranked 2] [+HP] [+Defense]

Rank 1 Prerequisites: Adept Focus or Intuition

Rank 2 Prerequisites: Ground Out, Master Focus or Intuition
Static

Effect: Each Rank, choose one of Arena Trap, Lightningrod, Sand Stream, or Sand Force. You gain the chosen Ability.

Earthshifter

[+HP] [+Defense]

Prerequisites: Ground Out

2 AP - Swift Action

Trigger: You use a damaging Ground-Type Move

Effect: The Move gains the Groundsource keyword. If any targets are standing on natural terrain, they take 5 Additional damage and their square of Terrain is changed into Rough and Slow Terrain (if it wasn't already).

Ground Out

Prerequisites: Earth Shaker, Expert Focus or Intuition

Static

Effect: Pick two of Drill Run, Magnitude, or Mud Bomb. You learn the chosen Moves.

Tectonic Shift

Prerequisites: Ground Out, Master Focus or Intuition

Static

Effect: Pick two of Earthquake, Earth Power, or Sand Tomb. You learn the chosen Moves.

Steelheart



Trainer Combat



Steelheart

[Class] [+2 Defense]

Prerequisites: Elemental Connection (Steel), Novice Athletics, Novice Focus

2 AP - Free Action

Trigger: You're hit by a damaging Normal, Grass, Ice, Flying, Psychic, Bug, Rock, Dragon, Steel, or Fairy-Type attack

Effect: You take damage as if you resisted the attack one step further.

Juggernaut

[+2 Defense]

Prerequisites: Steelheart

Static

Effect: Choose Battle Armor or Sturdy. You gain the Chosen Ability.

Impenetrable

[+2 Defense]

Prerequisites: Juggernaut, Expert Athletics or Focus

Static

Effect: You gain the Bulletproof Ability.

Living Fortress

[+2 Defense]

Prerequisites: 4 Steelheart Features, Master Athletics or Focus

Bind 2 AP – Standard

Target: Self

Effect: You create a large metal frame around yourself. For the duration of Living Fortress, you are considered Large Size and count as Blocking Terrain.

Man of Steel

[Ranked 3] [+2 Defense]

Rank 1 Prerequisites: Steelheart

Rank 2 Prerequisites: Expert Athletics or Focus

Rank 3 Prerequisites: Master Athletics or Focus

Static

Effect: You may learn two Moves from the list below, marked with the Man of Steel Rank you are gaining or lower.

Man of Steel Moves

Rank 1

Bullet Punch

Metal Claw

Iron Defense

Rank 2

Iron Head

Gyro Ball

Magnet Bomb

Rank 3

Metal Burst

Meteor Mash

King's Shield

Shade Caller



Trainer Combat



Travel and Investigation



Shade Caller

[Class] [+Attack] [+Special Attack]

Prerequisites: Elemental Connection (Dark), Novice Guile, Novice Stealth
Static

Effect: You learn Faint Attack and Snarl.

Dark Mind

[+Attack] [+Special Attack]

Prerequisites: Shade Caller
Static

Effect: You gain the Darkvision and Mindlock Capabilities.

Living Shadow

[+Attack] [+Special Attack]

Prerequisites: Shade Caller
Static

Effect: Your own Shadow can attack others; you may have your Dark Type Moves originate from any Square adjacent to you. If you are fighting among complete darkness, you may have your Dark Type Moves originate from any square within X meters that is completely dark, where X is the higher of your Guile or Stealth Rank.

Sharpen Shadows

[+Attack] [+Special Attack]

Prerequisites: Shade Caller, Expert Guile or Stealth Static

Effect: You learn Dark Pulse and Night Slash

Heart of Darkness

[+Attack] [+Special Attack]

Prerequisites: Sharpen Shadows, Master Guile or Stealth Static

Effect: You learn Night Daze and Punishment

World of Darkness

[+Attack] [+Special Attack]

Prerequisites: Shade Caller, Adept Guile or Stealth
2 AP - Standard Action

Effect: You create a zone of Shifting Darkness in a Burst 2 around you, which persists until the end of the encounter. All targets without Darkvision attacking from or into the Shifting Darkness receive a -3 penalty to Accuracy. You may count Shifting Darkness as complete darkness for the purposes of activating your Living Shadow.

Dark Soul

[+Attack] [+Special Attack]

Prerequisites: Shade Caller, Master Guile or Stealth Static

Effect: Choose Shadow Tag, Super Luck, or Twisted Power. You gain the chosen Ability.

Miasmatic



Trainer Combat



Miasmatic

[Class] [+Defense] [+Special Attack]

Prerequisites: Elemental Connection (Poison), Novice Stealth, Novice Guile
Static

Effect: You learn the Moves Acid and Clear Smog.

Corrupt Blood

[+Defense] [+Special Attack]

Prerequisites: Miasmatic
Static

Effect: You are immune to the Poisoned and Badly Poisoned statuses and resist Poison-type attacks one step further.

Flexible Form

[+Defense] [+Special Attack]

Prerequisites: Miasmatic
Static

Effect: Your body becomes more malleable, and even your bones are able to flex when required. You do not gain Wounds from taking Massive damage, and you gain a +2 Bonus to any Acrobatics or Athletics Check made to bend, squeeze, or otherwise contort your body - including those to avoid Trip or Grapple maneuvers.

Vile Body

[+Defense] [+Special Attack]

Prerequisites: Adept Guile or Stealth
Static

Effect: Choose Absorb Force, Poison Point, or Poison Touch. You gain the chosen Ability.

Miasma's Call

[+Defense] [+Special Attack]

Prerequisites: Vile Body, Expert Stealth or Guile
Static

Effect: You learn the moves Acid Armor and Sludge Bomb.

Miasma Unleashed

[+Defense] [+Special Attack]

Prerequisites: Miasma's Call, Master Stealth or Guile
Static

Effect: You learn the moves Sludge Wave and Toxic.

Miasmatic Spray

[+Defense] [+Special Attack]

Prerequisites: Miasma's Call, Master Stealth or Guile
2 AP – Swift Action

Trigger: You hit with Acid, Clear Smog, Sludge Bomb, Sludge Wave, or Toxic; or use Acid Armor.

Effect: The Effect of this feature depends on the triggering move.

Acid	Instead of its usual effect, Acid lowers the Special Defense of all targets hit by -2 Combat Stages.
Clear Smog	Clear Smog's target loses 5 HP for each combat stage lost.
Sludge Bomb	The Target receives a -3 penalty to Accuracy Rolls until the end of your next turn.
Sludge Wave	All targets in Sludge Wave's Burst are Slowed until the end of their next turn.
Toxic	The target's Badly Poison Hit Point Loss begins at 10 instead of 5.
Acid Armor	You are not slowed while liquefied and resist all special damage one step.

Frost Touched



Trainer Combat



Travel and Investigation



Frost Touched

[+HP] [+Attack or Special Attack]

Prerequisites: Elemental Connection (Ice), Novice Athletics, Novice Survival
Static

Effect: You gain the Ice Shield Ability.

Stay Frosty

[+HP] [+Attack or Special Attack]

Prerequisites: Adept Athletics or Survival
Static

Effect: You gain the Naturewalk (Tundra) Capability. Whenever you Shift over water or terrain with ice or snow on it, you may spend 1 AP. If you spend AP this way while Shifting over water you may freeze the water under your feet as you Shift and use your Overland Speed instead of your Swim. The frozen water under your feet persists until the end of the Scene and counts as Icy Slow Terrain. If you spend AP this way while Shifting over terrain with ice or snow, you may add half your Athletics or Survival Rank to your Overland for that Shift.

Frozen Domain

[+HP] [+Attack or Special Attack]

Prerequisites: Expert Athletics or Survival
Standard Action – Scene

Effect: Set 8 square meters of Frozen Domain within range 6. All 8 meters must be adjacent with at least one other space of Frozen Domain. All legal targets passing through these squares must make an Acrobatics check with a DC equal to 4 + twice your Survival Rank. On failure, the target is Tripped. Pokémon who are flying, levitating, or have the Naturewalk (Tundra) Capability are immune to this effect.

Winter is Coming

[+HP] [+Attack or Special Attack]

Prerequisites: Master Athletics or Survival

Static

Effect: Choose Snow Warning or Winter's Kiss. You gain the chosen Ability.**Winter's Herald**

[Ranked 3] [+HP] [+Attack or Special Attack]

Rank 1 Prerequisites: Frost Touched**Rank 2 Prerequisites:** Expert Athletics or Survival**Rank 3 Prerequisites:** Master Athletics or Survival

Static

Effect: You may learn two Moves from the list below, marked with the Rank of Winter's Herald you are gaining or lower.**Winter's Herald Moves****Rank 1**

Haze

Ice Shard

Mist

Powder Snow

Rank 2

Ice Beam

Freeze-Dry

Hail

Ice Punch

Rank 3

Avalanche

Blizzard

Frost Breath

Icicle Spear

Wind Runner



Trainer Combat



Travel and Investigation



Wind Runner

[Class] [+Attack or +Special Attack] [+Speed]

Prerequisites: Elemental Connection (Flying), Novice Acrobatics, Novice Perception
Static

Effect: You gain the Levitate Ability. You have a total Levitate Speed equal to 4 plus half of the higher of your Acrobatics or Perception Rank.

One With the Winds

[+Attack or +Special Attack] [+Speed]

Prerequisites: Adept Perception
Bind 2 AP - Standard Action

Effect: You summon a windy breeze that follows you around. Your sense of touch is extended through this wind, and you can guide it by thought, using it to perceive the shape and texture of objects as long as the wind can reach, even through very small cracks and holes. The range of this effect is equal to your Acrobatics Rank plus Perception Rank in meters.

Flight

[+Attack or +Special Attack] [+Speed]

Prerequisites: One With the Winds, Adept Acrobatics
2 AP - Swift Action

Effect: You gain a Sky Speed equal to your Levitate Speed plus your Acrobatics or Perception Rank for the remainder of the round.

Gale Speed

[+Attack or +Special Attack] [+Speed]

Prerequisites: Raging Winds, Master Acrobatics or Perception
Static

Effect: Choose Celebrate or Gale Wings. You gain the chosen Ability.

Raging Winds

[Ranked 3] [+Attack or +Special Attack] [+Speed]

Rank 1 Prerequisites: Wind Runner

Rank 2 Prerequisites: Expert Acrobatics or Perception

Rank 3 Prerequisites: Master Acrobatics or Perception
Static

Effect: You may learn two Moves from the list below, marked with the Raging Winds Rank you are gaining or lower.

Raging Winds Moves**Rank 1**

Aerial Ace

Air Cutter

Tailwind

Rank 2

Air Slash

Bounce

Defog

Rank 3

Sky Attack

Hurricane

Mirror Move

Spark Master



Trainer Combat



Travel and Investigation



Spark Master

[Class] [+Attack or +Special Attack] [+Speed]

Prerequisites: Elemental Connection (Electric), Novice Focus, Novice Acrobatics
Static

Effect: Choose Static or Electrodash. You gain the Chosen Ability.

Magnetize

[+Attack or +Special Attack] [+Speed]

Prerequisites: Storm Wizard, Adept Acrobatics
Static

Effect: You gain the Magnetic Capability and may use this magnetism to stick to surfaces with significant metal content (ex: metal walls obviously, concrete with metal I-beams inside, etc). You may use your Overland to traverse any such surfaces, even if that means walking vertically up a wall or upside down on a ceiling. You may choose not to be Pushed when on such a surface.

Body of Lightning

[+Attack or +Special Attack] [+Speed]

Prerequisites: Master Acrobatics or Focus
Static

Effect: Choose Volt Absorb or Motor Drive. You gain the Chosen Ability.

Bottled Lightning

[+Attack or +Special Attack] [+Speed]

Prerequisites: Storm Wizard, Adept Focus

2 AP - Standard Action

Target: An item made of conductive material

Effect: Choose one of your Electric Type Moves with a target. You Charge the target item with this Move. Bottled Lightning counts as using the Move for frequency purposes. You may expend this Charge as a Swift Action on your turn to use the Move the item was charged with, originating from the item. If a Pokémon or Trainer touches a Charged item, you may instead activate this Swift Action as if it had the Priority keyword. At the end of a Scene, all items lose their Charge, and you may only have X items Charged at a time where X is half your Focus Rank.

Storm Wizard

[Ranked 3] [+Attack or +Special Attack] [+Speed]

Rank 1 Prerequisites: Spark Master

Rank 2 Prerequisites: Expert Acrobatics or Focus

Rank 3 Prerequisites: Master Acrobatics or Focus

Static

Effect: You may learn two Moves from the list below, marked with the Storm Wizard Rank you are gaining or lower.

Storm Wizard Moves

Rank 1

Spark

Shock Wave

Charge Beam

Electrify

Rank 2

Discharge

Thunder Punch

Charge

Wild Charge

Rank 3

Thunder

Thunderbolt

Volt Tackle

Thunder Wave

Swarmlord



Trainer Combat



Travel and Investigation



Swarmlord

Prerequisites: Elemental Connection (Bug), Novice Survival, Novice Command
Static

Effect: Your powers begin to take after either Arachnid's Embrace or Monarch's Embrace. Depending on your Embrace, you gain an Ability and Stat Tags. Whenever you gain a Swarmlord Feature, you gain the same Stat Tags.

Arachnid's Embrace: Vanguard [+Attack] [+Speed]

Monarch's Embrace: Shield Dust [+Special Attack] [+HP]

How To Shoot Web

Prerequisites: Swarmlord
Static

Effect: You gain the Threaded and Wallclimber Capabilities.

Heart of the Swarm

Prerequisites: Enhanced Embrace Rank 1, Adept Command or Survival
Static

Effect: You can emit and pick up on sensitive pheromones, and gain a highly developed sense of smell. You gain the Tracker Capability. Additionally, have a natural empathy with insects, and can wordlessly communicate with them as if talking. All wild not-fully-evolved Pokémon in the Bug Egg Group treat you as if you had Pack Mon and were a leader species, following your commands if your Trainer Level doubled exceeds their Pokémon Level.

Broodlord**Prerequisites:** Enhanced Embrace Rank 2, Expert Command or Survival Static**Effect:** You gain the following Ability based on your Embrace.**Arachnid's Embrace:** Tinted Lens**Monarch's Embrace:** Compound Eyes**Enhanced Embrace****Rank 1 Prerequisites:** Swarmlord**Rank 2 Prerequisites:** Expert Command or Survival**Rank 3 Prerequisites:** Master Command or Survival

Static

Effect: Learn two Moves from the list below at the Rank of Enhanced Embrace you are taking or lower. Moves marked with an Embrace require that Embrace to be chosen.**Nature's Embrace Moves****Rank 1**

Struggle Bug (Monarch)

Sticky Web (Arachnid)

Defend Order

Fury Cutter

Fell Needle

Rank 2

Powder (Monarch)

Attack Order (Arachnid)

Infestation

Signal Beam

Steamroller

Rank 3

Spider Web (Arachnid)

Quiver Dance (Monarch)

Bug Buzz

Megahorn

Apparition



Trainer Combat



Travel and Investigation



Apparition

[Class] [+Attack] [+Speed]

Prerequisites: Elemental Connection (Ghost), Novice Intimidate, Novice Occult Education
Static

Effect: You learn the moves Astonish and Shadow Sneak.

Boo!

[+Attack] [+Speed]

Prerequisites: Apparition
Static

Effect: Choose Pressure or Frighten. You gain the chosen Ability.

Shadow Form

[+Attack] [+Speed]

Prerequisites: Adept Intimidate or Occult Education
Bind 1 AP - Swift Action

Effect: While this Feature is Bound, your appearance becomes wan and obviously otherworldly. Your natural Weaknesses, Resistances, and Immunities change to match that of the Ghost Type. Additionally, while in Shadow Form, you may use your Intimidate or Occult Rank instead of your Stealth Rank when making Stealth checks to remain silent, and are immune to the Cursed Status (if you were previously Cursed, you are instantly cured upon going into Shadow Form). You may unbind this Feature as a Swift Action, returning to your normal appearance.

Shade's Walk

[+Attack] [+Speed]

Prerequisites: Shadow Form, Master Intimidate or Master Occult Education
Bind 2 AP - Standard Action

Effect: You gain the Phasing Capability as long as this feature is bound.

Step Into the Veil

[+Attack] [+Speed]

Prerequisites: Shadow Form
Static

Effect: You gain the Fade Away Ability.

Shadow Assault

[+Attack] [+Speed]

Prerequisites: Expert Intimidate or Occult Education
Static

Effect: You gain the Moves Shadow Claw and Shadow Punch

Phantom Menace

[+Attack] [+Speed]

Prerequisites: Shadow Assault, Master Intimidate or Occult Education
Static

Effect: You gain the Moves Phantom Force and Shadow Force.

Herald of Pride



Trainer Combat



Travel and Investigation



Herald of Pride

[Class] [+Attack] [+Special Attack]

Prerequisites: Elemental Connection (Dragon), No Skills at Pathetic Rank, No Attributes below Average Rank, Novice Command or Intimidate
Static

Effect: Choose Guts or Pride. You gain the chosen Ability.

Draconic Assault

[+Attack] [+Special Attack]

Prerequisites: Herald of Pride, Adept Command or Intimidate
Static

Effect: You learn the Moves DragonBreath and Dragon Claw.

Draconic Outburst

[+Attack] [+Special Attack]

Prerequisites: Draconic Assault, Master Command or Intimidate
Static

Effect: You learn the Moves Draco Meteor and Outrage.

Dragon's Mantle

[+Attack] [+Special Attack]

Prerequisites: Herald of Pride
Static

Effect: Whenever you use a Dragon-Type Move or Tyrant's Demand, you gain 5 Damage Reduction to Electric, Fire, Grass, and Water-Type moves until the end of your next turn.

Peerless Sovereign

[+Attack] [+Special Attack]

Prerequisites: Herald of Pride

2 AP Bind - Standard Action

Effect: Increase one of your Attributes by +1 Step while this Feature is active. This feature may be bound up to three times at once, choosing a different Attribute each time.

Perfection Walks Among You

[+Attack] [+Special Attack]

Prerequisites: Peerless Sovereign, Expert Command or Intimidate
Static

Effect: While you have Peerless Sovereign bound, you gain an additional effect based on the Attribute increased.

Body: Increase your Power Capability, Overland Movement, Throwing Range, High Jump, and Long Jump by +1 each.

Mind: You gain a +2 Bonus to Save Checks.

Spirit: All Charm, Command, Focus, Guile and Intimidate rolls made to resist your actions, take actions against you, deceive you, or speak out against you take a -2 Penalty.

Tyrant's Demand

[+Attack] [+Special Attack]

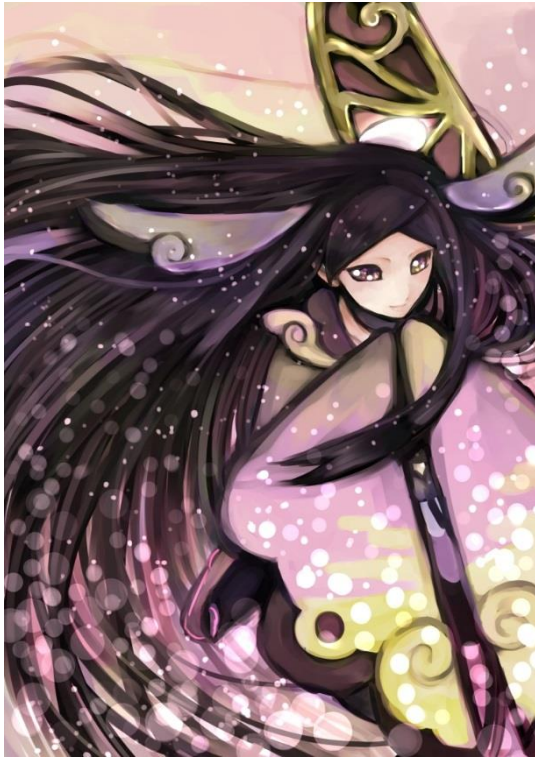
Prerequisites: Peerless Sovereign, Expert Command

Daily/15 - Standard Action

Effect: Make a Command Check opposed by the target's Focus. If you succeed, choose one of the following effects:

"HALT!"	The target is Flinched and Trapped until the end of their next turn.
"RUN!"	The target immediately Shifts as far as possible from the user, forfeiting their next Shift Action.
"KNEEL!"	The target drops any items in their hands and becomes Tripped.

Glamour Weaver



Trainer Combat



Glamour Weaver

[Class] [+Special Attack] [+Special Defense]

Prerequisites: Elemental Connection (Fairy), Novice Charm, Novice Occult Education
Static

Effect: You learn the Moves Sweet Kiss and Disarming Voice.

Fey Law

[+Special Attack] [+Special Defense]

Prerequisites: Glamour Weaver, Adept Charm or Occult Education
2 AP - Swift Action

Trigger: You hit a foe with a damaging Fairy attack

Effect: Choose Physical Class, Special Class, Status Class, Struggle Attacks (including those used to perform Combat Maneuvers), or an Elemental Type. The triggering foe is Bound; they suffer a -X penalty to all rolls made to use attacks with the chosen trait. X is equal to half your Charm or Occult Education Rank. The Bound condition lasts until the end of a Scene. You may unbind someone as a Free Action on your turn. A target may not have multiple instances of Bound applied at once.

Passionato Harmony

[+Special Attack] [+Special Defense]

Prerequisites: Miracle Heart Arpeggio, Expert Charm or Occult Education
Static

Effect: You learn the Moves Dazzling Gleam and Draining Kiss.

Lucky Clover Grand Finale

[+Special Attack] [+Special Defense]

Prerequisites: Passionato Harmony, Master Charm or Occult Education
Static

Effect: You learn the Moves Moonblast and Aromatic Mist.

Magical Burst

[+Special Attack] [+Special Defense]

Prerequisites: Enchanting Transformation, Expert Charm or Occult Education
Scene - Standard Action

Trigger: You gain Initiative on your last turn of Enchanting Transformation.

Effect: Use a damaging Fairy Type Move you know as if it had the range of 8, Ranged Blast 3, Smite. You must still follow Frequency limitations. Magical Burst may also be used as a Standard Action while under the effect of Enchanting Transformation, but the effect of Enchanting Transformation ends immediately after Magical Burst is resolved.

Glamour Mastery

[+Special Attack] [+Special Defense]

Prerequisites: 4 Glamour Weaver Features, Master Charm or Occult Education
Static

Effect: Choose Healer or Serene Grace. You gain the Chosen Ability.

Enchanting Transformation

[+Special Attack] [+Special Defense]

Prerequisites: Glamour Weaver
Scene - Swift Action

Effect: You perform a magical transformation on yourself. When you take Enchanting Transformation, choose two of the Fey Glamours below, selecting no more than one from any category of Fey Glamour. When transformed, you gain the effects of your Fey Glamours. The effects of Enchanting Transformation last for six rounds, including the round on which it is used.

Note: While the specific fluff of an Enchanting Transformation is up to the player, they are usually very flashy, and each Fey Glamour will often represent one distinct trait, such as summoning a magical scepter to hand, transforming an equipped weapon or piece of armor, or gaining traits such as flaming multicolored hair.

Shiny Arc	Your ranged Fairy Type attacks have their ranged increased by 2 meters and gain a +1 bonus to their accuracy rolls.
Starlight Breaker	Your damaging Fairy Type attacks cause all cardinally adjacent foes to the target to lose 5 Hit Points. When applied to attacks with an area of effect, each target may suffer this Hit Point loss effect only once.
Mysteria Ward	You gain a +2 bonus on all Save Checks.
Ephemeral Shroud	You gain +2 Evasion against Status Moves.
Iridescent Aura	Allies within 3 meters of you may not have their Combat Stages lowered.
Aria Aspect	You gain a +2 bonus to your High and Long Jump Capabilities.

Chapter 4: Example Campaigns

For those of you who struggle with creating new worlds and settings for your players to interact in, we've compiled a small set of example campaign settings and plots that you may find to your liking. Each campaign has the following information:

Setting: The name of the Sample Campaign

Subgenre: The subgenre it fits into.

Overview: An overview of the world. How things work, notable people and places, etc.

Fluff Tips: Suggestions on how to handle various types of fluff relevant to the setting.

Recommended Classes/Mechanics: Suggestions on what you may include.

Plot Hooks: Plot hooks for an adventure or full campaign. There are 3 of them for each Sample.

Example Campaigns:

Feudal Kanto [Western Fantasy].....	pg. 71
Tales of Arcadia [Pirates].....	pg. 73
Balbadd [Arabian Fantasy].....	pg. 75
Britannia [Steampunk].....	pg. 77

Feudal Kanto



The setting of Red, Blue, and Green Version was not always the bustling technological world we know today. There was a time when the peaceful region was developing, and working its way to become the world we know today. A time when castles dotted the landscape, Kings and Queens reigned, and the bonds between man and Pokémon were just beginning.

Setting: Feudal Kanto

Subgenre: Western Fantasy

Overview: Still in its infancy, very little of Kanto has been established. The cities of Vermillion, Saffron, Cerulean, and Celadon have been formed, with Celadon acting as the core. Settlers have been moving into where Fuchsia will be one day, and expeditions have been lead to the west seeking out the vast riches of Pewter's ore and Viridian's Woods. There are even rumors of another civilization in the islands to the far south.

Humans have managed to domesticate a few types of Pokémon, such as Growlithe, Ponyta, and Meowth, to help them in day-to-day activities. It is not uncommon for adventurers to forge bonds with other Pokémon in the wild, and it is these adventurers who will inspire Pokémon Trainers for years to come.

Celadon Castle Town is the most notable location in the setting as home to Queen Carmen, current ruler of the Kingdom of Kanto. She's set up her castle there, as well as the headquarters of her personal guard, the Knights of Kanto. Each of them specializes in an element, and are sent on quests around the kingdom.

Of course, they can't spread the royal forces too thin. For other grievances and requests, Queen Carmen established the Adventurer's Guild, a place where those seeking to find fame and fortune gather and complete requests in exchange for rewards.

Tech-wise, Kanto relies mostly on help from Pokémon. They have carts and wagons that can be pulled, and there exist windmills to grind wheat into flour, but otherwise, magic is more prevalent and useful. There are a few who have managed to create items called "Poké Balls" from Apricorn Berries, which are thought to be a form of nature magic that can shrink down and contain a Pokémon for easier traveling.

Fluff Tips: In this setting, Apricorn Balls have only just been invented, so Poké Balls will be difficult to get your hands on if you can't make them yourself. Supernatural classes are considered as mages, wizards, and sorcerers, and are much sought after party members for that reason.

Recommended Classes/Mechanics: Apricorn Balls will be crucial to this setting, due to their recent creation. For the various dungeons you may encounter, you will find the traps on page 21 to be to your liking. It would be good for each of your players to have at least one combat class, or at the very least the Weapon of Choice edge for the sake of self-defense.

Plot Hooks:

Lavender Swamps

Set on expanding the Kingdom outwards, the Queen wishes to take control over the swamps to the east of Vermillion Port. A request was left in the Adventurers' Guild to scout out the territory and give a full report on what the swamps are like so they can begin building. Seeing the high reward, many adventurers have charged into the swamp, but all that ever returns are rumors of ghosts, and the corpses of the failed adventurers wandering through the muck, even now trying to escape...



Cinnabar Natives

When the Kanto Knight Hidan had his ship caught up in a storm on the way back to port, they thought they were done for. Amazingly enough, the ship washed up on an island where they found a civilization had formed! Seeing the rich culture, and even richer resources, Hidan reported back to Queen Carmen, who wishes to open up trade with them. But when cultural differences cause friction, will it be possible to prevent an all-out war?

Arcane Pokémon

Queen Carmen has received reports from the Saffron Mage Guild that they've managed to gather enough arcane energies to summon an entirely new form of life they have called "Porygon". The bad news? It's gone rogue, and has fled into Diglett Cave near Vermillion. Who knows what kind of chaos it could cause by stirring up the earth-shaking Pokémon in a cave underneath the city?

Tales of Arcadia



In the world of Arcadia, the only safe lands in existence are not the vast forests and mountains sitting in the seas, but the multiple islands suspended from sky. The source of these island's ability is Lachryima, a magical stone harvested for its energies for use in all sorts of magitech equipment from fountains to airships.

Setting: Tales of the Tempest

Subgenre: Pirates

Overview: Arcadia consists of two major landmasses: the lower continent of Dune, and the upper continent of Wiph. The lower continent is a single giant island, surrounded on all sides by the ocean. It is thought to be dangerous down in Dune because wild Pokémon live there, but the threatening rumors and the layer of clouds between Dune and Wiph makes it a great place for pirates to hide out. And of course, where there are pirates, there is treasure, meaning adventurers also seek out the lower shores in search of stolen gold, gems, or better yet, Lachryima.

In the skies, the floating islands of Wiph float on the air currents high above the sea, the only safe refuge from the Pirates and dangerous Pokémon below. In order to collect resources and supplies, crews of adventurers sail down in Lachryima-powered airships.

As of recently, these adventurers have been running into a bit of a Pirate problem; the exhausted crews of the expeditions are prime targets for a crew of airborne sky-dogs with a greed for gold. The people of Wiph have answered by forming a Navy, a powerful militant group that handles crime and piracy.

Pokémon are extremely rare on Wiph, so most adventurers need to travel down to Dune to find them. Flying or Levitating Pokémon are considered extremely valuable, especially those who can carry a passenger like Flygon and Pidgeot. It's illegal to travel to Dune without a

Pokémon partner (as the Marines have stated, for the safety of the citizens), but it isn't uncommon to sneak passage on a ship- the Marines can't prove you didn't obtain it legally. Pokémon are kept in whatever capture device someone can get their hands on, including the very popular Lachryima-powered balls.

There is a legendary rivalry taking place in the skies: Marine Admiral Alan Breck and Pirate Captain Timothy Tempest wage war for aerial supremacy, but every time, Tempest gets away to fight another day. The stories say that Tempest is surprisingly a kind fellow, and keeps his word to not harm his victims if they simply hand over their goods, and his attacks on the world's nobles make him somewhat of a hero to the people. Admiral Breck would pay a hefty reward to the man or woman who brought him Tempest's head...

Fluff Tips: Lachryima can allow the classic Poke Balls to appear in this setting, though Apricorn Balls are available thanks to expeditions to Dune. Supernatural classes can be either played up as mages and wizards, or simply skillful users of Lachryima crystals that have been turned into weaponry. Healing Lachryima can be used for Pokémon machines. Basically, a Lachryima did it.

Recommended Classes/Mechanics: This is a Pirate-y setting, and every swashbuckling crew needs a ship. Check out *Do Porygon Dream of Mareep?* for more on vehicles, and load them with Cannons (see Siege Weaponry, page 22). Lachryima allows the ships to float in the sky, but they tend to move forward with wind currents using sails. For your own sake, we suggest pre-emptively banning Ninjas for the sake of all the awful jokes about "Pirate-Ninjas" and table-flipping arguments about which is better.

Plot Hooks:

Dirty Deeds

A Ground Elementalist is on the search for what he believes could change the face of the world itself- a map that purportedly leads to a gigantic earth Lachryima, hidden in the ruins under Dune. He'll hire anyone to take on the task, be they Marines, Adventurers, or even Pirates. So long as he gets the Lachryima, he'll let his escorts claim all other treasure along the way. But this earthen scholar seems to be planning something big with the crystal, something that could potentially drop all of Wiph into the sea below!

Clear Skies, Dark Day

It finally happened. The infamous Pirate, Captain Timothy Tempest, has been captured and sentenced to be executed in the morning. The death of such a man and hero would be a massive blow to the Pirates and people alike. If only someone were to sneak in and free him. His crew would probably pay a hefty price to get their captain back.

Juan's Headpiece

Before Tempest became a household name, there was a man much greater, who started the era of Piracy. Captain Juan "Piece" Hernandez claimed the skies as his own, gathering up his loot. They say that he hid it somewhere before he died, and that the man who claims Juan's three-pointed cap and treasure stash will become the Great Pirate Emperor.

Balbadd



City-State of Balbadd, run by the Sultan. A large middle-eastern city surrounded by sandstone walls in the middle of the desert. The deserts themselves are constantly shifting and changing with the winds, and sandstorms are not uncommon to see. Rumor has it that there are many great ruins and treasures buried beneath the sands, and depending on when you venture out, what you encounter will change.

Setting: Balbadd

Subgenre: Arabian Fantasy

Overview: Balbadd adventures revolve around the singular city in the middle of the eternal sandstorm. A grand castle town, the palace overlooks the many streets like a shining beacon to weary travelers- or a sign of the vast difference in wealth.

Ka'mesh, the Sultan of Balbadd, is a kind man, but is quite oblivious to what happens outside his castle walls. Like many generations of Sultans before him, he's never left the palace without a set of royal guards. His beautiful and only daughter Amethyst is of age to be married. Rumor has it that he's searching for her perfect husband, the man who will become the next Sultan.

Balbadd's streets are famous for their bazaars, a collection of shops selling various wares from clothes to weaponry. A few of them even sell more valuable items, if inquired by a sharp eye. Among them are street rats and thieves, people too poor to afford the prices of the shops, and forced to take whatever they can get their hands on.

The vast deserts surrounding the town are restless, and sandstorms often blow over, only stopping at the walls of the city. It's thanks to this constant blowing that the dunes change shape with each passing day, and reveal hidden ruins and secrets beneath the sands. Adventurers seek out these passages, as legend foretells they hold artifacts of great power, or incredible riches. However, such places are never without curses or traps, so look at your own risk!

Fluff Tips: In Balbadd, where the trees are few and far between, Apricorns are rare and valuable. Unless you have an alternate form of Poke Ball accessibility, such as magic, they'll likely be very expensive. Balbadd has Inns, or possibly an Explorer's Guild for the players to stay at to work as Inns.

Suggested Mechanics/Classes: A Survivalist who specializes in Desert Terrain will have a ball here, given that it's the primary terrain. Riders are great for getting the players quickly across the terrain and into the safety of Balbadd's city walls. Since players won't always be able to run back to town and stock up on food or supplies, having a Medic or a Chef in the group is very useful. As for your adventures, you'll find the Traps on page 21 to be very useful.

Plot Hooks:

Fourty Thieves

A band of brigands known as the legendary "Fourty Thieves" have taken the princess of Balbadd. Apparently, the princess and their leader have fallen in love, but they can't marry due to law -she can only marry a prince- so they've taken it upon themselves to leave Balbadd behind. The players will need to either return the Princess to her father, or convince the Sultan that the pair can be united in love.

Cave of Wonders

Legend tells of an ancient ruin buried beneath the Balbaddian Sands, a vast network of tunnels and chasms that leads to a great room filled with treasures beyond your wildest imagination. A merchant tells a player that he has an artifact that will lead him to such a cave, but warns that he should not take any of the treasures, only the simple bronze lamp at the end of the cave.

Balbadd Oasis

Lost in the desert, the players are in a dire situation. Thankfully, they are saved when they find an oasis within a rocky crag. The Pokémon who live there are quite friendly, and allow the trainers to rest and recover. While the players are recovering, someone steals an egg from Salamence, the guardian of the oasis, it turns on the new arrivals with jets of dragon fire. The players had best work quickly to find the real thieves if they want to get to safety without being roasted alive.

Brittania



Unlike the high flying battles in the skies over Arcadia, or the deep ruins under the sands of Balbadd, Brittania is not a vast open area with lots of magic and adventure, but a large European city, and the capital of the Britannian Empire. The smoke floats overhead day and night as this industrial city of invention continues to connect bits and pieces to make fantastic inventions.

Setting: Brittania

Sub-Genre: Steampunk

Overview: Brittania very much resembles 19th century London. The streets are made of cobblestone, the buildings of brick and wood, and the royal palace sitting at the center of it all. More recently, Brittania has recently completed its brand new sewage system, which runs through tunnels beneath the city. While this keeps the streets cleaner, it has merely moved the problem to the under levels of the city, where the Rattata now grow in abundance. The city formed a small legion of sewer-hunting specialists called "The Rat Catchers" who enter with flamethrowers and leave with the sewers smoldering. Rumors have it that the Rat Catchers have seen things no man should ever see, and that sometimes, the sludge and trash even -moves-.

The people of Brittania generally fit into four distinct groups. First is the nobles, who control the city. Due to their heritage, Nobles have access to a vast estate of money, and are considered the highest ranking in the city. They are lead by Queen Francesca, ruler of the Britannian Empire. Protecting the Nobles and enforcing the law of the city are Britannia's elite guard, the Dogs. Armed with flintlock muskets and bayonets, the Dogs march around the city making sure troublemakers are escorted to the detention center.

Inventors are not that different from the common folk of the city, but they tend to be tinkerers, creators of wondrous gadgetry and tools to benefit all of society. Most of their inventions tend to revolve around steam, the primary source of power for everything in the city.

Fluff Tips: A lot of the technology can simply be refluffed as Steampunk technology. When describing such objects, such as Poke Balls or Healing Machines, remember to detail all the clockwork gears and clouds of smog.

Suggested Mechanics/Classes: Engineer and Upgrader (from *Do Porygon Dream of Mareep?*) fit perfectly into Brittania despite being sci-fi classes due to the technological focus. Just make sure they fluff it correctly as clockwork or steam-tech rather than electrical wiring and titanium alloys. A cybernetic arm, for example, wouldn't be sleek enough to be covered by the skin, but would be a monstrous brass prosthetic running with the clicking whirls of metal cogs. If you like magic in your Steampunk, the supernatural classes work well enough. If you'd prefer, you can choose to attribute their abilities as a result of mad science or gadgetry stored on their person. The Gadgeteer Branch of Researcher would also fit for the same reasons.

Plot Hooks

Modern Major General

The Goldbert and Silveren Opera house is having a grand opening performance, and even the Queen herself will be in attendance. Naturally, security has been increased tenfold to account. Behind the scenes, Major General Brom approaches the players, having heard of their exploits. He reveals that the Phantom Thief "MaskDeMasque" left a calling card at the palace, saying he will be swiping the Ruby Necklace straight out from under her majesty's nose when she attends the Opera. The Queen has refused to respond to the threat, so Brom asks if they will please help him to guard the queen and catch the thief.

Gutter Scum

The Dogs have been receiving complaints all over the city about an awful smell coming from the sewers, and a sudden over-abundance of Rattata. The Rat-Catchers have been sent into the sewers, but a report hasn't come back in days. Not wanting to get themselves covered in the dirt and grime of the sewers, the Dogs are looking for a few helping hands to figure out what -or who- is causing the problems.

The World Faire

It's that time of year again, and inventors have ridden, sailed, and even flown in from all over the globe to attend the Brittania World Faire. All sorts of new-fangled doodads and gizmos fill the halls, from an automated lift to a rocket-propelled carriage. One such inventor is in a panic; the judges are due to come by his booth tomorrow, and someone has stolen his prize invention, a radically new device that allows flight without the need for helium or hot air. He'd very much like to have it back and functioning in time.