

## 1.0: CHARACTER CREATION

### Step One: Concept

This is the most important step. Decide on the general nature of your Trainer, and select the closest **Affinity** (See Section 1.1) to describe your character. Fill in name, gender, and other bio information.

### Step Two: Attributes

First, mark the Affinity bonus Attribute on the left side of the appropriate Attribute. Then spend 9 points amongst your various **Attributes** (See Section 1.2). You must put at least 1 point in each Attribute, and no Attribute can be higher than 3 at this phase.

### Step Three: Skills

Now, select the **Skills** (See Section 1.2) that your character possesses. You have 12 points to spend on Skills. No skill can be higher than 3 at this point.

### Step Four: Equipment

You begin play with 1000 P\$ (or **Pokedollars**). Spend it how you wish. See Section 1.3 for the list of **Equipment** you can purchase.

### Step Five: Bonus Points

You may now spend your bonus points. You get 10 bonus points to spend. The chart that determines the cost of each item is below:

Bonus Points	
Trait	Cost
Attribute	5
Skill	1
500 P\$	3

### Step Six: Starting Pokemon

Now it is time to choose your starter! Consult your Storyteller for the list of possible options, and then proceed to Section 2.0 to create your **Pokemon**.

## 1.1: AFFINITIES

**01- Nurturing:** People with this affinity are usually warm, nurturing people. They adopt craft-like hobbies, and spend a lot of their free time creating, whether it's art or science. They also usually share a love of life and living creatures. The bonus attribute is Charm.

**02- Intellectual:** These types are usually highly intelligent. They are always seeking the latest bit of elusive knowledge. Though they can often be found with their nose in a book, they are more than keen to go on an adventure, to gain more knowledge. The bonus attribute is Intellect.

**03- Passionate:** These types are passionate. They do everything with gusto, and love to be the center of attention. They tend to be graceful and nimble, and highly athletic. They love to show off, and will do anything to win over the room. The bonus attribute is Finesse.

**04- Hyper:** These people are usually very hyperactive. They cannot stand to be slowed down or constrained. Whether they run fast, talk fast, or just think fast, they rush through everything as if the world was about to end. The bonus attribute is Wits.

**05- Wise:** They are usually very wise and introspective. They consider themselves masters of the unknowable, and usually have very deep souls. This type is usually very calm, and only engages in violence if it is the last resort. The bonus attribute is Intellect.

**06- Goth:** These creepy people are obsessed with death, and the cycles and events that surround it. They typically dress in black. They are usually very open-minded and believing, even if they act like they are not listening. The bonus attribute is Wits.

**07- Spontaneous:** They tend to be very "for the moment" type characters. They never invest in any one thing too long, preferring quantity to quality. They are very good at getting things done at the last minute, but not so much at planning. The bonus attribute is Wits.

**08- Cunning:** These people are cunning, and their careful plots take a long time to unfold. They are, in many ways, the opposite of the previous type. While they can be counted on for strategy and long-term goals, they cave under immediate pressure. The bonus attribute is Intellect.

**09- Logical:** These people tend to be very cold. They are very logical, and usually very calm. They solve problems with logic and thought, never emotions or rash actions. They are usually also very patient. The bonus attribute is Intellect.

**10- Athletic:** These types are very physical in nature. Most are extremely athletic, and take great pride in building up their bodies. They are usually very confident, and have a hard time accepting defeat or failure. The bonus attribute is Brawn.

**11- Steady:** This type tends to be very steady and reliable. They usually have a very calm confidence about them, and inspire others to be more dependable. You can always count on their loyalty. The bonus attribute is Charm.

**12- Bully:** These types are tough. They are usually bullies, but are always full of themselves. Some are simply unobservant, but most are very vain. They usually are strong and powerful fighters, though, so few point out these flaws. The bonus attribute is Brawn.

**13- Cold:** The affiliated of this type are known for being quiet and unfriendly. They seek self-perfection through the divorce of emotions. They believe that emotions and passion lead to weakness, and so seek to be rid of that flaw. The bonus attribute is Intellect.

**14- Perfectionist:** Whatever they do, they must do it right. Whether they work in science, medicine, or carpentry, they do everything with exact precision. They are excellent mathematicians, but poor painters. The bonus attribute is Wits.

**15- Explorer:** These folks are very adventurous. They love to move, and especially love to feel the wind in their hair. They have boundless energy, and love to explore new places. The bonus attribute is Finesse.

**16- Brave:** They are known for a wide variety of physical skills, but what remains consistent is their tenacity and courage. They rarely back down from a fight, and will defend the weak with vigor. The bonus attribute is Brawn.

## 1.2: ATTRIBUTES AND SKILLS

There are 5 primary attributes that are important to Trainers, and a number of Skills that they can possess. The descriptions for the Attributes are below:

**Finesse:** This is the character's physical agility and flexibility. The quicker a character is on her feet, the higher her Finesse. This also represents coordination, dexterity, and grace.

**Brawn:** A character with a high brawn can dish out, and take, a high amount of damage. He is able to perform feats of strength and athletics beyond normal trainers.

**Charm:** This trait reflects charisma, and personal magnetism. It also can be a character's ability to convince or sway others to his side, be it a haggle over the price of apples or a political stand.

**Wits:** The speed of a character's mind is measured by Wits. Characters with high Wits are able to make quick calculations and decisions. They are also good at applying knowledge, so those who are "wise" often have high Wits.

**Intellect:** This is book knowledge. It represents just how much a character actually knows, and remembers. It is good for dredging up old facts, and names, and places.

### SKILLS

A character must also have at her disposal a number of skills that represent more specialized knowledge. The system for skill use is very simple. The player rolls a number of dice equal to the total of the appropriate Skill and Attribute (as determined by the storyteller). She may keep a number equal to the Attribute, and add them together. If the total beats the storyteller's difficulty number, you succeed.

A list, and the details, of the available skills are detailed below. This is by no means a comprehensive list. If you would like a skill that you do not see on the list, ask your storyteller.

#### Command

This important skill is what is used to get Pokemon to obey your orders in battle. It is often used with Charm.

#### Training

Another important skill, this is used to improve your Pokemon's abilities and moves. It is often used with Wits.

#### Academics

This skill is a catchall, representing a variety of topics not covered by other skills. Basically, it is school subjects (Math, Science, etc). Often used with Intellect.

**Alertness**

This skill is how observant your character is. It is a very useful skill. Used most often with Wits.

**Athletics**

This is another catchall, covering physical activities like running, jumping, swimming, and climbing. Often used with Finesse or Brawn.

**Brawl**

This skill covers hand-to-hand combat. An unpopular skill in the world of Pokemon, except among certain Martial Arts circuits. Used mostly with Finesse.

**Computer**

The ability to use, repair, and create computer systems is covered by this skill. Most often used with Intellect, but for last-ditch efforts, may use Wits.

**Crafts**

Yet another catchall, this skill covers handcrafts, like pottery, carpentry, blacksmithing, and any manner of other skills. Often used with Finesse.

**Drive**

This is the ability to drive a motor vehicle. Without it, you may not drive at all, although you could attempt it. Used with Wits.

**Empathy**

The ability to understand and associate with other human beings is covered by this skill. Used to convince others to open up and talk. Mostly used with Charm.

**Intimidation**

This skill is used to force others to do what you want through brute force and fear. This is a common skill among Rock Affinities. Most often used with Brawn.

**Medicine**

This covers medicine on humans, not Pokemon. At low levels, this is mostly used as first aid. Used with Intellect or Wits (depending on the speed required).

**Melee**

The use of melee weapons, like swords and axes, is very uncommon, and often illegal. Fencing, however, is a popular sport among the rich. Used with Finesse.

**Performance**

The performing arts are not uncommon here. This covers painting, acting, sculpting, and any other artistic endeavor. Used mostly with Charm or Finesse.

**Poke-Legend**

The knowledge of rare or ancient Pokemon, and other legends surrounding the Pokemon, is covered by this skill. Used with Intellect.

**Poke-Medicine**

The Pokemon equivalent of Medicine, this skill also allows you to operate the restoration machines in PokeCenters. Used with Intellect.

**Poke-Science**

This is knowledge of Pokemon science, such as the construction and repair of Pokeballs and Storage Systems. Used mostly with Intellect.

**Research**

This skill covers the ability to locate knowledge when given the proper resources. It's also handy for gathering information in many situations. Used mostly with Intellect.

**Ride**

This is the ability to ride a bicycle, not a Pokemon. (That would be based entirely on the Pokemon itself). Used most often with Finesse.

**Stealth**

The skill used for remaining undetected and unheard, this skill is popular among thieves and criminals. Used almost exclusively with Finesse.

**Streetwise**

This is knowledge of the streets, and the rough-and-tumble urban life. It is very useful for getting information from the right people. Used mostly with Wits or Charm.



**Subterfuge**

This ability covers lying, and social sneakiness. A very useful skill, and prized by Ghost Affinities. Used with Charm.

**Survival**

This skill covers wilderness survival, such as knowing which plants are poisonous, where to sleep, and how to follow tracks. Used mostly with Wits or Intellect.

### 1.3: EQUIPMENT

Pic	Item	Cost	Description
	TM Case	3000	Holds and uses Technical Machines.
	Pokeblock Case	500	Holds Pokeblocks.
	Binoculars	500	Allows user to see long distances.
	PokeFlute	3000	Cures Sleep status of any Pokemon.
	Pokedex	2000	Stores and sorts information on Pokemon.
	Fishing rod	300	Allows you to fish.
	Bicycle	2000	Allows for high-speed movement.
	Rope	300	50 feet of good rope.
	Stealth Sneakers	1500	Adds +1 Unkept dice to Stealth rolls.
	Leather Jacket	1500	Gives an effective "Toughness" score of 2.
	PokeDoll	1000	A stuffed Clefable doll.
	Boxing Glove	1000	An exercise tool.
	Puffy Book	500	A book for reading to Pokemon.
	Everstone	1000	Prevents Pokemon Evolution.
	Potion	300	Heals 20 HP
	Antidote	100	Cures Poison status effect
	Paralyze Heal	200	Cures Paralyze status effect
	Awakening	250	Cures Sleep status effect
	Ether	1000	Restores 15 PP

## 2.0: POKEMON CREATION

Below are detailed steps for creating your first, and future, Pokemon.

### Step One: Species

Select, and record, your Pokemon's species. Also record their starting **Stats** (see Section 2.1), **Speed**, **Hit Points**, **Willpower**, and **Moves**. See below for possible starters. Although feel free to ask your storyteller if you have a different preference! See the individual **Pokedex** (Section 4.0) entries for each Pokemon.

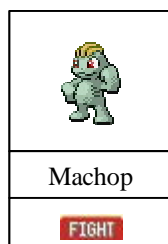
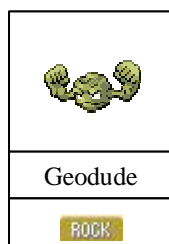
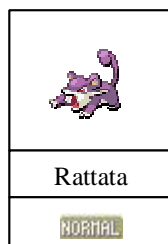
### Step Two: Moves

Fill in the pertinent information for each **Move** from Section 2.2.

### Step Two: Nature

Select and record your Pokemon's starting **Nature** from Section 2.3. See your storyteller first, as he may wish to assign natures randomly.

### Suggestions for Starting Pokemon



## 2.1: STATS

A Pokemon's Stats reflect its abilities and strengths. The different stats are broken down and described below:

**Finesse** - A Pokemon's physical agility. Determines the likelihood of successfully hitting with a Physical attack.

**Brawn** - A Pokemon's strength. Determines the amount of damage dealt with a Physical attack.

**Toughness** - A Pokemon's physical armor. Reduces damage from Physical attacks.

**Accuracy** - A Pokemon's coordination. Determines the likelihood of successfully hitting with a Special attack.

**Power** - A Pokemon's strength of mind. Determines the amount of damage dealt with a Special attack.

**Defense** - A Pokemon's special armor. Reduces damage from Special attacks.

**Charm** - A Pokemon's cuteness, beauty, or intimidation. Used when dealing with humans (or other Pokemon).

**Speed** - A Pokemon's quickness. Determines order of battle.

## 2.2: MOVES

A Pokemon's attacks are its Moves, and as such, are the most important decisions to be made. Most Pokemon can only have up to 4 Moves, but more powerful Pokemon may know more. It is easy to teach a Pokemon moves on its list, although it is possible to teach it some that are not.

This is by no means a complete list of all possible moves. Just a few starters.

Move	Type	P/S	PP	DIFF	DMG	Notes
Tackle	NORMAL	P	1	10	1	-
Tail Whip	NORMAL	P	1	15	-	-1 Toughness
Growl	NORMAL	P	1	15	-	-1 Brawn
Leer	NORMAL	P	1	15	-	-1 Finesse
Defense Curl	NORMAL	P	2	-	-	+1 Toughness
Slam	NORMAL	P	3	20	5	-
Vine Whip	GRASS	P	2	10	3	-
Sleep Spores	GRASS	S	3	15	-	Puts opponent to Sleep
Bubble	WATER	S	2	10	3	-
Whirlpool	WATER	S	2	15	-	-2 Power
Ember	FIRE	S	2	15	3	-
Smokescreen	FIRE	S	2	15	-	-2 Accuracy
Shock	ELECTR	S	2	15	-	-2 Power
Spark	ELECTR	S	2	10	3	-
Confusion	PSYCHC	S	3	15	4	50% chance of Confusion
Curse	GHOST	S	1	0	-	½ Self damage, Opponent Cursed
Lick	GHOST	P	3	15	4	50% Confusion
String Shot	BUG	P	2	15	-	-1 Speed
Jab	FIGHT	P	1	10	2	-
Rock Tomb	ROCK	P	3	15	4	50% chance of Confusion
Steel Claw	STEEL	P	4	20	6	-
Peck	FLYING	P	1	15	2	-
Fly	FLYING	P	4	5	6	Fly up on first turn, Attack on second.

### 2.3: Natures

A Pokemon's Nature is its basic personality. It defines its likes (and dislikes), and generally describes its attitude.

<b>Nature</b>
Rash
Adamant
Modest
Intellectual
Impish
Brave
Energetic
Careful
Serious
Docile
Hyper
Angry
Grumpy
Quiet
Calm
Gentle
Quirky
Bashful
Playful
Lazy