



POKÉMON TABLETOP UNITED

MAY 2015 PLAYTEST PACK

WHAT AM I LOOKING AT HERE?

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

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

WHAT'S NEW IN THIS PACKET?

Much of the PTU 1.05 release focused on combat options, such as revamping Weapon rules. The core of the system is its tactical combat, so this shouldn't be surprising. Classes with absolutely nothing to contribute to battle or battle prep don't tend to do well. However, as a result, utility Trainers and options for Travel and Investigation builds were left a bit by the wayside.

Writing non-supernatural utility options in PTU is tricky. Mundane utility usually boils down to use of Skills, the Items and Equipment you have access to, and the Pokémon that comprise your team. All of these elements exist and work fairly independently of a Class structure. Additionally, we try to stay away from Features and Edges which directly give in-universe rewards that usually come through roleplaying or which force the GM to introduce particular organizations into their campaign (a title as a Gym Leader or other position of authority, access to a particular in-universe service, allies and resources, etc.). Some systems like Fate or Powered by the Apocalypse do mundane utility by allowing players direct narrative control, but that isn't a path we want to take with PTU.

All of this can make it rather tricky to write utility Classes. That said, we've taken a crack at giving utility Trainers more build options that also give primarily non-combat Trainers better actions in combat.

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

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

Here you'll find:

The **Backpacker**, a new Survival-based Class. Similar to the Hobbyist, it can be a build-fixing pick, making it easier to use a variety of Items and Edges with just an investment in Survival. Unlike Hobbyist though, which gives a breadth of Skills to accomplish this, the Backpacker lets you develop a couple skills in more depth. It also boosts your use of Items and Equipment.

The **Gadgeteer** Researcher Field of Study, revived and overhauled from the cut 1.04 version. In addition to making improvised gadgets, it creates Cap Cannons, a replacement for Glue Cannons and Weighted Nets.

Book Items and Features in the General Research Field of Study to better use them. Book Items can be studied by Draining AP and spending time to give a bonus for the rest of the day, giving Trainers without AP sinks a use for their spare AP.

You'll also find a change to Repulsive Medicines and a bit of errata for Chef, Survivalist, and Hobbyist.

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

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



BACKPACKER

TRAVEL AND INVESTIGATION



TRAINER COMBAT



ASSOCIATED SKILLS: SURVIVAL

Travel is synonymous with the Pokémon Trainer’s lifestyle, and the best way to travel is with a full pack of supplies for any situation. Backpackers know how to make the most of their items, using them with quickness and efficiency, whether they be Potions to heal their friends or Repels to drive away dangerous wild Pokémon.

The adventurer’s lifestyle teaches a Backpacker adaptability and endows them with many talents that would normally seem outside their field of expertise. Stealth gear or even fashionable wear can be like armor to them, and their experience trekking through treacherous terrain has taught them to avoid hazards as they walk.

Backpacker fits a variety of builds, letting Survival-oriented characters gain combat prowess without needing a large investment in the Combat Skill and providing crafters with more efficient ways to use their creations.

Backpacker

[Class] [+Speed]

Prerequisites: Traveler

Static

Effect: You gain the Skill Enhancement Edge. You then gain an instance of the Skill Stunt Edge for each of the two Skills you chose with Skill Enhancement.**Item Mastery**

[+Speed]

Prerequisites: Backpacker

Static

Effect: You learn the Moves Fling and Recycle.**Equipment Savant**

[+Speed]

Prerequisites: Backpacker, Expert Survival

2 AP – Swift Action

Effect: Use or Equip an Item or piece of Equipment which would normally require a Standard Action to use or equip. You may not make an Attack with a Weapon this way - using other Items or Equipment that requires “Attacks” (such as Cap Cannons or Poké Balls) is acceptable.**Hero's Journey**

[Ranked 3] [+Speed]

Rank 1 Prerequisites: Backpacker**Rank 2 Prerequisites:** Backpacker, Adept Survival**Rank 3 Prerequisites:** Backpacker, Expert Survival**Rank 4 Prerequisites:** Backpacker, Expert Survival

Static

Effect: Each Rank, you may gain two Backpacker Talents for which you qualify.**BACKPACKER TALENTS****Call to Adventure**

Static

Effect: You gain the Instinctive Aptitude Edge, even if you do not meet its prerequisites. If you already have this Edge, gain another Edge for which you qualify. During Combat or tense situations (never Extended Actions), if you spend AP to add a bonus to a Skill Check, you may add +1d6 instead of +2.**Frisk**

Static

Effect: You gain the Frisk Ability.**Handyman**

Static

Effect: Whenever you use an item or a non-Weapon piece of equipment which calls for a Skill Check or has an effect or prerequisite based on a Skill Rank, you may substitute Survival for the used Skill. This does not affect prerequisites for Books.**Hat Trick**

Static

Effect: While wearing Head Equipment worth at least ₣ 1000, you gain 15 Damage Reduction against Critical Hits. This does not stack with any Damage Reduction granted by any Head Equipment.**Movement Mastery**

Static

Effect: Choose one of Art of Stealth, Athletic Initiative, Mounted Prowess, Nimble Movement, Slippery, Stamina, Swimmer, or Wallrunner. You gain the chosen Edge, even if you do not meet the prerequisites. Additionally, you may take any of these Edges in the future as if you did meet the prerequisites.

Sole Power

Static

Effect: While wearing Feet Equipment worth at least ₣1000, you do not trigger Hazards while Shifting. However, you still trigger any Hazards that you are standing on at the start or end of your turn. Reactive Hazards such as Stealth Rock cannot be triggered against you.

Wayfarer

Static

Effect: You may use your Survival Skill when making Opposed Rolls when defending against Disarm, Grapple, Push, and Trip Maneuvers. When wielding a Weapon, you may use Survival instead of Combat to determine the Damage Base of your Struggle Attacks and to qualify for a Weapon's Moves.

Wear it Better**Prerequisites:** Expert Survival

Static

Effect: While wearing Body Equipment worth at least ₣1000, you gain +5 Damage Reduction. This does not stack with any Damage Reduction granted by any Body Equipment.

GADGETEER RESEARCH FIELD

Improvised Gadgets

Prerequisites: Novice Technology Education
Bind 2 AP – Extended Action

Target: A willing Pokémon with the Magnetic, Zapper, or Threaded Capability

Effect: Choose one of the Capabilities listed in the Target line that the target Pokémon has. You create a Main or Off-Hand Equipment Item usable by Trainers that grants the user the chosen Capability. Whenever a Trainer makes Struggle Attacks using Zapper through this Item, they may choose to use your Technology Education Rank tripled in place of an offensive Stat. When this Feature is Unbound, the Equipment Item breaks and cannot be repaired. You may only have X instances of this Feature Bound at once, where X is equal to half your Technology Education Rank.

I Meant to Do That

Prerequisites: Improvised Gadgets, Adept Technology Education

At-Will – Special

Condition: You must have at least one Equipment Item you created with Improvised Gadgets equipped to use this Feature.

Effect: Choose one of your equipped items you created with Improved Gadgets. It is destroyed and cannot be repaired, and that instance of Improvised Gadgets is immediately Unbound. Use the effect below corresponding to the Capability granted by the chosen item.

- » **Magnetic:** You may activate this effect as a Standard Action Interrupt whenever a Steel or Electric-Type attack or an attack with a metal Weapon would hit a target within 5 meters. The attack instead misses all targets within 5 meters.
- » **Threaded:** Choose up to 3 targets within 4 meters and perform an AC 4 Status Attack against them as a Standard Action. All hit targets become Stuck and Trapped for one full round.
- » **Zapper:** You may activate this effect as a Swift Action upon hitting a foe with a Zapper-modified Struggle Attack. The foe is Paralyzed.

Capsule Science

Prerequisites: Improvised Gadgets, Expert Technology Education

Static

Effect: You learn the Cap Cannon, Cap Ammo, and Wonder Launcher recipes, and you gain the following additional effects when using those items.

- » **Bean Caps:** You gain a +10 Damage Bonus when using Bean Caps.
- » **Glue Caps:** Your Effect Range when using Glue Caps is increased by +3.
- » **Nets Caps:** Targets affected by your Net Caps gain a -X penalty to all Damage Rolls, where X is your Technology Education Rank.
- » **Wonder Launcher:** Whenever you apply an item to a target using the Wonder Launcher, they gain Temporary Hit Points equal to your Technology Education Rank.

Enhanced Capsules

Prerequisites: Capsule Science, Master Technology Education

Daily x3 – Extended Action

Target: A willing Pokémon with one of the Capabilities listed below

Effect: Choose one of the Capabilities below which the target Pokémon has. You create a consumable item with the effect below, depending on the chosen Capability. All unused items created with Enhanced Capsules are rendered inert after an Extended Rest (including modifications to other items).

- » **Glow:** This item may be attached to a Wonder Launcher as a Standard Action to give the following effect for the rest of the Scene: Whenever you apply an Item to a target using this Wonder Launcher, that target gains the Illuminate Ability for one full round.
- » **Magnetic:** This item may be loaded into a Cap Cannon to provide two Bean Cap Ammo. When fired, these Bean Caps cannot miss.
- » **Threaded:** This item may be loaded into a Cap Cannon to provide two Glue Cap Ammo. When fired, they affect a Blast 2 instead of a single target.
- » **Zapper:** This item may be loaded into a Cap Cannon as a single Net Cap Ammo. Targets trapped by this Net Cap are Suppressed while trapped. Targets immune to Electric-Type attacks are immune to this effect.

GADGETEER RECIPES

Cap Cannon

At-Will – Extended Action

Effect: You create a Cap Cannon for ₣ 2000.

Cap Ammo

At-Will – Extended Action

Effect: You create a Bean Cap for ₣ 25, a Glue Cap for ₣ 50, or a Net Cap for ₣ 100.

Wonder Launcher

At-Will – Extended Action

Effect: You create a Wonder Launcher for ₣ 5000.

ADDITIONAL CHANGES

Mechanical Scrap is a new Scrap category that encompasses Items made with the Gadgeteer, Engineer, and Upgrader Fields of Study.

Glue Cannons and Weighted Nets are replaced with Cap Cannons, which have the following rules text:

Cap Cannon - Capsule Cannons - or Cap Cannons for short - are two-handed pieces of Equipment which can be loaded with different types of Capsules (Caps) and fired. They can be fired as a Standard Action, and the range and effect of the Cannon depends on the Cap used. A Cap Cannon may have up to five Caps loaded in it at once, and they do not have to be fired in any particular order. You may load up to two Caps into a Cannon as a Standard Action. There are three types of Caps: Bean Caps, Glue Caps, and Net Caps. In addition to Caps, Capsule Cannons can also be loaded with Smoke Bombs, Pester Balls, and Poke Balls. When fired this way, these items behave normally but have a Range of 10 meters. Capsule Cannons cost ₣ 5000.

Bean Cap - Bean Caps shoot as a small cloth projectile filled with beads, which explodes upon contact, dealing some damage.

Cost per Cap: ₣ 50

AC: (6 minus Tech Edu Rank, Minimum 2)

Range: 10 meters

Effect: The target takes 20 Physical, Normal-Type Damage. On 18+, the target is Tripped and loses a Tick of Hit Points.

Glue Cap - Glue Caps shoot as a sticky orb that explodes upon contact, covering the target in a sticky adhesive.

Cost per Cap: ₣ 100

AC: (8 minus Tech Edu Rank, Minimum 2)

Range: 8 meters

Effect: Cause the target to become Slowed, and their Initiative is lowered by 5. On 18+, the target is also Stuck and Trapped.

Net Cap - Net Caps expand into a strong fibrous net that cling to and entangle their target.

Cost per Cap: ₣ 200

AC: (10 minus Tech Edu Rank)

Range: 6 Meters

Effect: Targets hit by a Net Cap gain all the effects below while the net remains on them. Targets may attempt to remove the Net as a Standard Action; if they do, they make a Save Check with a DC of 15, adding their Power Capability as a bonus to their Roll. Targets may automatically remove the Net as an Extended Action.

- » If the target is a Wild Pokémon, Capture Rate is increased by +20
- » If the target is Large Size or smaller, they take a -3 penalty to Accuracy Rolls
- » If the target is Medium Size or smaller, they are Slowed and Vulnerable
- » Sky and Levitate Speeds cannot be used; the target is forced to lower themselves to the ground (without taking fall damage).

GENERAL RESEARCH FIELD

Breadth of Knowledge

Prerequisites: Novice General Education
Static

Effect: You gain three Edges for which you qualify. These Edges must be used to gain a Skill Edge with an Education Skill, or to gain an Edge that has an Education Skill as a Prerequisite that you meet.

Bookworm

Prerequisites: Breadth of Knowledge
Static

Effect: You gain X Study Points, where X is equal to 2 plus one more for every other General Research Feature you have. You may Drain Study Points to benefit from studying Books, instead of Draining your Action Points. Study Points are restored to your maximum after an Extended Rest, just like Action Points.

Well Read

Prerequisites: Bookworm, Expert General Education
Static

Effect: You may use your General Education Rank to qualify for Books, instead of the Book's usual Skill Prerequisites, provided you have the normal Prerequisite at at least Novice Rank.

Echoes of the Future

Prerequisite: Breadth of Knowledge, Master General Education

Daily x2 – Free Action

Trigger: You or your Pokémon make a roll

Effect: You may roll twice and keep the best result.

BOOK ITEM MECHANICS

Books hold knowledge, and knowledge is power! Books are Items associated with Education Skills that can be used during Extended Actions to Drain your AP to receive certain benefits.

After half an hour of study, you can Drain 1 AP to gain the benefits of one Rank of a Book, if you meet the prerequisite Skill for that Book's Rank. Ranks in an individual book must be gained sequentially (e.g. you must have the Novice Rank effect to gain the the Expert Rank effect).

The benefits from a Book last until an Extended Rest is taken; when an Extended Rest is taken, you may choose to renew any Drain previously held from Books and continue to gain the effects.

Books generally cost ₣ 1000, but we are still looking at how to best price them. Give us feedback!

GENERAL EDUCATION BOOKS

Study Manual

Description: A Study Manual is always assigned to a single Skill and covers a specific narrow field that can be taken as a Skill Stunt. A list of examples is provided.

Rank 1 - Novice General Education: You gain a Skill Stunt in the associated Skill of the Study Manual covering the narrow field specified by the Study Manual.

Rank 2 - Expert General Education: You gain a general +2 Bonus to the associated Skill. This Bonus does not stack with other bonuses from Books or Equipment to the same Skill.

Examples: Gossip Mag - Charm (regional celebrities), Locksmith's Manual - Stealth (lock-picking), Paleontology Manual - Survival (digging up fossils), How to be 1337 - Technology Education (hacking)

The Joy of Cooking

Description: A cookbook for novice and experienced chefs alike.

Rank 1 - Novice General Education: Your material costs for crafting Food Items of any variety are reduced by 10%.

Rank 2 - Expert General Education: Meal and Refreshment Items you create cause whoever eats them to gain a Tick of Hit Points.

How Berries??

Description: A beginner's guide to the proper care of berry plants.

Rank 1 - Adept General Education: Once per day when making a Yield Roll, add +1 to the result.

Rank 2 - Expert General Education: You may create Mulch from Food Scrap.

MEDICINE EDUCATION BOOKS

First Aid Manual

Description: A training manual given to all EMTs.

Rank 1 - Novice Medicine Education: You gain a +10 Bonus to Medicine Education Checks made to use a First Aid Kit.

Rank 2 - Expert Medicine Education: You may use the First Aid Expertise Feature once per day.

Traditional Medicine Reference*

Description: A volume dedicated to properly preparing herbal medications.

Rank 1 - Adept Medicine Education: Targets you administer Herbal Restoratives to do not lose Combat Stages no matter how many Herbal Restoratives they've had in the same day.

Rank 2 - Expert Medicine Education: Whenever you administer an Herbal Restorative to a target, they may choose to gain the Food Buff associated with Herbal Restoratives, regardless of how many Herbal Restoratives they've used this day.

*See Herbal Restoratives in Miscellaneous Errata

Caretaker's Manual

Description: An invaluable guide to patient care with wide appeal and praised by both nurses and rangers.

Rank 1 - Adept Medicine Education: Once per Scene, you may assist an adjacent ally in Taking a Breather as a Standard Action, and they do not Shift or become Tripped as part of this action. If the target is Confused or Enraged, you may roll Medicine Education instead of Command to assist them.

Rank 2 - Master Medicine Education: This effect can only be bound while taking an Extended Rest and Drains AP for the next day. During this Extended Rest, Pokémon and Trainers in your care heal twice as many Hit Points while resting, heal Injuries twice as quickly, and may heal an additional Injury per day. This stacks with use of Bandages.

OCCULT EDUCATION BOOKS

Dowsing For Dummies

Description: A favorite of rock collectors everywhere, this book teaches the user how to attune their dowsing rods.

Rank 1 - Novice Occult Education: Roll +1d6 when searching for Shards.

Rank 2 - Adept Occult Education: When you begin searching for Shards, you may choose to expend an additional activation of Dowsing for the day. If you do, choose a Shard Color; all the Shards you find during this search will be of the chosen Color.

How to Avoid Being Spooked

Description: A questionable old tome filled with Ghost-related esoterica.

Rank 1 - Adept Occult Education: While holding a Cleanse Tag in your Main or Off-Hand Equipment Slot, you can see Pokémon and Trainers using the Invisibility Capability.

Rank 2 - Expert Occult Education: While holding a Cleanse Tag in your Main or Off-Hand Equipment Slot, you are immune to the Cursed Status Affliction.

Tinfoil Gospel: Your Primer on Thwarting the Conspiracies of the New World Order

Description: An even more questionable tome, filled with laughable conspiracy theories. Its mental exercises are strangely effective, however.

Rank 1 - Novice Occult Education: You gain the Iron Mind Edge and the Skill Stunt - Focus (resisting Telepathy).

Rank 2 - Expert Occult Education: Your Aura becomes muddled and difficult to read. Pokémon and Trainers with the Aura Reader Capability cannot discern the tint of your Aura and must succeed on an opposed Intuition or Focus Check vs your Occult Education or Focus in order to read the hue of your Aura. Upon failure, they may not attempt to read your Aura again for the remainder of the Scene.

POKÉMON EDUCATION BOOKS

Type Study Manual

Description: These Books focus on one particular Pokémon Type.

Rank 1 - Novice Pokémon Education: You gain a -5 Bonus on Capture Checks against the studied Type.

Rank 2 - Expert Pokémon Education: When you apply Experience Training, you may choose to give one of your Pokémon of the studied Type +10 Bonus Experience. The same Pokémon cannot be chosen two days in a row.

Pokémon Daycare Licensing Guide

Description: This book teaches advanced Pokémon Breeding techniques.

Rank 1 - Adept Pokémon Education: When Breeding Pokémon of this Book's Egg Group, you may choose which parent's species the Egg is of.

Rank 2 - Master Pokémon Education: When hatching Eggs of Pokémon of this Book's Egg Group, the hatched Pokémon learns their first Inheritance Move at Level 10 instead of Level 20.

*There will also eventually be a Contest-related book, but we don't want to write one with the current state of Contest rules.

SURVIVAL BOOKS

Fishing 101

Description: A good way to waste an afternoon sitting at the side of a boat.

Rank 1 - Novice Survival: You gain the Snare Capture Technique, but it only applies to Pokémon you have fished up.

Rank 2 - Adept Survival: Whenever you fish up a Pokémon, choose two Combat Stats. That Pokémon becomes Flinched and loses 1 Combat Stage in each of the chosen Stats.

A Field Guide to Fungi

Description: This book tells you which mushrooms are good to eat and which ones will give you a bad trip.

Rank 1 - Novice Survival: You automatically identify all Tiny Mushrooms, Big Mushrooms, and Balm Mushrooms you pick. Whenever you or your Pokémon consume one of those Mushrooms, they ignore the negative effect of the Mushroom (Hit Point loss, Poison, Combat Stage loss).

Rank 2 - Adept Survival: You can create the Hearty Meal Chef Recipe as an Extended Action but only by using Mushrooms as ingredients.

Travel Guide

Description: A Travel Guide covers a specific location, such as a mountain or a pair of routes in the wilderness. Travel Guides are usually written for the more popular destinations in a region, but they might not necessarily exist for more obscure and out of the way locations.

Rank 1 - Novice Survival: You gain the following Skill Stunts while traveling in the studied location: Survival (Foraging) and Survival (Navigation).

Rank 2 - Expert Survival: You and your Pokémon do not take damage from naturally occurring Weather effects in the studied location.

TECHNOLOGY EDUCATION BOOKS

The Anarchist Cookbook

Description: The simple act of owning this book isn't illegal, but carrying out its suggestions might be.

Rank 1 - Novice Technology Education: Whenever you apply a Repel to a target, they become Blinded until the end of their next turn. This may only affect a target once per Scene.

Rank 2 - Expert Technology Education: Whenever you hit a target with a Repel or Pester Ball, they lose Hit Points equal to your Technology Education Rank.

Poké Ball Technical Manual

Description: Your all-in-one guide to balls.

Rank 1 - Novice Technology Education: Your material costs for crafting Poke Balls of any variety are reduced by 10%.

Rank 2 - Expert Technology Education: Poke Balls you craft gain a +2 Bonus to Accuracy Rolls.

DIY Engineering

Description:

Rank 1 - Novice Technology Education: Your material costs for crafting items crafted from Mechanical Scrap are reduced by 10%.

Rank 2 - Expert Technology Education: Whenever you Scrap an Item you created, you gain Scrap worth 75% of its monetary cost instead of only 50%.

MISCELLANEOUS ERRATA

FOOD AND CHEF ERRATA

Digestion Buffs are now called **Food Buffs**.

Dumplings cannot be used to make other Dumpling items. No infinite recursion, please.

The bonus from Accentuated Taste can only be gained once per item, even if Complex Aftertaste is used to give an additional Food Buff for the item.

Gluttony's effect should read as follows: "The user may have up to three Food Buffs at once, and may eat up to two refreshments per half hour."

OTHER CLASS-RELATED ERRATA

Capture Specialist: Tools of the Trade now gives an Accuracy bonus to Cap Cannons.

Hobbyist: Hobbyist now only allows the user to take Skill Edges that Rank Up a Skill.

Hunter: Surprise! now has an AP discount when triggered by attacks using Cap Cannons.

Survivalist: Natural Fighter now allows a Survivalist to use the Move Spikes instead of Fling when in Urban terrain.

HERBAL RESTORATIVES

Repulsive Medicines are now called **Herbal Restoratives** and no longer cause Pokémon to dislike their Trainer. Instead, they have the following effects:

Herbal Restoratives function differently from most normal Restorative items. While you can spray as many Potions on a Pokémon or Trainer each day as you like, using too many Herbal Restoratives in one day can be detrimental. However, using just one or two a day is fine and can even be better than using normal Restoratives!

Keep track of how many Herbal Restoratives a Pokémon or Trainer consumes. This count is reset after each Extended Rest.

The first time a Pokémon or Trainer consumes an Herbal Restorative in a given period, they gain a Food Buff that can be traded in to gain a +2 bonus on a Save Check.

The second time a Pokémon or Trainer consumes an Herbal Restorative in a given period, they become unable to gain Food Buffs or Temporary Hit Points until they take an Extended Rest.

The third time and every time thereafter that Pokémon or Trainer consumes an Herbal Restorative in a given period, roll 1d6. 1 corresponds to Attack, 2 to Defense, 3 to Special Attack, 4 to Special Defense, 5 to Speed, and 6 is re-rolled. The user's default Combat Stage for the rolled Stat is reduced by 1 until they take an Extended Rest.