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POKÉMON Mystery Dungeon Explorers!

A PMD RPG



A TABLETOP ROLEPLAYING GAME FOR
POKÉMON MYSTERY DUNGEON
CREATED BY HARPER ALISTAIR PLESANT

v1.0

CREDITS:

System Designer, Writer and Editor: Harper Alistair
Pleasant Design Consultants: Gonzalo Quintanero, Tavian Butcher, Steven Markus Shaw, Álvaro Moreno, Jackie Meyers, Ryder
Playtesters: Gonzalo Quintanero, Tavian Butcher, Álvaro Moreno, Steven Markus Shaw, Manzur “Manny” Elahi, Jackie Meyers, Alex Heighton, Andrew “Frosty”, Nic Broadway, Flo, Katerina Baumgartner, Franciscosta
Based on the original games created by: Spike Chunsoft, The Pokémon Company

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Pykuo (Pages 50, 63). Find him on Tumblr (pykuone.tumblr.com) and Bluesky (pykuo.pmd.social).
Rainydayhaze (Page 72). Find them on Tumblr (rainyartblog.tumblr.com) and Bluesky (rainydayhaze.bsky.social).
Tesha Merkel (Pages 17, 58, 64, 93). Find her on Bluesky (teshamerkel.bsky.social) and Tumblr (teshadraws.tumblr.com).
Ande Wittenmeier (Pages 81, 86). Find her on Twitter ([@andewitt_art](https://twitter.com/andewitt_art)) and check out her website (www.andewitt.com).

RealSpaceJunk (Pages 66, 67) Find them on Twitter ([@realspacejunk](https://twitter.com/realspacejunk)), Bluesky (realspacejunk.bsky.social), and DeviantArt. (<https://www.deviantart.com/realspacejunk/gallery>)
Tempelina (Page 15). Find them on Bluesky (tempelina.bsky.social).
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PMDSpriteCollab. Find them on their website (<https://sprites.pmdcollab.org/#/>). For a full list of their artists, please visit https://github.com/PMDCollab/SpriteCollab/blob/master/spritebot_credits.txt.

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To my partners, for supporting me and for enduring my endless yap about making this game. I love you.
To Bulbapedia and Serebii, for having an amazing repository of Pokémon-related information to look up at a moment's notice.
To Matthew Colville, for some of the most incredible TTRPG game design and “running the game” tips out there. Without your work, we’d be all the poorer for it, and without a doubt, this game would not exist.
To ZeHauss (you know who you are), for being amazing playtesters, consultants, and friends.
And You, the player, for taking the time to pick this up and play it. This game is nothing without its players.

INSPIRATIONS

Pokémon Mystery Dungeon (SpikeChunsoft & The Pokémon Company), Powered by the Apocalypse (Meguey and Vincent Baker), Kids on Bikes (Hunters Entertainment), Dungeons & Dragons (Wizards of the Coast), Never Stop Blowing Up (Dropout), Draw Steel (MCDM)

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CHAPTER 1: INTRODUCTION

PREFACE

Heya! Thank you for picking up this copy of “Explorers! A PMD RPG”. This project took me the better part of a year and a half to complete, and has been a real labour of love for me. It is my own love letter to the Pokémon Mystery Dungeon series. I’ve always been a massive fan of the Pokémon series as a whole, but Mystery Dungeon really cemented its place in my heart, as it has many fans across the world.

I’ve spent most of my teen years, and pretty much all of my adult life playing TTRPGs. I’ve always dreamed of one day creating my own. Having graduated with a Bachelor’s Degree of Arts in Games Design and Creative Writing back in 2022, and the games industry as whole being as tough to get into, I finally shook off whatever mental roadblocks I’d set in place for myself, did my research, took inspirations from some games I really enjoy, and created this.

TTRPGs, I believe, are one of the greatest forms of communal bonding you can do with a group of friends. To gather around and tell each other a shared story harkens back to something more primal, and yet it is also inherently silly – with the many in-jokes it will inevitably spawn, the heartbreak and the drama, the laughs and the tears, the challenges and the problems. It’s all made up, of course, but it feels real to us – and I wouldn’t have it any other way.

And sure, you might not get the hang of it straight away. You might not remember some of the rules, and your characters might not be great first try – but that’s alright. In time, your mastery of the system will conjure up some truly genius tactical solutions to the challenges you’ll encounter, and help tell incredible tales of your Adventure.

Now that I have finished creating, this system is yours now. Do with it what you will. Create a story together, forge the bonds of friendship, overcome the villains, rescue those in need, and uncover the secrets of the world. Create art, share your stories with the world. Follow the rules. Break the Rules. Bend them to your whim. So long as everyone at the table is having fun, that’s what matters most.

So, friends, shore up your imagination, gather up a big pile of d6s, and indulge yourselves in the timeless craft of collaborative storytelling and shared hallucination.



Harper Alistair Pleasant (they/them)
AKA TheJunkDog

WELCOME TO THE WORLD OF POKÉMON MYSTERY DUNGEON

Pokémon Mystery Dungeon is a series of video games released by SpikeChunsoft and The Pokémon Company. It features a world of Pokémon, and only Pokémon, where strange and mysterious forces have created Mystery Dungeons: a relatively new phenomenon that transforms areas into mighty labyrinths, where Pokémon inside have been driven to a crazed and primal state. The Adventure and Rescue Team Federation formed in response to the rash of incidents occurring around Mystery Dungeons.

And somewhere, somehow, a dark threat is rising, unbeknownst to the rest of the world – but whatever, or whoever, it is... it's approaching.

You, and your Team, must join forces to rescue Pokémon, hunt down Outlaws, uncover mysteries and eventually, save the world!

So go forth, adventurers! Stride into the great unknown! Your story awaits!

HOW TO USE THIS BOOK

This book is a ruleset for a TTRPG, or Tabletop Roleplaying Game. TTRPGs are a form of collective storytelling, where you roll dice with a group of people to determine story, outcomes and consequences.

You can follow, or ignore, as much of this ruleset as you feel like. If you don't like something in here, change it and make it work for your table.

“Soup Group’s Adventure” ART BY NEBULAEYEDFISH



WHAT THIS GAME IS

“Explorers!” is my attempt at a faithful **adaptation** of the Pokémon Mystery Dungeon games. Though more of a **translation** to this genre, than a true emulation of its gameplay – and of course adjusted to suit a group-narrative, rather than a single-player experience.

This system will allow you to build your own worlds and tell your own stories with a group of people in adventure in the **style of Pokémon Mystery Dungeon games**.

“Explorers!” is a **heroic fantasy RPG** that is part **narrative**, part **exploration**, part **dungeon crawler**. You start (typically) at **Level 1** as rookies looking to make their name. You might meet on a beach, in the forest, at a Guild or Tavern, or maybe come together in the thick of danger! Whatever your beginnings, you will grow to become famed adventurers that will save the world from certain doom, **finishing the game around Level 10**. These levels are not representative of the Pokémon experience of XP and Levelling. This is for game balance, and to distil down the experience so as to not become overwhelming or tedious to track.

As will be expanded upon in the Core Rules, “Explorers!” employs a d6 dicepool system, where you will only be rolling 6-sided dice, and the number of dice you roll will determine your strengths in that particular thing you are rolling for.

This system will allow you to take virtually any Pokémon of your choosing and play as them in this world, choosing your Class, as well as your own Moves and Abilities as you grow stronger – unshackling your character from the arbitrary restrictions of a given Pokémon’s natural move list, set abilities or base stats. It is designed to allow you to be the adventurer that you want to be. Want a bulky, defensive Surskit? You got it. Want to play a Bidoof that ends the campaign with Roar of Time? No problem. The only limits are your class levels, and your imagination.

“Explorers!” aims to be relatively easy and fast-paced to play, once you’ve got a basic grip of the rules (and knowledge of PMD mechanics prior to playing wouldn’t hurt). The maths shouldn’t be too heavy, and it avoids “crunchy” design where possible. For example, this game has no accuracy checks – not only to speed up Battles, but also to make you feel more heroic. With that said, there is a vast breadth of character customization and personalization as you progress. It is extremely unlikely that two Pokémon of even the same class and/or species will turn out the exact same.

WHAT THIS GAME IS NOT

This game is not Dungeons and Dragons, Powered By the Apocalypse, Kids on Bikes, or a spinoff module for any other TTRPG system. It is a standalone TTRPG, with its own mechanics and its own design philosophies. You might find some inspirations and design overlap from other systems; but by and large, this game is its own.

This game is not intended to emulate the experience of the core Pokémon games, either. There are systems that exist that can fulfil that niche.

Finally, this game, like almost any TTRPG, is not a perfect system. This is the first release version of the game. With the rules and character options being as varied as they are, there will be odd interactions that could not possibly have been foreseen, even with many playtests. It is up to the GM to determine how these interactions play out.

A NOTE ON THIS SYSTEM

“Explorers! A PMD TTRPG” is currently on Version 1.0, and I am sure there are some flaws that I may not have picked up on. If you think you’ve found something that makes this game frustrating to play, feel free to iterate upon it yourself, or reach out to me on one of my socials I have listed in the credits. I will look to actively update this game post-release to fix any glaring issues.

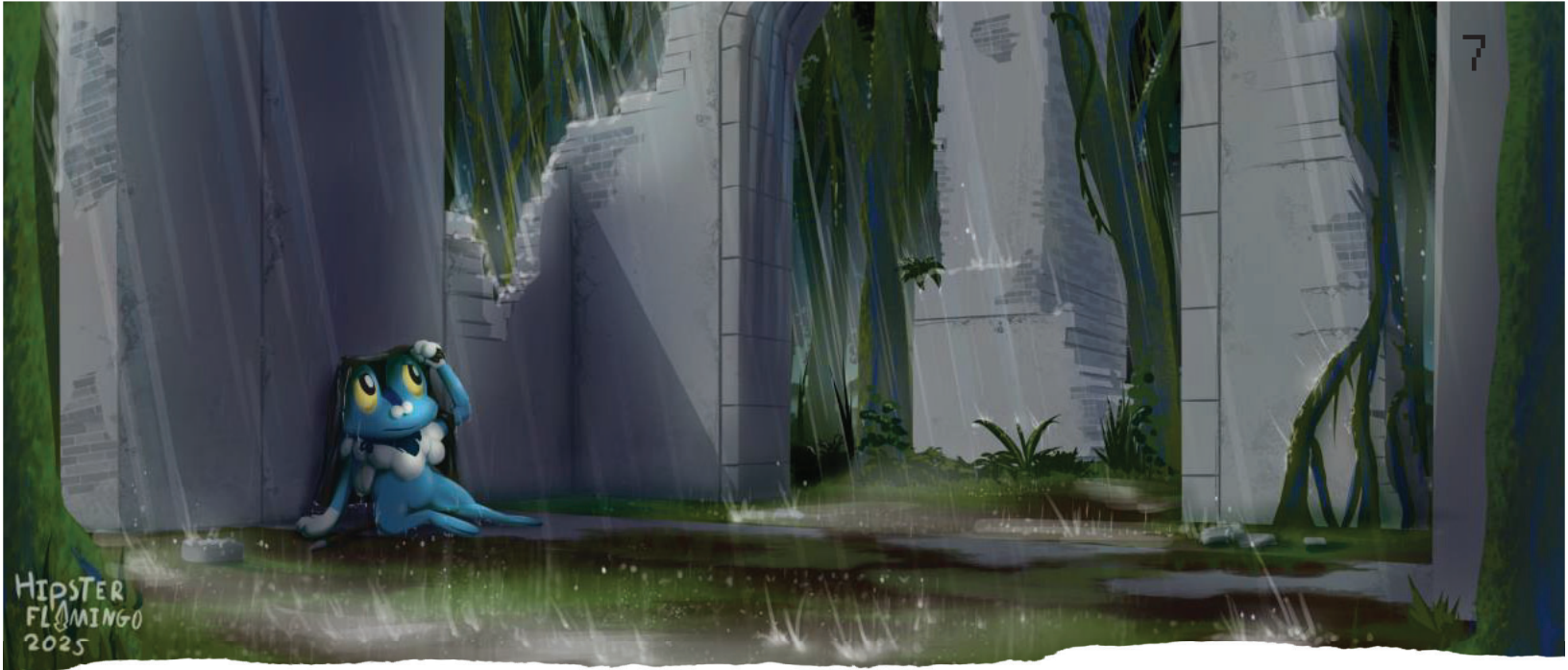
WAYS TO PLAY

There are a few different ways to play “Explorers!”, and your group should decide on a style that best suits you.

CLASSIC

“Classic” refers to having a small, dedicated group playing together on a consistent or semi-consistent basis (scheduling can be difficult, it is known). They create their characters in tandem with one another, looking to each fill a role or niche in the Team, with varying personalities and backstories. The GM has a wider narrative at play, and the players engage with this narrative (or find their own) to build a shared story. They will Level Up and Rank Up together as a Team.

This is the recommended style of play.



“You wake up in the Pokémon World as Froakie” ART BY HIPSTERFLAMINGO

WEST-MARCHES

“The West Marches” is a reference to a style of play that gained popularity in the TTRPG community. It refers to a large group (typically between 10-14, though can be larger) that has no regular sessions, in a more informal “drop-in, drop-out”, sandbox scenario, with no regular plot beats, and sometimes even multiple GMs. These sessions take place in a shared world, and acts as a wider communal game for players. It is possible, with great effort, to craft a combined narrative over this shared world, but it is not recommended. In these types of games, you can expect lower stakes, less drama, and a quick and fun romp through a Mystery Dungeon with some of the members of this larger group at varying Levels, before returning to your shared Guild with your spoils. You might even be actively competing with other players to become stronger or climb the Ranks!

OFFLINE

Offline play refers to playing together as a group in an in-person setting, if you are fortunate enough to do so. You will most likely need tokens or miniatures to represent your characters, as well as grid-based paper or dedicated physical terrains to simulate Mystery Dungeons.

Please note, however, some mechanics of the game, such as Visibility, may be hard to replicate in Offline games.

It is possible to play Classic and West-Marches style games in this fashion.

ONLINE

Online games of “Explorers!” can be played on a multitude of different sites and programs that support TTRPG play, known as Virtual Tabletops (or VTTs). VTTs such as Tabletop Simulator, Roll20, FoundryVTT, and TaleSpire provide excellent resources for you to play your game.

You will also need a program for voice (and sometimes video). Whilst some VTTs provide this a built-in feature, there’s always dedicated VoIP programs like Discord, TeamSpeak, Zoom and many more.

Online is the recommended way to play this game and get full use of the mechanics such as Visibility, as many VTTs include “fog of war” systems.

If you’re playing Online, a great resource to find a Token for your character is:

<https://sprites.pmdcollab.org/>

It is possible to play Classic and West-Marches style games in this fashion.



“Let’s Go Together!” ART BY CITRISPACE

CHAPTER 2: CORE GAME MECHANICS

“This chapter goes over the core game mechanics that you will interact with at almost all points of the game, whether that is in, or out, of the Dungeon. It is recommended that each player has at least a basic understanding of these rules, so that they know how to play, and what to expect.”

CORE RULES

DICE

This is a d6 Dicepool System. Any time a “Die” or “Dice” is referred to by the Rules, it means a 6-sided die. This system uses only 6-sided dice, here-on referred to as a d6. These dice will determine almost every outcome of the game, and are here to aide mechanics and the storytelling. If the dice present you with a failure at a critical moment, that’s okay. This system encourages storytelling and narrative, but also allows you to bounce back from narrative failures (often referred to as Falling Forward). A failure in a Skill Check earlier might result in a huge success on another later.

Often times, you will be rolling with more than one dice. An increase in your Dice means that your character is stronger and more proficient in that Skill, or is using a more powerful Move in Battle.

EXPLOSIVE CRITICAL HITS

In the Core Pokémon games, a Critical Hit often results in Double Damage. Critical Hits in the Core Pokémon games are (often) a 1/16 chance. This results in an uncommon chance of happening.

This System employs a different method of generating Critical Hits, and works a little differently, results in Critical Hits that happen more often, and sometimes, even more powerfully. This is to keep the game fresh and exciting, and can result in some absolutely crazy swings in the story of a given moment.

To Score a Critical Hit, you need to roll a 6 on any Die that you roll. The number is added, and the Die is re-rolled. If you roll another 6 on that d6, you keep going, adding the number rolled, until you don’t roll a 6. This is often referred to in these types of systems as Exploding Dice.

Sometimes, it will be possible to change the face value (the number) on a Die. If that face value reaches a 6, it becomes a Critical Hit (or “Explodes”, if the verbiage takes you).

ADVANTAGE AND DISADVANTAGE

Sometimes, the Rules may call for a Player to roll at Advantage or Disadvantage.

To roll at Advantage, you can reroll any Dice below a 3, and choose to take the higher result.

To roll at Disadvantage, you must reroll any Dice above a 3, and take the lower result.

You only roll Advantage and Disadvantage on the first set of d6 Rolls made. For example, when you Score a Critical Hit, you do not roll for Advantage on the next Die you roll for the Critical Hit.

SKILL CHECKS & CONTEST ROLLS

SKILL CHECKS

Skill Checks will be called by your GM whenever you want to make a Check yourself, or if you are attempting to do something during the course of your Adventure that requires a degree of skill, physical, or mental activity.

When performing a Skill Check (which is done as an Action in a Dungeon), you roll 1 Skill Die (1d6), and add your relevant Stat Modifier.

If you are performing a Skill Check for which your Pokémon has as a Minor Skill, you add 1 Skill Die (1d6) to your initial roll.

If it is a Major Skill for your Pokémon, you add 2 Skill Dice (2d6) to your initial roll.

If you roll a 6, you score a Critical Hit.

CIRCUMSTANCE DIE

The GM may award a Circumstance Die to your roll based on the situation. For instance:

- A Fire Type being attacked by a Pokémon using Leech Seed would be resistant, and so the GM might award a Circumstance Die to the Fire Type Pokémon's Special Status Resist Check.
- A Pokémon with an amorphous body attempting to escape the Restrained Condition against an enemy Pokémon's Bind.
- The Pokémon making the Check is helped by an ally.
- A clever or creative use of the Pokémon's abilities, moves, or skills.
- Good roleplaying

This list of examples is not meant to be exhaustive, but provide a general guideline for the types of circumstances that the system may not account for.

It is solely up to the discretion of the GM to award a Circumstance Die.

DIFFICULTY

The Difficulty (the target number) to beat a Skill Check is determined by the GM. The rough guideline for Skill Check is stated on the table below. This table is meant to be provisional, and the Difficulty can fluctuate between these Numbers, and may increase over time as you become more skilled.

In the case that two Skill Checks from Pokémon oppose one another, or forces a Check upon another - the one that initiated the Check sets the Difficulty with their relevant Skill.

PROVISIONAL TARGET NUMBER	APPROXIMATE DIFFICULTY
5	Easy
10	Medium
15	Medium-Hard
20	Hard
30	Very Hard
50	Near Impossible

DEGREES OF SUCCESS AND FALLING FORWARD

By how much you fail to meet or beat a Difficulty, your GM might sometimes give you a greater effect than intended. When narrowly falling short of your Skill Check, your GM may allow you to pass the skill check, but with a cost or penalty to yourself or your Team.

Not every Skill Check you make will result in different degrees of success – sometimes there is only a binary outcome of pass or fail, or the Check may just be otherwise inconsequential.

Here are some scenarios to describe how these Degrees of Success might unfold:

BEATING A CHECK BY A LOT

In this scenario, you are rolling an Awareness Check to find a hidden entrance to a cave, and the GM has set a Difficulty of 15. You roll a 4 and a 6, causing a Crit. The Crit rolls a 6, and you then roll a 5. Finally, you add an Awareness Modifier of +4, giving you a final total of 25. The GM describes the entrance to this hidden location, but because of how much you beat the Difficulty by, they also reveal to you the invisible Pitfall Trap in front of that secret entrance that you might have otherwise missed.

FAILING A CHECK NARROWLY, AND MASSIVELY FAILING A CHECK WITH DISASTROUS CONSEQUENCES

In another scenario, you are making an Endurance Check whilst scaling a sheer cliff, and the GM has set a Difficulty of 20. You roll a 21, and you begin to climb. However, your Teammate rolls a 2, and begins to plummet down the cliff.

With clever thinking, you Roll for a Strength Check to catch them with your Vine Whip, and the GM sets the Difficulty at 20 again.

You roll an 18, and you barely manage to save them from plummeting to their doom, and catch them just in time. However, because you narrowly failed the roll, your GM might describe a few Items spilling out of your Treasure Bag in your attempt to save your teammate.

ADVENTURE TOKENS

Whenever you make a Skill Check, you can choose to spend Tokens to increase the face value (the number on the Die) of your d6 by 1, in an attempt to make it a Critical Hit so that Die Explodes. You can also just use an Adventure Token to get that final push you need to reach a Difficulty for that Skill Check, or in assistance of avoiding an extremely low roll that results in disastrous consequences.

Your GM awards you Adventure Tokens whenever you do the following:

- Fail a non-trivial skill check.
- Find an item.
- Uncover a secret.
- Fail to land a Status Condition with a Status Move.
- Fail to deal damage with a damaging Move.
- Good roleplaying.

You can have up to your 1+ Your Level in Adventure Tokens at any one time.

In Dungeons, GMs gain one Adventure Token every time the party reaches a new Floor. GMs have a maximum number of Adventure Tokens they can hold equal to the current Level of the party.

Note: Your GM may decide to award you for another reason not listed above.

ALWAYS ROUND DOWN

Whenever you divide a number in this game, and get a decimal number (for instance, halving 3 is 1.5) always round it down to the nearest whole number (In this case, 3 halved becomes 1).

“THEY’RE MORE GUIDELINES, THAN ACTUAL RULES”

Ultimately, these Rules, like most (if not all) TTRPGs, are a guideline. A language through which players and GM communicate to tell the story and play through the experience of the game. They give you a standard at which you can roughly expect the game to be played at, and tools to use to help enhance your play.

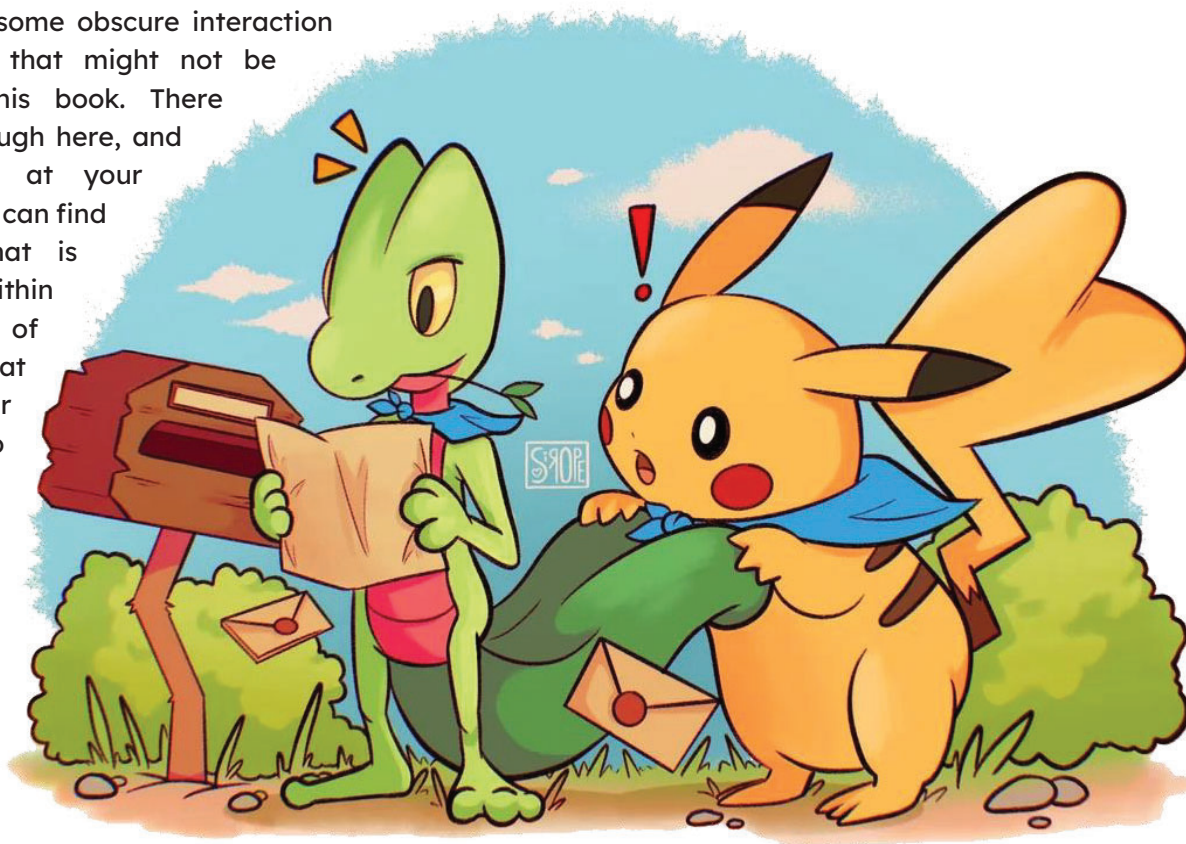
So, when a player wants to do something you might not initially have the Rules memorized for and looking them up would be a chore, or you want to bend or break the Rules to dramatize a moment or allow something cool to happen – remember the Rule of Cool! Of course, the game’s rules should be respected and followed to the extent that your table agrees to, but knowing when and where to bend or break the rules can turn a good game into a truly awesome one. Joyless pedantry and rules-lawyering is, for the most part, pretty uncool, and slows down play. So don’t sweat too hard about remembering some obscure interaction of the Rules that might not be covered in this book. There should be enough here, and enough trust at your table, that you can find a solution that is consistent within the language of the game that works for everybody to continue having fun.

GM HAS THE FINAL SAY

At the end of the day, the GM is the referee for your game, and a tough part of that role is making a call on something. The GM is the final arbiter and interpreter of the Rules, and their decisions should be respected.

On the flip side, challenging a ruling can be a tricky scenario, and sometimes, the players might point out something the GM might’ve missed. That’s okay too. But if a GM has made a ruling, and that ruling is either consistent with the rules set out in this book, or make sense to the rest of the table, go with it! 99.9% of the time, it’s because the GM is doing it in service of enhancing the enjoyment of play – because that’s what they’re to do. They’re there to help facilitate the play and the narrative for the rest of the table.

“Treecko and Pikachu” ART BY SIROPE



MYSTERY DUNGEON

MECHANICS

Throughout your Adventure, you will encounter mysterious locations known as Mystery Dungeons. Mystery Dungeons are brought about by an unknown phenomena, and transform certain locations into Dungeons with certain properties and rules. Mystery Dungeons are also where Rescues, Jobs, Bounties and other explorations can take place, along with where Pokémon can be battled and recruited, and Items can be found!

RULES

Once you enter, the Entrance will close behind you. Only an Escape Orb, certain Moves, or a Rescue Badge can be used to escape a Mystery Dungeon.

Whenever you a Pokémon in your Team is KO'd (reduced to 0HP), and is unable to be Revived, your Rescue Badges will activate, and your Team is immediately removed from the Dungeon and sent back to your designated safe location (usually a Base or Guild).

Your Team loses half the Items in their Treasure Bag Inventory (determined by the GM), and all of the Poké they are carrying on their person.

LAYOUT

A Mystery Dungeon changes its Layout every time it is entered, making the path ahead utterly unpredictable. Consistent among Dungeons, though, is that they seem to generate in either a maze-like labyrinth consisting of Rooms and Corridors (or can appear as a more naturalistic style if you are playing with "Free-Form Dungeons" Optional Rule, as described in the Optional Rules section on Page 92).

All Dungeons have a set number of Floors, which have been recorded to be as low as three, and rumoured to go up to a dizzying one hundred!

ROOM

Whilst you are in a Room, your Visibility is contained to the entire Room, you are able to see the entire Room, and one Tile outside of any entrance to the Room.

HALLWAY

Hallways are long, narrow tunnel-like structures that connect Rooms to one other. If a Hallway is only 1-tile wide, then your Team will need to move in a single file. Before entering a Hallway, your Team will need to decide upon a marching order.

DUNGEON TILES

The Dungeon's Tiles are the ground you walk, float, or swim upon. They can come in many different forms, and have different effects when you enter that tile.

FLOOR

Ground that can be walked on that has no effect. Whenever you move to a new Floor, all temporary effects (such as Stat Changes) are reset.

STAIRS

Stairs are the most common way to proceed to the Dungeon's next Floor. They can either be stairs leading up or down, based on the Mystery Dungeon's geography.

LAVA

Any Pokémon other than Fire-Types, Flying-Types, and Pokémon that Levitate will be Burned and take 4d6 damage for each turn they remain in Lava. This damage is taken at the start of a Pokémon's turn in Battle, or every 10 seconds outside of Battle. Pokémon immersed in Lava take no damage from Grass-Type Moves. Items thrown into Lava Tiles will be instantly burned up and disappear.

WATER

Any Pokémon other than Water-Types, Flying-Types, and Pokémon with Levitate will have their Movement cut in half, and after 5 turns of Battle (or 1 minute out of Battle), will have the Drowning condition. Pokémon immersed in Water take no damage from Fire-Type Moves. Items thrown into Water Tiles will descend to the bottom of that pool of Water.

AIR

Air Tiles can appear from clouds or gulleys (an open-air hole in the ground). Air Tiles can only be traversed by Flying-Types and Pokémon with Levitate. Items thrown into Air Tiles will descend out of sight.

WALL

A Wall Tile is untraversable. You can break open a Wall with the Forge a Path feature from the Explorer Role, or with the Move "Rock Smash".

WONDER TILE

A Wonder Tile magically resets any Stat Changes that have occurred to the Pokémon that steps on this Tile.

TRAP

A Trap Tile is Invisible, and will activate its Trap payload when stepped on, producing a range of effects depending on the Trap. These Traps are detailed in the Game Master's Guide (page 78)

WILD POKÉMON

Due to the strange energies that flow through Mystery Dungeons, Wild Pokémon found in Mystery Dungeons are more often than not driven to aggression, and a need to defend their territory. You'll need to KO these Pokémon in Battle in order to progress.

WAYPOINTS

In larger Mystery Dungeons, you may occasionally find a Waypoint. These are areas that allow your Team to rest and recuperate. When you rest at a Waypoint, you recover all of your Hit Points (HP) and Power Points (PP). If a Team Member is KO'd, you can return to a Waypoint instead of being sent out of the Dungeon.

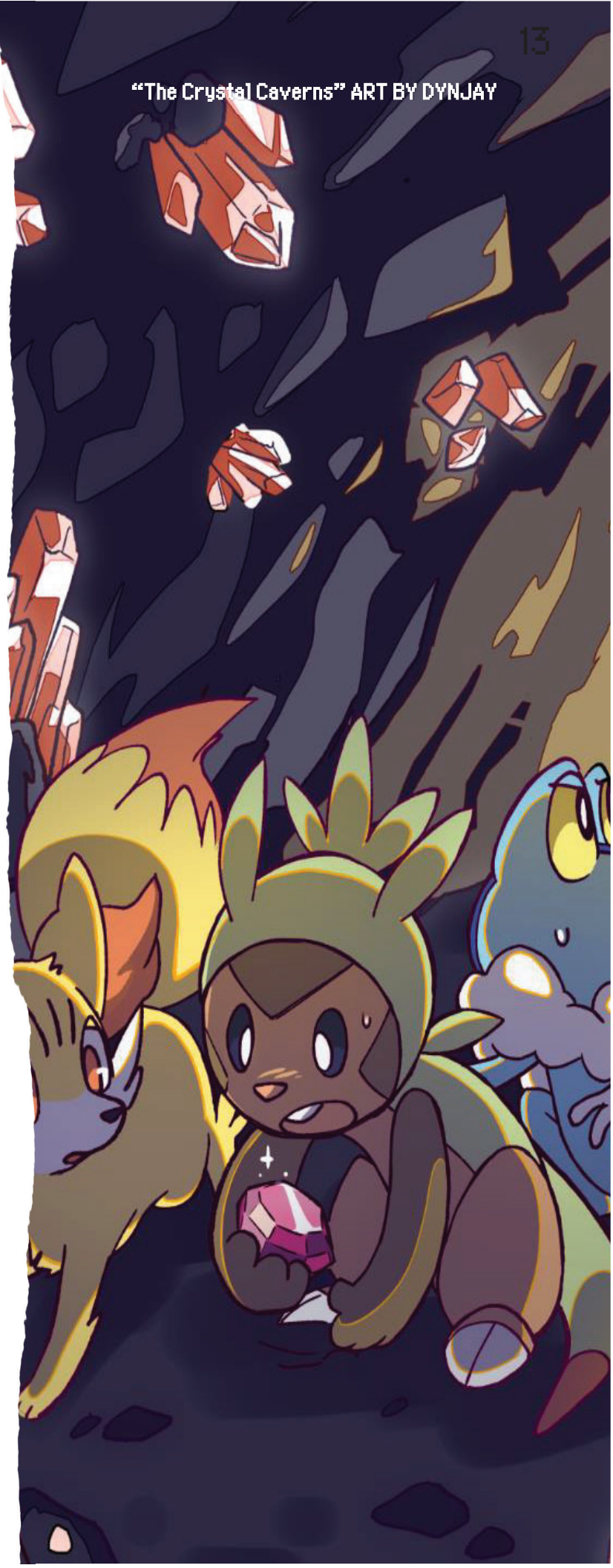
Sometimes, Waypoints will include a Kangaskhan Rock. These statues allows your team to access their Storage from Kangaskhan Storage.

FINAL FLOOR

The Final Floor of a Dungeon will often contain Items, a Boss Pokémon, both, or an exit to a new area! A Final Floor is usually much more spacious, and tends to lack Hallways, though their Layout can change depending on the Mystery Dungeon you're in.

Orbs will always fail to activate on the Final Floor, so watch out!

Once you have reached the Final Floor of a Dungeon and cleared the Room, you can choose to magically leave the Dungeon via the use of your Rescue Badges.



BATTLE MECHANICS

ENTERING A BATTLE

INITIATIVE

When entering a Battle, you must first determine Initiative. Initiative is determined by the Speed Stat of all Pokémon involved in the Battle, with the highest Speed stat going first, and then moving through Initiative in descending order from there.

If more than one Pokémon tie in their Speed Stat and are on the same Team, they can choose who goes first.

If more than one Pokémon ties in their Speed Stat and are not on the same Team, each Pokémon in that tiebreaker must roll a 2d6, re-rolling until you break the tie.

PRIORITY

If a Pokémon has Priority on a Move, they can act immediately. They can use their Movement, and then the Move. However, they cannot use their Movement after using their Priority Move.

If more than one Pokémon is using a Priority Move this turn, you can break the tie by comparing the Speed Stats of these two Pokémon, with the highest Speed Stat going first.

ROUND OF BATTLE

Once each Pokémon has completed their Turn in a Battle, Initiative Order returns to the top of the list. This is known as a Round of Battle. Certain Abilities, Features, Moves and Rare Qualities may refer to a number of Rounds that it lasts for, so it is important to keep track of what Round of Battle it currently is.

YOUR TURN TO ROLL

When Initiative comes around to your Turn, there's several things you can do. They are listed below.

ACTION

On your Turn, you can perform one Action. An Action is the main thing that you will do on your Turn. The Actions you can perform are:

USE A MOVE

You execute one Move from your current Move List in an attempt to turn the tide of the Battle to your Team's favour.

USE AN ITEM

You pull out an Item from your Treasure Bag and use it.

PERFORM A SKILL CHECK

You choose one Skill appropriate for the situation at hand, and Roll your Skill Dice.

DASH

You double your Movement for this turn.

ESCAPE

You focus on entirely on manoeuvring, and step away from a Pokémon without incurring an Opportunity Strike.

GUARD

You hold a defensive position. You cannot be forcibly moved from your Tile, and you take only half damage from attack this turn. You also gain 1d6 to Status Resist Checks.

BASIC ATTACK

You perform a Basic Attack, rolling 1d6 and adding your ATK modifier. This move has no Type, is unaffected by Abilities, and costs no PP.

MOVEMENT

You can move up to a number of Tiles in a Battle based on your Movement skill modifier. To find out the number of Tiles your Pokémon can move in a turn, refer to the table below, and mark it on your character sheet in the “Battle Movement” section.

Your Movement can be broken up between your Action. For example, you can position yourself in range of a Pokémon, take a “Use a Move” Action, and then take a few steps back, provided you have the sufficient Movement to do so.

A Pokémon can pick-up one Item per turn on the ground by stepping into its space during their Movement

If you have Movement as a Minor Skill, you get 2 extra Tiles of Battle Movement.

If you have Movement as a Major Skill, you get 4 extra Tiles of Battle Movement.

MOVEMENT MODIFIER	NUMBER OF TILES
2	2
4	3
6	4
8	5
10	6
12	7
14	8
16	9
18	10
20	11

MOVEMENT MODIFIER	NUMBER OF TILES
22	12
24	13
26	14
28	15
30	16
32	17
34	18
36	19
38	20
40	21

“Mountain Gracideas” ART BY TEMPELINA



REACTION

Unlike your Action or your Movement, a Reaction can be taken at any time in a Round of Battle, interrupting or reacting to the current Action happening in the Battle. However, you can only perform one Reaction around – so use it wisely.

Reactions are almost always triggered by something happening in Battle.

The list of Reactions you can perform are:

REACTION-SPEED ABILITIES

You use a Feature, Ability or Rare Quality that allows you to perform it as a Reaction, provided the specified trigger is met.

OPPORTUNITY STRIKE

When a Foe steps out of a 1-tile range, you can choose to quickly perform a Move as they retreat. The foe is considered within a 1-tile range when you use the Move.

If this is a damaging Move, you deal half damage on this attack, and the target gains 1d6 on their Check to resist the secondary effect, if the Move has one.

If this is a Status Move targeting that Pokémon, you only roll 1 die to apply the Status Condition.

If this is a Move that targets Self only, the benefit you gain from that Move is halved.

You can also choose to perform a Basic Attack. The damage from a Basic Attack is not halved.

COMMUNICATION IN BATTLE

Talking and communication does not require an Action or Reaction (unless you are talking as part of your Skill Check), though it is recommended to keep it brief, as any given Round is generally supposed to represent around 10 seconds, give or take.

CALCULATING DAMAGE

Each Move has a different number of Dice, based on its power level. This is referred to as the Move Power Dice.

Roll your Move Power Dice, and add your ATK or SP.ATK modifier. If a Move is in the Physical Category, you apply your Attack (ATK) Modifier. If your Move is in the Special Category, you apply your Special Attack Modifier (SP.ATK).

The target(s) of your Move subtracts the damage taken by their Defence (DEF) Modifier for Physical Moves, or SP.DEF (for SP.ATK) Modifier for Special Moves. The final total results in damage taken to HP.

You do not roll for accuracy, unless you are Blinded.

Finally, “tick” damage, damage that is dealt on the turn of the target (such as Leech Seed), does not add attacking modifiers, and is not resisted by defensive modifiers, and cannot score Critical Hits.

TYPE EFFECTIVENESS

A Pokémon’s Type(s) will factor into the damage calculation.

Please see the list below:

SUPER-EFFECTIVE

A Super-Effective Move increases in Move Power by 1 for that attack.

If a Pokémon takes “4x Super-Effective damage” (Both of its Types are weak to a Move’s Type), the Super-Effective Move increases in Move Power by 1, and deals double its damage.

NOT EVERY EFFECTIVE

A Not Very Effective Move decreases Move Power by 1. If the Move power is already 1, it instead deals half damage.

If a Pokémon has a “4x Resistance” (Both of its Types resist a Move’s Type), the Move decreases in Move Power by 1, and deals half damage. If the Move Power is already 1, it deals ¼ of its damage. Remember to round down!

IMMUNE

A Pokémon that is Immune to a Move’s Type takes no damage.

Your GM should tell you your Move’s Type Effectiveness and inform you if they are any changes to your roll, or if the Pokémon is Immune. You can find the Type Effectiveness Chart in Appendices H (page 226).

KEEPING TRACK OF TYPE-EFFECTIVENESS

It is recommended that you have the Type Effectiveness Chart printed out and on-hand during a Battle (or open in a separate window if you are playing online). Over time (or if you are familiar with Pokémon’s Type Effectiveness Chart already), you’ll likely intuit this information, and it’ll become second nature. But it never hurts to keep the info close-by.

SAME-TYPE ATTACK BONUS (STAB)

If you use a Physical or Special Move and share the same type as the Move, it has Advantage for its first set of rolls. You do not get Advantage on Critical Hit dice.

SCORING A CRITICAL HIT

As described earlier in this Chapter, your attacks have the capacity to score a Critical Hit. You score a Critical Hit in a Battle whenever any of your Die's value is a 6. You add 6 to your current damage total, and roll that Die again, adding the value to your total and rerolling until you don't roll a 6 anymore, ending the Critical Hit.

Multiple Dice can score a Critical Hit in the same Move, so make sure to keep track of which Die is which and record each result as you go.

It is possible, and likely, that you will score more and more Critical Hits as your Moves increase in Move Power, providing more opportunities to score a Critical Hit.

Some Moves have a High-Critical Hit Ratio, meaning you Score a Critical Hit on a 5-6. These Moves will have this effect listed in their "Secondary Effect" description.

STATUS CONDITIONS AND EFFECTS

A lot of Moves will apply a Status Condition, or some kind of Secondary Effect.

When a Condition or Effect is applied, the target rolls a d6. This is a Status Check. The target rolls either a Physical Status or Special Status check based on the category. They add their Physical Status Resist (PSR) or Special Status Resist (SSR) modifier.

The Pokémon that applied this Condition rolls a d6 if it was from a Physical or Special Move, or 2d6 if it was from a Status Move, and then adds their Atk or Sp.Atk Modifier.

If the target rolls higher, the Condition or Effect is not applied.

If the Pokémon that applied the Condition or Effect rolls higher, the Status Condition or Secondary Effect is applied.

You can find a list of Status Conditions in Appendices D (page 161).

"Ambush" ART BY TESHA MERKEL



USING ITEMS

To Use an Item, you need to expend an Action to do so. The Item's effect will be listed in the Item List, found in the Appendices (page 206).

THROWING AN ITEM

Certain Items have effects when you Throw them. To Throw an Item, you make a Traps Skill Check. You throw the Item, and it stops if it hits a Wall or a Pokémon. The way in which you throw an Item is important, and determines the number of Tiles an Item can be thrown. You do not add a modifier to the damage roll of a Thrown Item, nor is its damage resisted by a defensive stat. Thrown Items can score Critical Hits on damage.

STRAIGHT LINE

You throw an Item a number of Tiles equal to your Traps Skill Check Roll in a direct path.

ARC

Some Items can be thrown in an Arc, which is in a cone facing in front of you. These Items will be marked as such in their description. You can throw an Item in an Arc up to half the number of Tiles equal to your Traps Skill Check Roll.

FOOD

You need to eat at least 2 Food Items per day to keep your Belly filled. You can choose to do this either inside of a Dungeon or outside. If you haven't eaten in the last day, every time you make a Skill Check or Use a Move, you roll at Disadvantage, and your damage from Moves is halved.

For each day past the second day you haven't eaten, you gain a cumulative -1 penalty to all Skill Checks. You cannot survive more than 1 week without food. A Reviver Seed can be triggered at this stage to revive you with a full Belly.

The types of Food Items are listed below:

BERRIES

Berries are items that can be used to restore HP and Status Conditions. If a Berry is your Held Item, it activate automatically. Berries can also be thrown at a Pokémon to cure them.

GUMMIES

Gummies permanently increase the IQ Stat of a Pokémon.

SEEDS

Seeds can be eaten to produce an effect, or can be Thrown at another Pokémon, causing the effect to happen to that Pokémon instead.

MEDICINES

Medicines are an item to be ingested, causing permanent boosts in power to a Pokémon.

ORBS

Orbs are magical items that contain mystical effects that activate when shattered. They have no effect when held.

SCARVES, BANDS & RIBBONS

Scarves & Bands have no active effects, but instead provides specific passive buffs to your Pokémon, granting them an edge in a Battle.

Ribbons, however, resonates with a Pokémon's Aura if they match the same colour, providing an all-around boost in strength.

You can find the list of these Items in the Item Appendices, (page 218 for Scarves, page 218 for ribbons.)

EVOLUTION ITEMS

Some Pokémon require a certain Item to Evolve. By using this Item, you begin the Evolution process for your Pokémon, if your Pokémon evolves by the use of that Item. You can find the list of Evolution Items in the Item Appendices (page 221)

TM'S

TMs, or Technical Machines, are powerful magic discs from a bygone era that store data on techniques to learn a new Move. These discs are so powerful that they can even grant a Pokémon a Move that they would otherwise not be able to learn yet. However, after their use, they crumble away into nothingness, making them a rare commodity. Any Move found in the Moves List can be a TM, with the exception of HM Moves.

HM'S

Even rarer than the Technical Machines are HMs, or Hidden Machines. These discs are made of a stronger material, and do not crumble away when used. HMs provide techniques that allow Pokémon to overcome great obstacles in their environment, and as such are highly sought-after by Teams.

CHAPTER 3: YOUR POKÉMON

This Chapter will describe the Character Creation process, as well as your Pokémon's Advancement as they Level Up.

CHOOSING YOUR POKÉMON

YOUR CHOICE OF POKÉMON

Choosing your Pokémon is always the first, and most important, choice in any Pokémon game – and this game seeks to help you build the Pokémon *you* want, *your* way. With a wealth of Move, Stat and Rare Quality options, any Pokémon you choose will be as effective as the rest of your Team. This game's mission is that the choice of your Pokémon should not be an obstacle, but an opportunity.

With that said, there are a few exceptions, whether that be for game balance and/or narrative reasons.

STARTING AT BASE EVOLUTION

The Pokémon you choose will always start the game at their Base Evolution, if it is capable of Evolution. This is to represent growth through your journey.

If you feel strongly that you want to play a Pokémon further up its Evolution chain, that's okay! Just speak with your GM first. The Rules can support this choice. See more in the Evolution and Advancement section later in this Chapter (page 54).

You can find the entire list of Playable Pokémon in Appendices C (page 102).

SHINY POKÉMON

If you want your Pokémon to be in their Shiny colours, consult with your GM & table first. Like in the Games, Shiny Pokémon are considered to be extremely rare, so this unusual trait is sure to draw many a curious eye.

LEGENDARIES, MYTHICALS, ULTRA BEASTS AND PARADOX POKÉMON

You cannot choose these types of Pokémon without the explicit permission of your GM & table first. This is to help preserve the story that the GM might lay forth later in the story. You can find a list of these types of Pokémon in the Game Master's Guide (page 93).

UNUSUAL POKÉMON

Finally, certain Pokémon have some intrinsic mechanisms that truly define them, and as such, immediately start the game with their signature Ability (or gain them when they Evolve into that Pokémon).

Consult with your GM and your table about playing one of these Pokémon. As each of these Pokémon have some unique Ability that defines them, you can choose one of several approaches:

- Ignore this Ability entirely.
- Each Team Member that doesn't choose one of the below Pokémon starts the game with a 3rd Level Rare Quality they meet the Prerequisite for (or when a Pokémon Evolves into one of these Pokémon).
- Replace the Level 1 Ability you get from your Class.

NOTE: These Pokémon can drastically alter your playstyle for your Adventure, so they are not recommended for beginners and first-time players.



“Living Spirit” ART BY JUST_TR4SH

UNUSUAL POKÉMON

POKÉMON	ABILITY	ABILITY DESCRIPTION	NOTES
Ditto	Imposter	Whenever this Pokémon enters a Battle, they choose one Pokémon in the Room. They perfectly copy and transform into this Pokémon, including any Stats, Abilities or Rare Qualities it has.	If you somehow manage to complete an entire Adventure as Ditto, please message me on Discord: @thejunkd0g, and tell me your experience.
Shedinja	Wonder Guard	This Pokémon can only be hit by Super Effective Moves.	Shedinja can only have 1 for its HP Stat. When Nincada Evolves, choose Ninjask or Shedinja to play. The other appears in your Team's Reserve List. If you somehow manage to complete an entire Adventure as Shedinja, please message me on Discord: @thejunkd0g, and tell me your experience.
Castform	Forecast	The Pokémon transforms with the weather to change its Type to Water, Fire, or Ice.	
Zorua, Zoroark	Illusion	Whenever this Pokémon enters a new Floor, they disguise themselves as one Pokémon on the Current Floor, and will not be attacked by them until the Illusion is broken. The Illusion breaks when they attack or are attacked. They can use an Illusion to disguise themselves as another Pokémon they have seen before outside of a Dungeon.	
Yamask, Cofragrigus	Mummy	If this Pokémon is attacked by a Physical Move, the attacker's Ability becomes Mummy.	
Mimikyu	Disguise	Whenever this Pokémon is damaged by a Move at 100%, it ignores the damage and instead loses 5% of its HP. This can only be used once per Battle.	
Eiscue	Ice Face	Whenever this Pokémon is damaged by a Move at 100%, it ignores the damage and instead loses 5% of its HP. This can only be used once per Battle.	
Wishiwashi	Schooling	Whenever this Pokémon has 25% HP or less, they enter their Solo Form. Whenever this Pokémon is above 25% HP, they enter their School Form.	Wishiwashi gains 5 extra Stat Points per Level Up, but all of its Stats (apart from its HP and Speed) become 10% of their original total in Solo Form.
Minior	Shields Down	Whenever this Pokémon has 50% HP or less, they enter their Core Form. Whenever this Pokémon is above 50% HP, they enter their Meteor Form.	When Levelling Up, have two separate Stat blocks, and name them "Meteor Form" and "Core Form". The Meteor Form must have higher Defence & Special Defence than the Core Form at all times, and vice versa. In Core Form, this Pokémon's Attack & Special Attack are swapped with its Defence & Special Defence.
Darmanitan	Zen Mode	Whenever this Pokémon has 50% HP or less, they enter their Zen Mode. Whenever this Pokémon is above 50% HP, they enter their Standard Mode.	When Levelling Up, have two separate Stat blocks, and name them "Standard Mode" and "Zen Mode". The Zen Mode must have higher Defence & Special Defence than the Standard Mode at all times, and vice versa. In Zen Mode, this Pokémon's Attack & Defence are swapped with its Special Attack & Special Defence, and its Type becomes Fire/Psychic. If it is Galarian Darmanitan, its Type becomes Ice/Fire.
Aegislash	Stance Change	Whenever this Pokémon uses King's Shield, they enter their Shield Forme. Whenever this Pokémon uses a damaging Move, they enter their Blade Forme.	When Levelling Up, have two separate Stat blocks, and name them "Shield Forme" and "Blade Forme". The Shield Forme must have higher Defence & Special Defence than the Blade Forme at all times, and vice versa. When in Shield Forme, its Attack & Special Attack are swapped with its Defence & Special Defence.
Palafin	Zero to Hero	Whenever you use a Move that changes your position in a Battle, you transform into your Hero Form. Hero Form ends once a Battle has concluded.	You gain 10 Points in all Stats in Hero Form.

NATURE

Pick one Nature when choosing your Pokémon. You should roleplay your Pokémon as having this personality trait (though it should not be the end-all-be-all of your character). They give your Aura a certain colour. Consult the table below to see your Aura Colour.

Unlike the Pokémon Games, your Nature has no bearing whatsoever on your Stats.

UNIQUE NATURE

If you'd like to make your own Nature, just give it a name, and an Aura colour! You can share this Nature in the [Explorers: A PMD RPG Google Sheet](#) in the "Natures" Tab. Just make sure the Hex Code is unique!

NATURE	AURA COLOUR
Quiet Nature	Blue
Mild Nature	Brown
Relaxed Nature	Green
Lonely Nature	Sapphire
Impish Nature	Magenta
Gentle Nature	Mint
Calm Nature	Olive
Adamant Nature	Orange
Jolly Nature	Pink
Careful Nature	Purple
Hasty Nature	Red
Brave Nature	Silver
Quirky Nature	Lime

NATURE	AURA COLOUR
Bold Nature	Violet
Modest Nature	Turquoise
Sassy Nature	Yellow
Rash Nature	Pearl
Serious Nature	Black
Hardy Nature	Scarlet
Docile Nature	Diamond
Naive Nature	White
Lax Nature	Platinum
Bashful Nature	Gold
Naughty Nature	Ruby
Timid Nature	Emerald

CLASSES

Classes represent not your characters skills and abilities, both in and out of Battle, but also their role in the Team. When you create your character, pick a Class. Your Class will determine how your character grows throughout the game.

Every Class has a choice of one of two Abilities, and also a Specialization. Once you've picked your Class, you should familiarise yourself with both Specializations before you choose your Ability and your Minor Skills.

If you wish to change your Class, speak with your GM and your Table about making this change.

Class	Starting HP and HP Per Level	Recommended Stats	Major Skills	Specializations
Explorer	25/15	IQ, ATK/SP.ATK, SPE	(IQ) Exploration	Survivalist, Treasure Hunter
Mission Expert	25/15	IQ, ATK/SP.ATK, SPE	(IQ) Exploration	First Responder, Bounty Hunter
Strategist	20/10	IQ, ATK/SP.ATK	(IQ) Intellect	Tactician, Sharpshooter
Icon	20/10	IQ, SPE	(IQ) Social	Team Leader, Silver-Tongued
Guardian	30/20	DEF/SP.DEF, ATK/SP.ATK	(HP) Endurance	Aegis, Ward
Brawler	25/15	ATK, SPE	(ATK) Strength	Rapid, Fury
Specialist	25/15	SP.ATK, SPE	(SP.ATK) Awareness	Swift, Patient

SHARED FEATURES

All Classes have some Features that are shared, so that character progression is kept in equal bounds. These are as follows:

RARE QUALITY OR EVOLUTION

Evolving may require certain conditions. You can find out which Pokémon have certain evolutionary conditions from Bulbapedia. If you are incapable of Evolution, you can choose a Rare Quality, which is a permanent trait or Ability your Pokémon will acquire.

MOVES

At every level after Level 1, you learn new Moves. At Levels 3, 5, 8 and 9, you gain access to a new Tier of Moves.

EXPLORER

"Choose Your Hero: Cyndaquil" ART BY SOUPJUICE

"The Explorer is for Pokémon that find themselves drawn to mysteries, treasures, ancient ruins, and those that have lived their lives outside of the safety of towns. They are natural foragers, able to sustain themselves and their allies with their Pickup ability, or Illuminate the dungeon and find things that others may miss. Explorers are excellent at travel and survival."



Base HP: 25

HP Gained Per Level: 15

Recommended Stats: IQ, Speed

Major Skills: [IQ] Exploration Skills (Tracking, Ecology, Sneak)

Minor Skills (Choose 3): (IQ) Memory, (IQ) Traps, (IQ)

Logic, (HP) Endurance, (ATK) Strength, (SP.ATK) Awareness, (Spe) Movement

LEVEL 1

MOVES:

1x Level ★ Physical or Special Move

1x Level ★ Physical Status or Special Status Move

CHOOSE YOUR ABILITY:

Pickup

Every time you enter a new floor of a dungeon, roll a d6. On a 3-6, you find a Berry, Thrown Item or Food item, appropriate for that Dungeon, determined by the GM.

Illuminate

Lights up the Dungeon Floor, increasing Visibility by 5 Tiles, and have permanent Eyedrop status.

LEVEL 2

CHOOSE YOUR SPECIALIZATION:

SURVIVALIST

"Survivalists are Pokémon capable of travelling unhindered. Able to walk through any environment or Mystery Dungeon without so much as breaking a sweat, Survivalists can always be counted on to get your Team through the Dungeon."

SPECIALIZATION FEATURE:

Tough-As-Nails

You gain Physical Status Resist and Special Status Resist as Minor Skills.

TREASURE HUNTER

“Treasure Hunters can help your team to find the unseen, and to help your Team stay well-financed throughout your Adventure. Treasure Hunters seek the thrills of finding new secrets, uncovering hidden lore, discovering unknown locations. And treasure. Lots of treasure.”

SPECIALIZATION FEATURE:

Acute Sniffer

When you reach a new Floor in a Dungeon, you know the number of Items that are lying on the ground.

LEVEL 3

RARE QUALITY OR EVOLUTION

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★ MOVES

You gain access to the ★★ Move List.

LEVEL 4

SPECIALIZATION FEATURE:

SURVIVALIIST

Protected from the Elements

This Pokémon cannot be affected by powders, spores, or Sandstorm.

TREASURE HUNTER

Coin Watcher

When picking up Poké in a Dungeon, you find 20% more than usual.

LEVEL 5

CLASS FEATURE

Forge a Path

You can break a Wall and move into its space at the cost of double your Movement for that Tile.

ACCESS TO LEVEL ★★★ MOVES

You gain access to the ★★★ Move List

LEVEL 6

RARE QUALITY OR EVOLUTION

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

LEVEL 7

SPECIALIZATION FEATURE:

SURVIVALIST

All-Terrain Hiker

This Pokémon can now walk on any horizontal surface, including water and lava, and are immune to any effects arising from those Tiles. You are unable to walk across Air Tiles, however.

TREASURE HUNTER

Treasure Lore

You always know the list of Items it is possible to encounter in any Dungeon you know about.

LEVEL 8

ACCESS TO LEVEL ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 9

RARE QUALITY

You take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO LEVEL ★★★★★★ MOVES

You gain access to the ★★★★★★ Move List.

LEVEL 10

CLASS FEATURE

Air Lock

You can choose to eliminate all Weather and Terrain effects on the current Floor as an Action. You can use this feature twice per Dungeon, or two per day outside of Dungeons, instead affecting a 1-mile range.

MISSION EXPERT

"Choose Your Hero: Treecko" ART BY SOUPJUICE



"The Mission Expert is the Class for Pokémon who are a natural fit for completion of Rescue Missions and hunting down Outlaws. Their Forewarn can allow them to predict an opponent's move, or their Arena Trap allows them to block off an Outlaw's escape route. Mission Experts are natural trackers, are well-equipped for dungeon exploration – and always ready to get the Mission done."

Base HP: 25

HP Gained Per Level: 15

Recommended Stats: IQ, Speed

Major Skills: [IQ] Exploration Skills (Tracking, Ecology, Sneak)

Minor Skills (Choose 3): (IQ) Intuition, (IQ) Memory, (IQ) Traps, (IQ) Logic, (DEF) Physical Status Resistance, (SP.DEF) Special Status Resistance, (Spe) Movement

LEVEL 1

MOVES:

1x ★ Physical or Special Move

1x ★ Physical Status or Special Status Move

CHOOSE YOUR ABILITY:

Forewarn

When you enter a Battle, you discover one Move a Foe of your choice currently has.

Arena Trap

Foes cannot flee from the current Room or Hallway in a Battle.

LEVEL 2

CHOOSE YOUR SPECIALIZATION:

FIRST RESPONDER

"A First Responder is a Pokémon that has devoted their skillset to saving the lives of other Pokémon, rescuing Pokémon that have Fainted, helping the lost find their way home, and healing the injured."

SPECIALIZATION FEATURE

To The Rescue!

When you enters the same Floor as a Pokémon that needs rescuing, you know the location of that Pokémon, and your Battle Movement increases by 2 for that Floor.

BOUNTY HUNTER

“The Bounty Hunter is a Pokémon that has specialised into bringing in Outlaws for money. Their tracking skills are near-unparalleled, having a keen sense for sniffing out criminals and hounding them down with dogged efficiency.”

SPECIALIZATION FEATUREThrill of the Chase

When you enter the same Floor as an Outlaw, you know the location of that Pokémon, and your Battle Movement increases by 2 for that Floor.

LEVEL 3**RARE QUALITY OR EVOLUTION**

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★ MOVES

You gain access to the ★★ Move List.

LEVEL 4**SPECIALIZATION FEATURE****FIRST RESPONDER**Moving Up

When travelling to a new Floor, the entire Team heals for 1d6.

BOUNTY HUNTEROpportunist

If a Foe's Stat is boosted, you seize the opportunity to boost the same stat for yourself as a Reaction.

LEVEL 5**CLASS FEATURE**Always Prepared

You always know the list of Wild Pokémon it is possible to encounter in any Dungeon you know about, and know if any Weather or Terrain can appear there.

ACCESS TO ★★★ MOVES

You gain access to the ★★★ Move List.

LEVEL 6

RARE QUALITY OR EVOLUTION

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

LEVEL 7

SPECIALIZATION FEATURE

FIRST RESPONDER

Triage

This Pokémon's Healing-based Moves have Priority.

BOUNTY HUNTER

Ceaseless

When attacking, this Pokémon ignores the Foe's Stat changes.

LEVEL 8

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 9

RARE QUALITY

You take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 10

CLASS FEATURE

Base Camp

When you pass through the Stairs between Dungeon Floors, you can choose to set up a Waypoint. It includes a Kangaskhan Rock in, allowing your team to access their Storage. This Feature can be used once per 10 Floors of a Dungeon.

STRATEGIST

"Choose Your Hero: Snivy" ART BY SOUPJUICE

"The Strategist is the brains behind any successful team. With their Prankster ability, they can ensure they confound foes before they have a chance to react, or can use their Analysis to get a read on an opponent's defences, and adjust accordingly. Their skills lie in the power of their intellect, and their use of myriad status moves and items, bringing a tactical edge to any exploration team."

Base HP: 20

HP Gained Per Level: 10

Recommended Stats: IQ, Attacking Stats

Major Skills: [IQ] Intellect Skills (Memory, Traps, Logic)

Minor Skills (Choose 3): (IQ) Tracking (IQ) Ecology, (IQ)

Sneak, (HP) Endurance, (DEF) Physical Status Resistance,

(SP.ATK) Awareness, (SP.DEF) Special Status Resistance, (SPE) Movement



LEVEL 1

MOVES:

Spikes OR Stealth Rock

1x ★ Physical or Special Move

1x ★ Physical Status or Special Status Move

CHOOSE YOUR ABILITY:

Prankster

You have Priority on your Status Moves.

Analysis

When you enter a Battle, your Attack or Special Attack is raised by 2, based on the enemy's Defence or Special Defence (whichever is lower). If they are equal, both Attack and Special Attack increase by 2.

LEVEL 2

CHOOSE YOUR SPECIALIZATION:

TACTICIAN

"The Tactician uses their superior mind to conjure up tactics that can tip the balance of a Battle in their Team's favour. They have mastered the art of manipulating the battlefield to their whim."

SPECIALIZATION FEATURE

Leap Ahead

When an Ally Pokémon behind you uses a 1-tile Move, they jump in front, swapping places with them.

After it uses the move, that Pokémon returns to its original spot. This feature affects your whole team.

SHARPSHOOTER

“Sharpshooters are Pokémon that have honed their marksman skills to perfection, able to thread the eye of a needle with their Thrown Items and Special Moves.”

SPECIALIZATION FEATUREGap Prober

You can choose to send Thrown Items or deliver Moves through Team Members to target only Foes.

LEVEL 3**RARE QUALITY OR EVOLUTION**

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★ MOVES

You gain access to the ★★ Move List.

LEVEL 4**SPECIALIZATION FEATURE****TACTICIAN**Technician

Raises the Move Power of ★ & ★★ Moves by 1.

SHARPSHOOTERPiercing Shot

Items thrown in a straight line and Moves with a range greater than 1 Tile can now Pierce Pokémon, hitting those behind the original target in a line, that are within range.

LEVEL 5**CLASS FEATURE**Trap Master

When you successfully deactivate a Trap using a Traps Check, you can now dig-up that Trap and add it to your Treasure Bag. You can re-plant a Trap, and re-arm it, as an Action.

ACCESS TO ★★★ MOVES

You gain access to the ★★★ Move List.

LEVEL 6

RARE QUALITY OR EVOLUTION

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

LEVEL 7

SPECIALIZATION FEATURE

TACTICIAN

Watch Your Step

When you are damaged by a Foe's Physical Attack, you can use a Reaction to scatter Spikes on 3 Tiles in a 1-Tile Range.

SHARPSHOOTER

Sniper

Whenever you score a Critical Hit with a Special Move, you roll an extra 1d6 for damage. This special dice cannot score a Critical Hit.

LEVEL 8

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 9

RARE QUALITY

You take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 10

CLASS FEATURE

Item Master

You can now make the "Use an Item" Action in addition to your regular Action by trading all your Movement for this turn.

ICON

"Choose Your Hero: Fennekin" ART BY SOUPJUICE

"Every team needs a Leader, and usually, it's those who can put their best foot forward. The Icon can use their Cute Charm to infatuate foes that strike them, or sow terror with their Unnerve. They always have the best interests of their Team at heart, whether that be by being a strong leader, social interfacing for the group, or by recruiting new members."

Base HP: 20

HP Gained Per Level: 10

Recommended Stats: IQ, Special Attack, Speed

Major Skills: [IQ] Social Skills (Influence, Deceive, Intuition)

Minor Skills (Choose 3): (IQ) Tracking (IQ) Ecology, (IQ)

Sneak, (IQ) Memory, (IQ) Traps, (IQ) Logic, (Spe)

Movement



LEVEL 1

MOVES:

1x ★ Physical or Special Move

1x ★ Physical Status or Special Status Move

CHOOSE YOUR ABILITY

Cute Charm

Pokémon that damage you with a Physical Move must make an Intuition Check against your Influence Check or be Infatuated.

Unnerve

Pokémon that damage you with a Physical Move must make an Intuition Check against your Influence Check or be Frightened.

LEVEL 2

CHOOSE YOUR SPECIALIZATION

TEAM LEADER

"The Team Leader is the commanding face of the Team. Their natural charisma and strategic thinking can allow them to spur their teammates into action at a moment's notice."

SPECIALIZATION FEATURE

Rally Up!

As an Action, you can choose to rally the team in a direction. Each Team Member can move up to their Movement as a Reaction to reposition. You can only use this Feature once per Floor in a Dungeon, and twice a day outside of a Dungeon.

If you use this feature outside of a Dungeon, your Team can form up to strike a dramatic pose, granting Advantage on an Influence Check.

SILVER-TONGUED

“Silver-Tongued Pokémon are, well, exactly that! They can be affable, social-oriented, and easy to become friends with. These Pokémon can breeze through social interactions like a conductor at an orchestra, allowing them to make their mark on the world and increase their Reputation.”

SPECIALIZATION FEATUREFast Friend

You roll an additional dice for your Influence Checks to recruit Pokémon. Additionally, you always gain 2 points on your Friendship Track whenever you would gain 1 point.

LEVEL 3**RARE QUALITY OR EVOLUTION**

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★ MOVES

You gain access to the ★★ Move List.

LEVEL 4**SPECIALIZATION FEATURE****TEAM LEADER**Tactical Manoeuvre

As a Reaction, you can choose one Ally to move up to their Movement, and then Use a Move. Treat this Move as an Opportunity Strike for the purposes of dealing damage and inflicting Statuses.

SILVER-TONGUEDSales Pitch

You can sell Items at prices 20% higher, and buy Items at prices 20% lower.

LEVEL 5**CLASS FEATURE**Co-Star

Whenever you enter a Battle, choose one Ally. You copy any Stat changes that Ally currently has.

ACCESS TO ★★★ MOVES

You gain access to the ★★★ Move List.

LEVEL 6

RARE QUALITY OR EVOLUTION

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

LEVEL 7

SPECIALIZATION FEATURE

TEAM LEADER

Tight Formation

Whenever a Move would deal damage to multiple allies, such as a Move with a Room range, that damage is divided by each Team Member that would be damaged by the Move.

SILVER-TONGUED

Share the Spotlight

Whenever you Infatuate or Frighten a Pokémon, you heal yourself or an Ally Pokémon for 2d6, and cause the afflicted Pokémon to be Infatuated or Frightened of one Ally of your choice.).

LEVEL 8

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 9

RARE QUALITY

You take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 10

CLASS FEATURE

Team Attack, GO!

You can use an Action to form a Team Attack at a single Foe, consisting of two or more team members' moves. Any Pokémon involved in the Team Attack can use half their Movement to reposition, and use a single Move.)

GUARDIAN

"Choose Your Hero: Chespin" ART BY SOUPJUICE

"Ever reliable and stalwart, the Guardian way is for those unafraid to take one for the Team, putting themselves in the line of fire so their allies can go unharmed. With their Battle Armour, they can reduce critical hits to nil, or with their Marvel Scale, their defences can rise when the going gets tough. Able to withstand and outlast the competition, and with a penchant to always lookout for their friends, the Guardian is a bastion of defence, and natural protector of their Team."

Base HP: 30

HP Gained Per Level: 20

Recommended Stats: HP, Defence & Special Defence.

Major Skills: (HP) Endurance

Minor Skills (Choose 3): (IQ) Influence, (IQ) Intuition, (IQ) Ecology, (IQ) Traps, (ATK)

Strength, (DEF) Physical Status Resistance, (SP.DEF) Special Status Resistance



LEVEL 1

MOVES:

Taunt or Torment

1x ★ Physical or Special Move

1x ★ Physical Status or Special Status Move

CHOOSE YOUR ABILITY

Battle Armour

Critical Hits only deal normal damage to you. Foes cannot explode their dice when attacking you.

Marvel Scale

The Pokémon boosts its Def or Sp. Def modifier by 2, your choice, if it has a Status Condition.

LEVEL 2

CHOOSE YOUR SPECIALIZATION

AEGIS

"Aegises are Pokémon that have become that have trained themselves to be so resilient that they can shrug off attacks from Foes like they were mere flies, and ensure their Team falls under no harm from Foes attacks."

SPECIALIZATION FEATURE

Body On The Line

If a team member next to this Pokémon would be hit by a Move, you can choose to take the damage instead as a Reaction.

WARD

“The Ward is the way of the Guardian that is dedicated to protecting themselves and allies from more esoteric threats, making Status Conditions and the environment of little concern.”

SPECIALIZATION FEATUREProtective Veil

If an Ally adjacent you would be afflicted with a Status Condition; you can choose to take on the Status Condition instead of your Ally as a Reaction.

LEVEL 3**RARE QUALITY OR EVOLUTION**

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★ MOVES

You gain access to the ★★ Move List.

LEVEL 4**SPECIALIZATION FEATURE****AEGIS**Filter

Pokémon do not gain any benefits of a Super Effective hit against you.

WARDMagic Guard

You cannot take damage from anything other than Moves and Fall Damage. Damage from sources such as secondary “chip” damage from Moves are ignored.

LEVEL 5**CLASS FEATURE**Last Stand

When you are about to be KO'd, you instead drop to 1HP. This Feature can't be used again until you have been Revived, or restored to 100% HP.

ACCESS TO ★★★ MOVES

You gain access to the ★★★ Move List.

LEVEL 6

RARE QUALITY OR EVOLUTION

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

LEVEL 7

SPECIALIZATION FEATURE

AEGIS

Rough Skin

Whenever you are damaged by a Physical Move from a Foe, the attacker takes 1d6 damage.

WARD

Cursed Body

Whenever you are damaged by a Move from a Foe, roll 1d6. On a 5-6, the attacker's Move that triggered this ability is Disabled for 4 turns.

LEVEL 8

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 9

RARE QUALITY

You take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 10

CLASS FEATURE

Stamina

Whenever you take damage from a Physical Move, Defence Up 2. Whenever you take damage from a Special Move, Special Defence Up 2.

BRAWLER

"Choose Your Hero: Torchic" ART BY SOUPJUICE

"The Brawler is usually the physically strongest member of any exploration team. Able to Intimidate foes in a fight, or Steamroll through enemies that others would stand no chance of hitting, the Brawler makes it their mission to fight on the frontlines. Light on their feet and packing a serious punch, The Brawler strikes with speed and ferocity unmatched by the rest of their exploration team."

Base HP: 25

HP Gained Per Level: 10

Recommended Stats: Attack, Speed

Major Skills: (ATK) Strength

Minor Skills (Choose 3): (IQ) Influence, (IQ) Tracking, (IQ) Sneak, (IQ) Traps, (HP) Endurance, (DEF) Physical Status Resistance, (SPE) Movement



LEVEL 1

MOVES

3x ★ Physical Moves

1x ★ Physical Status or Special Status Move

CHOOSE YOUR ABILITY

Intimidate

When a battle begins, choose one target to Intimidate. The target's Atk modifier drops by 2.

Alternatively, you can attempt to Frighten them with an Influence vs Intuition Check.

Steamroll

Moves that have no effect or are not very effective due to Abilities or bad type matchups will be able to deal regular damage instead.

LEVEL 2

CHOOSE YOUR SPECIALIZATION

RAPID

"Rapid Brawlers are trained for speedy attacks, and can deliver strikes faster and more often than others, giving them a distinct edge in any Battle."

SPECIALIZATION FEATURE

Strike Back

When you, or an Ally within a 1-tile range, takes damage from an enemy within 1-tile, you can use an Opportunity Strike as a Reaction, targeting the attacker.

FURY

“The Fury harnesses their rage in Battle. Pure, undiluted, rage.”

SPECIALIZATION FEATURE

Aggressor

When a Battle begins, your Attack modifier increases by 2. However, your choice of either Defence or Special Defence modifier is reduced by 2.

LEVEL 3

RARE QUALITY OR EVOLUTION

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★ MOVES

You gain access to the ★★ Move List.

LEVEL 4

SPECIALIZATION FEATURE

RAPID

First Strike

Your Priority Moves have their Move Power increased by 1.

FURY

Sheer Force

Your Physical Moves have their Move Power increased by 1, but they lose their Secondary Effect.

LEVEL 5

CLASS FEATURE

Stakeout

Your Opportunity Strikes have their Move Power increased by 1, and Foes cannot gain the benefit of an Escape Action.

ACCESS TO ★★★ MOVES

You gain access to the ★★★ Move List.

LEVEL 6

RARE QUALITY OR EVOLUTION

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

LEVEL 7

SPECIALIZATION FEATURE

RAPID

Rapid-Fire Blows

Foes that are adjacent to the target of your Physical Moves take half the damage you dealt. This Feature only applies to Physical Moves that can target only one Foe.

FURY

Anger Point

If you are damaged by a Move that has scored a Critical Hit against you, you gain Attack Up 6.

LEVEL 8

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 9

RARE QUALITY

You take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★★★★★ MOVES

You gain access to the ★★★★★★ Move List.

LEVEL 10

CLASS FEATURE

Brawl!

Once per Battle, you get Attack Up 2 for each Foe in the same Room or Hallway as you.

SPECIALIST

"Sometimes, pure power is not through sheer strength, but instead through careful precision. The Specialist is a master of Special Moves, striking from distance with a range of options at their disposal, as well as unparalleled awareness of their surroundings. They are either Competitive, refusing to let their skills be outdone, or a true chameleon with Trace, copying an opponent's Ability to turn a Foe's strength against them."

Base HP: 25

HP Gained Per Level: 10

Recommended Stats: Special Attack, Speed

Major Skills: (SP.ATK) Awareness

Minor Skills (Choose 3): (IQ) Deceive, (IQ) Intuition, (IQ) Ecology, (IQ) Logic, (HP) Endurance, (SP.DEF)

Special Status Resistance, (SPE) Movement

"Choose Your Hero: Squirtle" ART BY SOUPJUICE



LEVEL 1

MOVES

3x ★ Special Moves

1x ★ Special Status Move

CHOOSE YOUR ABILITY

Competitive

Whenever your Stats are lowered, you get Special Attack Up 2.

Trace

When you enter a Battle, you copy a Foe of your choice's Ability. It lasts until the next Floor, or the next Battle, whichever is first.

LEVEL 2

CHOOSE YOUR SPECIALIZATION

SWIFT

"Swift Specialists can outmanoeuvre their Foes, and knock them down with their ranged moves before their Foe can ever become a threat."

SPECIALIZATION FEATURE

Emergency Exit

When you take damage from an enemy within a 1-tile range, you can use your Reaction to move 1 Tile away. You cannot choose a Tile that is occupied.

PATIENT

*“The Patient Specialist bides their time, waiting for the perfect moment to spot a vulnerability in the
Foe, and strike with perfect precision.*

SPECIALIZATION FEATUREFocused Shot

Your Special Moves with a Range of “Foe up to (x) tiles ahead” have their Range increased by 1.

LEVEL 3**RARE QUALITY OR EVOLUTION**

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★ MOVES

You gain access to the ★★ Move List.

LEVEL 4**SPECIALIZATION FEATURE****SWIFT**Quickdraw

Whenever a Round of Battle starts, Roll a d6. On a 5-6, you have Priority on your Special Moves.

PATIENTSense Aura

You can now make an Intuition Check as a Reaction. When making an Intuition Check against a Pokémon, you can read their Aura, granting you insight into their Nature. You also learn three of their Stats of your choice.

LEVEL 5**CLASS FEATURE**Opportunity Shot

You can make an Opportunity Strike as a Reaction when a Pokémon Moves out of a 2-Tile Range of you instead of a 1-Tile Range.

ACCESS TO ★★★ MOVES

You gain access to the ★★★ Move List.

LEVEL 6

RARE QUALITY OR EVOLUTION

You Evolve, if you are capable of doing so, and gain a 20-point increase to your Stat Budget for this Level. Otherwise, you take one Rare Quality for which you meet the prerequisite(s) for.

LEVEL 7

SPECIALIZATION FEATURE

SWIFT

Rapid-Fire Cannon

You can perform a second Move on your Turn. This Move only deals half the damage of the first Move, and can only target 1 Pokémon.

PATIENT

Last Laugh

Your Special Moves have their Move Power increased by 1 if you are the last to use a Move in a Round of Battle.

LEVEL 8

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 9

RARE QUALITY

You take one Rare Quality for which you meet the prerequisite(s) for.

ACCESS TO ★★★★★ MOVES

You gain access to the ★★★★★ Move List.

LEVEL 10

CLASS FEATURE

Adaptability

Your Moves that have Same-Type-Attack-Bonus (STAB) have their Move Power increased by 1.

STATS

When creating a character, all Stats (excluding HP) start at 5. You then have a budget of 30 points to then allocate to your Stats. You cannot put Stat Points into HP.

HIT POINTS (HP)

HP represents your total energy to continue to stay up in a Battle. You get HP per Level, based on your Class. It is used in Endurance Skill Checks.

ATTACK (ATK)

ATK represents your Physical attacking power, and your bodily strength. It is used in determining the damage you deal with Physical Moves, and is used in Strength Checks.

DEFENCE (DEF)

DEF represents your ability to resist Physical Moves and Physical Status Moves. It used in determining the damage you take from Physical Moves, and is used in Physical Status Resistance Checks.

SPECIAL ATTACK (SP.ATK)

ATK represents your Special attacking power, and your awareness to the world around you. It is used in determining the damage you deal with Special Moves, and is used in Awareness Checks.

SPECIAL DEFENCE (SP.DEF)

DEF represents your ability to resist Special Moves and Special Status Moves. It used in determining the damage you take from Special Moves, and is used in Special Status Resistance Checks.

SPEED (SPE)

SPE represents your agility and your general athleticism. It is used in determining your position in a Battle's Initiative, the number of Tiles you move per turn in a battle, and is used for Movement Checks.

IQ

IQ represents your ability to get things done, and how you navigate the world around you. The majority of Skills are performed with your IQ Modifier. IQ Skills are split into 3 Categories: Social, Exploration, and Intellect. These Skill groupings are detailed further in this section.

STAT TO MODIFIER TABLE

Total Stat Number	Stat Modifier
1-5	1
6-10	2
11-15	3
16-20	4
21-25	5
26-30	6
31-35	7
36-40	8
41-45	9
46-50	10
51-55	11
56-60	12
61-65	13
66-70	14
71-75	15
76-80	16
81-85	17
86-90	18
91-95	19
96-100	20
101-105	21
106-110	22
111-115	23
116-120	24
121-125	25
126-130	26
131-135	27
136-140	28
141-145	29
146-150	30
151-155	31

STATS TO MODIFIER TABLE CONTINUED

Total Stat Number	Stat Modifier
156-160	32
161-165	33
166-170	34
171-175	35
176-180	36
181-185	37
186-190	38
191-195	39
196-200	40
206-210	41
211-215	42
216-220	43
221-225	44
226-230	45
231-235	46
236-240	47
241-245	48
246-250	49
251-255	50
256-260	51
261-265	52
266-270	53
271-275	54
276-280	55
281-285	56
286-290	57
291-295	58
296-300	59
301-305	60

A NOTE ON IQ AND INTELLIGENCE

"IQ is used in this game system as a homage to the Pokémon Mystery Dungeon games. In the real world, IQ has been debunked as an absolute measure of intelligence, as intelligence comes in many shapes and forms, and ways to navigate through the world. In this game, it merely represents a mechanic through which you can interface with many of the Skills this game has to offer. It has no correlation or affiliation with the IQ of real-world pseudoscience, which has been used to discriminate amongst individuals and groups. Having a low IQ Stat does not necessarily correlate to how you should roleplay your character."



"I Still Live On" ART BY JUST_TR4SH

SKILLS

STATS AND THEIR ASSOCIATED SKILLS

(IQ) Social Skills: Influence, Deceive, Intuition
 (IQ) Exploration Skills: Tracking, Survey, Sneak
 (IQ) Intellect Skills: Memory, Traps, Logic
 (HP) Endurance
 (ATK) Strength
 (DEF) Physical Status Resistance
 (SP.ATK) Awareness
 (SP.DEF) Special Status Resistance
 (Spe) Movement

IQ

SOCIAL

INFLUENCE

Influence governs your ability to sway others. You can use this skill to persuade, inspire, convince or intimidate a Pokémon.

DECEIVE

Deceive can be used when you want to lie, coerce, bully or cheat a Pokémon.

INTUITION

Intuition represents your gut-feeling. Use this Skill to read intent, sense danger, assess a threat, or catch someone in a lie.

EXPLORATION

TRACKING

Tracking is used to pursue a Pokémon by studying its movements, footprint, scent etc.

ECOLOGY

Ecology is used for discerning information about, and traversing, the local area or dungeon, as well as knowledge of flora and fauna. When out in the wild, you can also use this skill when foraging for food, or looking for a safe place to make camp.

SNEAK

Sneak can be used to conceal yourself from view, steal something without notice, or perform a feat of sleight-of-hand.

INTELLECT

MEMORY

Memory can be used to recall information that you've learned, such as mythology, ancient lore, current cultures and trends, knowledge of a certain Pokémon, etc.

TRAPS

The Traps Skill is all about your ability to use Thrown Items, construct and execute traps, disarming existing traps, etc.

LOGIC

Logic is your mental acuity and your intellect. Use this Skill whenever you are attempting to make a deduction, unearth a mystery, or solve a puzzle.

HEALTH POINTS (HP)

ENDURANCE

Endurance is your stamina, your general wherewithal and overall fitness. A GM may call for an Endurance Check when traveling through a difficult region or environment to determine exhaustion. It also determines your success in succumbing to environmental damage. To calculate your Endurance Modifier, compare your HP with the Stat Modifier Table, then half the Stat Modifier to get your Endurance Modifier.

ATTACK (ATK)

STRENGTH

Strength is your Pokémon's ability to exert physical force. A Pokémon with high Strength can lift heavier objects, break things with brute force, etc.

DEFENCE (DEF)

PHYSICAL STATUS RESISTANCE

Your ability to resist the effects of a Physical Status Move. When targeted by a Physical Status Condition, or the Secondary Effect of a Physical Move, you make a Physical Status Resistance Check to try and protect yourself to the effect.

SPECIAL ATTACK (SP.ATK)

AWARENESS

Survey your local surroundings, using physical senses, and the auras of creatures, to find things hidden from plain view. Awareness also determines the amount of Visibility you have in Dungeons. See the table below. If you have Awareness as a Minor Skill, you gain 1 extra Tile of Visibility. If it is a Major Skill, you get 2 extra Tiles of Visibility.

Awareness Modifier	Number of Visible Tiles (Visibility)
2	5
4	6
6	7
9	8
10	9
12	10
14	11
16	12
19	13
20	14
22	15
24	16
26	17
29	18
30	19
32	20
34	21
36	22
39	23
40	24

SPECIAL DEFENCE (SP. DEF)

SPECIAL STATUS RESISTANCE

Your ability to resist the effects of a Special Status Move. When targeted by a Special Status Condition, or the Secondary Effect of a Special Move, you make a Special Status Resistance Check to try and protect yourself to the effect.

SPEED (SPE)

MOVEMENT

Movement is your ability to be nimble and athletic. You can use this ability to actively run, dodge, react, fly, float, or swim outside of a Battle. Movement also determines how many Tiles you can move per round in a Battle. Consult the Movement table in the Battle Mechanics section (page 15).

SIZES

Your Size Category is determined by the Pokémon that you choose. Any Pokémon with a height lower than 2ft is considered “Tiny”. Any Pokémon with a height between 2ft and 4ft is considered “Small”. Any Pokémon with a height between 4ft and 8ft is considered “Medium”. These sizes all occupy 1 Square in a Dungeon.

Any Pokémon with a height between 8ft and 12ft is considered “Large”. Any Pokémon with a height above 12ft is considered “Huge”. Consult a Pokedex (or Bulbapedia) to find out your Pokémon’s height. Large Pokémon take up a 2x2 square of Tiles in a Dungeon, wherever they have the space to do so. Huge Pokémon take up a 3x3 square of Tiles in a Dungeon, wherever they have the space to do so.

A Tiny or Small Pokémon can move through the space of another Pokémon without hindrance, but has Disadvantage rolling any Strength checks.

A Large or Huge Pokémon has their Movement halved when moving through corridors, but has Advantage rolling any Strength checks.

MOVES

At any point, a Pokémon can only know up to 4 Moves at a time. If a Pokémon learns a new Move, and already has 4 Moves known, they must replace an existing Move they have if they wish to learn the new one.

LEARNING A NEW MOVE

LEARNING BY LEVEL UP

You can learn a new Move that you meet the prerequisite for any time you Level Up.

LEARNING BY TM OR HM

A TM (Technical Machine) or HM (Hidden Machine) can teach a Pokémon a new Move. They do not need to meet the prerequisite for knowing this Move.

LEARNING BY MOVE TUTOR

A Move Tutor service can teach you a Move that you meet the current prerequisite for a fee.

MOVE CATEGORIES

PHYSICAL MOVE

A Physical Move is typically stronger than a Special Move of the same tier, but also usually only damages targets 1 tile away. Almost all Physical Moves have some kind of secondary effect. You use ATK for the modifier.

SPECIAL MOVE

A Special Move is typically weaker than a Physical Move of the same tier, but compensates for this by having a greater range than a Physical Move. Almost all Special Moves have some kind of secondary effect. You use SP.ATK for the modifier.

PHYSICAL STATUS MOVE

Physical Status Moves typically inflict Status Conditions or create Effects that change or use a Pokémon's physicality. You use ATK for the modifier.

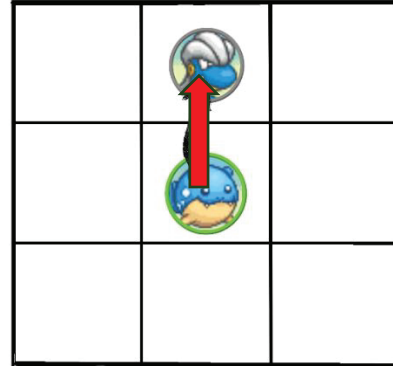
SPECIAL STATUS MOVE

Special Status Moves typically inflict Status Conditions or create Effects that affect Pokémon in supernatural ways. You use SP.ATK for the modifier.

RANGE

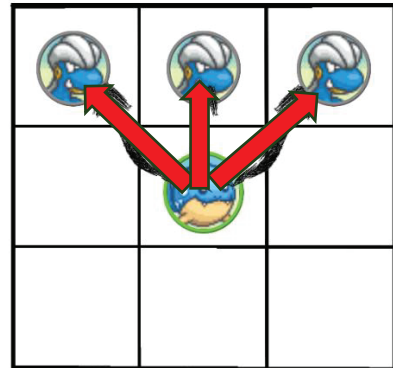
FOE IN FRONT

Targets a Foe that is 1 Tile away in the direction that you are facing.



FOES IN FRONT

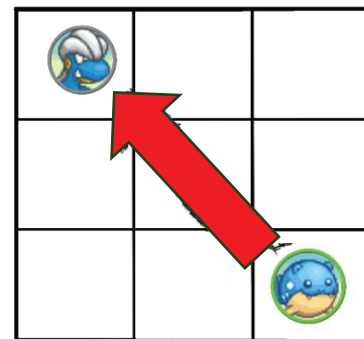
Targets a Foe in the direction that you are facing, as well as the two adjacent Tiles closest to you.



FOE UP TO (X) TILES AHEAD

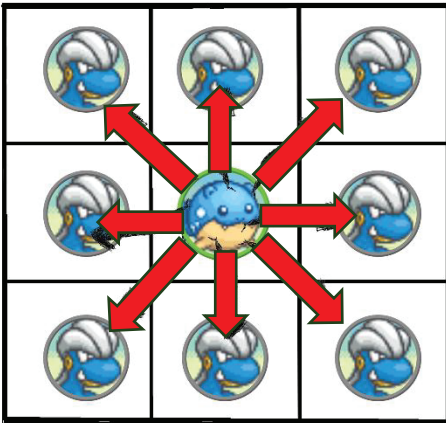
Targets a Foe a number of Tiles away, listed in the Move's Range. There must be a straight line to the target.

If an Ally is blocking the target in range, the target cannot be hit.

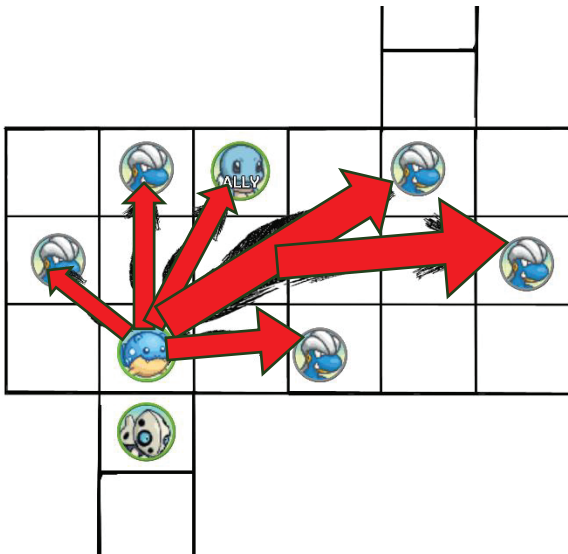


FOES WITHIN A 1-TILE RANGE

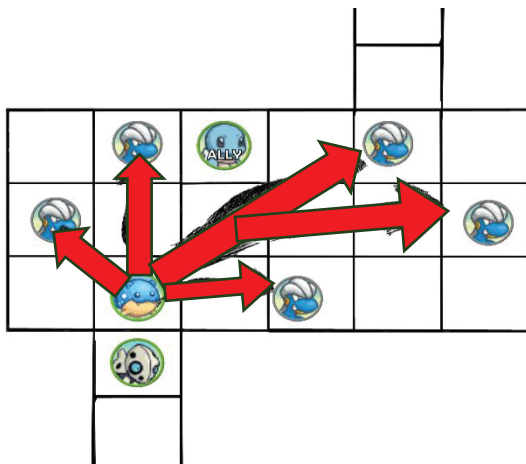
Targets any Foe that is 1 Tile away from you.

**ROOM**

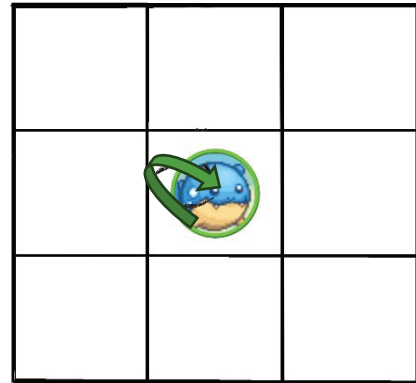
Targets or effects all Pokémon in the current Room or Hallway, including Allies, except for yourself.

**FOES IN ROOM**

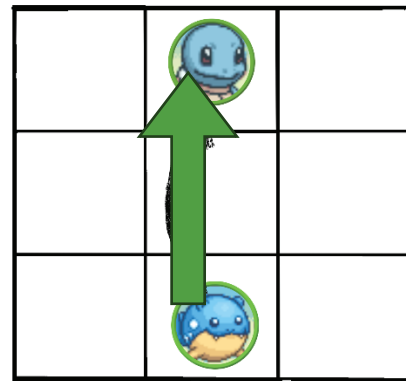
Targets all Foes in the Room or Hallway.

**SELF**

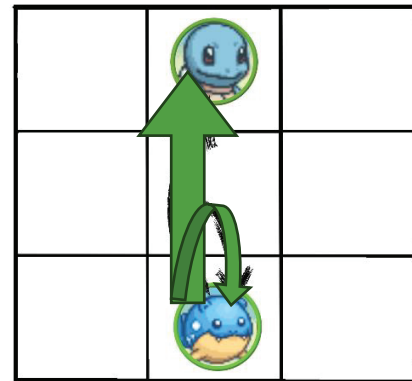
Targets only the User.

**ALLY UP TO (X) TILES AWAY**

Targets one Ally of your choice that is up to (x) number of Tiles away, listed in a Move's Range. Does not require a straight line.

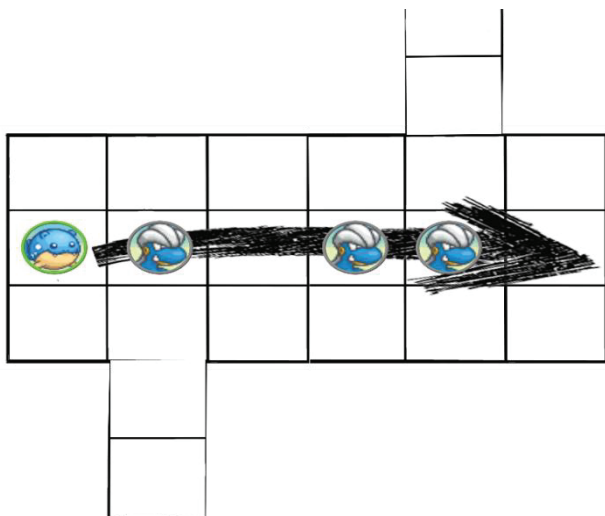
**SELF OR ALLY UP TO (X) TILES AWAY**

Targets you and any Ally that is up to (x) Tiles away, listed in a Move's Range.



ALL TARGETS IN PATH

Targets any Pokémon that is in the path you set when you use the Move.



CURRENT FLOOR

Affects the entire Current Floor.

SPECIAL

This Move has unique conditions for its range listed within its Description.

MOVE GROUPS

Some Abilities, Features or Rare Qualities will occasionally refer to a group of Moves that it can affect. You can find the list of Move Groups and the Moves within those Groups in the Appendices (Page 189).

There are some specific rules governing certain Move Groups. They are listed here:

MULTISTRIKE MOVES

Multistrike Moves (moves that hit multiple times) cannot gain any benefits from increasing Move Power.

ENTRY HAZARDS

Entry Hazards include Moves such as Spikes, Toxic Spikes, Stealth Rocks, and Sticky Webs. You add your relevant attacking Modifier to the damage you roll whenever a Pokémon walks into the same Tile as the Entry Hazard. However, these Moves cannot Score a Critical Hit.

HEALING MOVES

For Moves that only heal a target, such as Synthesis, or Floral Healing, you do not add a Modifier to this roll. These Moves can Score a Critical Hit, and can benefit from STAB.

Moves that “drain” by dealing damage and healing for half the amount rolled, such as Mega Drain, include the attacking modifier.

STAT-CHANGING MOVES

Moves that increase the Stats of a Pokémon cannot be used outside of Battle. The maximum one Stat Modifier can change in Battle is by 10.

“Adventures are Better on a Buddy’s Head!” ART BY PYKUO



BACKGROUNDS & ORIGINS

Everyone comes from somewhere, and your character should be no exception! In this section you can find a list of suggested Origins.

This list isn't meant to be exhaustive. If you want to come up with your own Origin, speak with your GM. You will need to include a Feature that grants you a bonus to a Skill check(s) in a specific scenario related to your background.

GUILD INTERN

"You interned with a Guild, performing small duties like cleaning, fetching Items, updating the Job Notice Boards, etc. You spent time seeing more capable Pokémon take on Missions that you could only dream of doing - and now you want a taste of that for yourself."

FEATURE - GUILD ASSOCIATE

You gain 1d6 to Social Skill Checks when interacting with members of a Guild.

NOBLE

"You come from a Noble Clan or Family, recognized in these lands as people of ancient importance. Perhaps your people have some sacred duty that you must uphold... or maybe they're just filthy rich."

FEATURE - DO YOU EVEN KNOW WHO I AM?

You gain 1d6 to Social Skill Checks when you reveal your noble heritage to the target of your Check.

VARIANT - FALLEN NOBLE

"Perhaps your family isn't as strong as they once were, or maybe you did something to tarnish the legacy of your people, causing you to be banished. Either way, your name no longer bears the weight it once did."

FEATURE - A POKÉMON BY ANY OTHER NAME

You gain 1d6 to Deceive Skill Checks when posing as somebody else.

WANDERER

"You've never stayed in one place too long, moving from place to place in the hopes of broadening your horizons - or perhaps out of necessity to survive."

FEATURE - IN YOUR ELEMENT

You gain 1d6 to Ecology Skill Checks when you are gathering information about locations that you're unfamiliar with.

OUTLAW

"You're bad to the bone - or maybe you only used to be. You have some kind of criminal history that made you wanted Outlaw. Perhaps you've served your time... or maybe there's still a Bounty out on your head somewhere."

FEATURE - OLD TRICKS

You gain 1d6 to Sneak Skill Checks when performing a criminal activity.

MYSTIC

"You've spent time in deep seclusion from society, perhaps meditating or studying. You've now returned to the world in search of something magical and extraordinary."

FEATURE - DEEPER INSIGHT

You gain 1d6 for Social Skill Checks against a Pokémon you know the Aura of.

SURVIVOR

"You survived through a terrible ordeal in your past, and it has left an indelible mark upon you."

FEATURE - HARDENED RESOLVE

You gain 1d6 to Endurance Checks when you need to survive a situation of dire intensity.



"At the Day's End" ART BY RAPH

ARCHEOLOGIST

"You've always been fascinated by the mysterious things in life. What hidden lore can be found in old ruins? What mysterious truths lie behind the myths? How did this world come to be? It's questions like these that keep you up at night – and you hope to one day solve them."

FEATURE – ARTIFACT LORE

You gain 1d6 to Intellect Skill Checks when recalling information about objects of mysterious origin.

TRIBAL

"You hail from a tribe of Pokémon similar to yourself, and now you have ventured out into the world in order to prove yourself, or make your family proud."

FEATURE – PACK HUNTING

You gain 1d6 to Exploration Skill Checks whenever you work with your Team.



**"Dea the Deino" ART BY
MARTYRDOMATCHA**

SLEUTH

"You've spent time as a private eye, an investigator, detective or spy. Or maybe you're just getting started in that field. Either way, you've got an uncanny knack for getting information out of others."

FEATURE – MORE THAN JUST A HUNCH

If you score well above the Difficulty for an Intuition Skill Check against another Pokémon, you learn a secret that the target holds close to them.

MERCHANT

"You've run a business before, and now that you've closed up shop for good, you're out in search of what your clients and customers would always talk about."

FEATURE – MERCANTILE CONNECTIONS

You gain 1d6 to Social Skill Checks when interacting with business owners.

HUMAN

You can only play with the Human Origin if you are playing with the "Human Memories and Past Lives" Optional Rule.

"Through some strange means, you were transported from the Human world and became a Pokémon. You remember little about your Human life, and sharing the information of your Origin may shock others. They might not even believe you. All that you do know is that however you got here, it was likely for a reason – if only you could remember what that reason was."

FEATURE – DIMENSIONAL SCREAM

If you score well above the Difficulty for an Awareness Check, you can occasionally glimpse into the past or future of the related target of your Check. The GM will describe this vision as it unfurls before you.

SECRETS, MOTIVATIONS, AND GOALS

As part of creating the background and identity of your Pokémon, it's important to consider what things drive them.

Are they holding onto some secret in their past they want to keep desperately buried?

Do they have some goal they're striving towards? What's driving them to do the things they want to achieve?

At the *very least*, you need to give them a reason to want to go on an Adventure and join a Rescue and Exploration Team. Creating a Pokémon that's a loner or unmotivated to adventure isn't really going to work out well. After all, this is a group game – so what reasons do they have to work with them? So, make your character ready for adventure, or someone ready to do good and help others. This is a game about becoming heroes, after all!

Having some or all of these questions figured out will help you greatly when it comes to the roleplaying side of this game, and allow you to cement your character's identity within the group to make a lasting impression.



"Buizel and Zigzagoon" ART BY SIROPE

YOUR FRIENDSHIP TRACK

You keep track of your Friendship with your Team Members with the Friendship Track. Your GM will award you a point on your Friendship Track by doing one of the following things (this list is not exhaustive):

- Having a meaningful conversation with 1 or more team members.
- Helping a team member out in a tough situation.
- Comforting a team member who is feeling down.
- Performing a cool combo in battle.
- Discovering a secret with your team.
- Confide in a Team Member a secret about yourself.
- Complete a Mission with your Team that brings you towards your goal.
- Do something nice for another player or the whole table outside of the game.

When you have filled your Friendship Track, you can Clear it, and you gain 1 Friendship Die, a d6. The Friendship Die can be used to help a teammate out with their damage, or when they perform a Check. If the Check succeeds, or you use it to add on to their damage roll, you expend the Friendship Die. If the Check fails, you keep the Friendship Die. Friendship Die can score a Critical Hit in both damage and Skill Checks. You can have as many Friendship Dice up to equal your Level.

ADVANCEMENT AND EVOLUTION

LEVELLING UP

You Level Up when the GM and/or the table agrees you have reached a Milestone in the story, such as the Team going up in Rank, completing a story arc or series of Missions, or reaching an important location. At earlier points in the story, you might Level Up a bit quicker, but the pace of Levelling Up will slow down in the middle of your overall Adventure.

Whenever you Level Up, there are several things your Pokémon will gain in addition to what they get from their Class.

HP INCREASE

Based on your Class, your HP will increase by either 10, 15 or 20. Consult your Class to see how much you increase your HP by every time you Level Up.

STAT INCREASE

Whenever you Level Up, each Stat will increase by 5. You then have a 30-point budget to allocate to your Stats (ATK, DEF, SP.ATK, SP.DEF, SPE, IQ) as you see fit. You cannot increase your HP this way, so focus on the others!

NEW MOVE

Every Level Up, you can learn one new Move that you meet the Level Prerequisite for.

EVOLUTION

Many Pokémon can Evolve when they meet a certain conditions. Evolution represents a new stage of growth for your character, changing their appearance physically and granting them new powers – and maybe even a new Type!

Below, you can find a list of Evolution Types, and how to approach your Evolution when the time comes.

If you don't know the Method of your Pokémon's Evolution, find your Pokémon's entry on <https://bulbapedia.bulbagarden.net>, and the information can be found there.

ALL EVOLVING POKÉMON

If you choose to undergo Evolution, you can either gain a 20-Point Stat Boost, or choose a Rare Quality that they meet the Prerequisite(s) for.

STAGES OF EVOLUTION

A Pokémon that is incapable of Evolution is granted a Rare Quality at Level 3 and Level 6.

A Pokémon that can Evolve once is known as a Two-Stage Evolution.

A Pokémon that can Evolve twice is known as a Three-Stage Evolution.

METHODS OF EVOLUTION

EVOLVING BY LEVEL UP

TWO-STAGE EVOLUTION

A Two-Stage Evolution Pokémon will Evolve when reaching Level 3, if it evolves by levelling. At Level 6, they gain a Rare Quality.

THREE-STAGE EVOLUTION

A Three-Stage Evolution Pokémon evolves when reaching Level 3, and again at Level 6, if it evolves by levelling.

EVOLVING BY ITEM

Any Pokémon that evolves via the use of an Item can do so regardless of Level, so long as they have the requisite Item.

They otherwise gain a Rare Quality at Levels 3 & 6 if they have not yet evolved. If you Evolve by Item after Level 6, you do not gain any mechanical benefit of Evolving.

EVOLVING BY TRADE

Any Trade Evolution Pokémon should follow the Rules set out by "Evolving by Level Up" instead.

Any Pokémon that requires Trading whilst holding a certain Item should follow the Rules set out by "Evolving by Item".

EVOLVING BY HAVING HIGH FRIENDSHIP

If a Pokémon that Evolves by having High Friendship has cleared their Friendship Track 3 times, they can Evolve at any time.

They otherwise gain a Rare Quality at Levels 3 & 6 if they have not yet evolved. If you Evolve by Friendship after Level 6, you do not gain the statistical benefit of Evolving.

EVOLVING AT A CERTAIN TIME-OF-DAY

Sometimes, a Pokémon can Evolve only at certain times of the day.

If the Time of Day is a factor in your Pokémon's Evolution, you Evolve at the time of your choosing, provided you meet the other Prerequisite(s) for your Evolution.

For instance, an Eevee that has cleared their Friendship Track 3 times can choose to Evolve into an Umbreon by waiting till nighttime.

EVOLVING INTO A REGIONAL FORM

For any Pokémon that is capable of Evolving into a Regional Form, you can simply choose which Form you would like to Evolve into when you Evolve. For instance, a Dewott can choose to Evolve into either Samurott or Hisuian Samurott.

If this Evolution requires an Item, you will need to find and use this Item first. For example, Ursaring will need to find a Peat Block to evolve.

GENDERED EVOLUTION

If you Evolve into a Pokémon that has only 1 Gender, and you have a different Gender, your Gender can change to match it if you so choose.

EVOLVING WITH A CERTAIN PERSONALITY VALUE

In the Pokémon Video Games, certain Pokémon Evolve based on their unique Personality Value encryption constant. In the case of this game, simply choose which form you would like to Evolve into when you reach Level 3. For example, Wurmple can Evolve into either Silcoon or Cascoon, or Dunsparce can Evolve into Two-Segment or Three-Segment Dudunsparce.

EVOLVING WITH A CERTAIN NATURE

For Toxel, when you Evolve at Level 3, if you have a Hardy, Brave, Adamant, Naughty, Docile, Impish, Lax, Hasty, Jolly, Naive, Rash, Sassy, or Quirky Nature, Toxel Evolves into Toxtricity Amped-Up Form.

If you have a Lonely, Bold, Relaxed, Timid, Serious, Modest, Mild, Quiet, Bashful, Calm, Gentle, or Careful Nature, Toxel Evolves into Toxtricity Low-Key Form.

If you decide to change your Nature as Toxtricity, your Form changes to match.

EVOLVING WITH CERTAIN STATS

For Tyrogue, when you Evolve at Level 3, if your Attack is higher than your Defence, Tyrogue Evolves into Hitmonlee. If your Defence is higher than your Attack, Tyrogue Evolves into Hitmonchan. If your

Attack and Defence are equal, Tyrogue Evolves into Hitmontop.

CASTOFF EVOLUTION

When Nincada Evolves at Level 3, choose Ninjask or Shedinja to play. The other appears in your Team's Reserve List.

EVOLVING BY A UNIQUE METHOD

Any Pokémon that Evolves by some unique Method (listed below), should follow the Rules set out by Level Up. If you and the GM decide to do so, you can come up with some unique method of your own that you can perhaps do a Mission for.

Basculin -> Basculegion
 Bisharp -> Kingambit
 Galarian Farfetch'd -> Sirfetch'd
 Finizen -> Palafin
 Gimmighoul -> Gholdengo
 Inkay -> Malamar
 Mantyke -> Mantine
 Milcery -> Alcremie
 Pancham -> Pangoro
 Primeape -> Annihilape
 Stantler -> Wyrdeer
 Hisuian Qwilfish -> Overqwil
 Galarian Yamask -> Runerigus

REFUSING EVOLUTION

If, for whatever reason, you decide not to Evolve, you can instead take a Rare Quality in place of your Evolution. If you change your mind, you can Evolve at any time you Level Up from here-on, but you gain no mechanical benefit.

MEGA EVOLUTION

Certain Pokémon can undergo Mega Evolution. Mega Evolution requires a Pokémon to hold its respective Mega Stone. They can Mega Evolve on their turn once per Dungeon, and it lasts until the end of the current Floor, or until knocked out.

If you already have the Rare Quality that your Mega Evolution gets, choose a new Rare Quality that you meet the prerequisite for. Your Mega Evolution now grants this Rare Quality instead.

NOTE FOR GMS: DESIGNING YOUR OWN MEGA EVOLUTIONS

If you want to create more Mega Evolutions, you should look to do the following:

- Increase of Stats equal to 60.
- A Rare Quality.
- Consider a Type Change.

Mega Evolution represents a significant power-up. See the Mega Evolution Optional Rule on Page 92. Consult the Mega Evolution table to see which benefits are applied.

LIST OF MEGA EVOLUTIONS

POKÉMON	ITEM REQUIRED	BENEFITS GAINED	NOTES
Venusaur	Venusaurite	All Stats Up 10. Thick Fat.	
Charizard	Charizardite X Charizardite Y	X: Atk Up 30. Def Up 30. Huge Power. Y: Sp.Atk Up 30. Sp.Def Up 30. Drought.	Type is now Fire/Dragon
Blastoise	Blastinoisite	Sp. Atk Up 30. All other Stats Up 5. Mega Launcher.	
Beedrill	Beedrillite	Atk Up 40. Spe Up 20. Adaptability.	
Pidgeot	Pidgeotite	Sp. Atk Up 40. Spe Up 20. No Guard.	
Alakazam	Alakazite	Sp. Atk Up 40. Spe Up 20. Magic Guard.	
Slowbro	Slowbronite	Def Up 40. Sp. Atk Up 20. Battle Armour.	
Gengar	Gengarite	Sp.Atk Up 30. Sp. Def Up 10. Spe Up 20. Shadow Tag.	
Kangaskhan	Kangaskhanite	All Stats Up 10. Parental Bond.	Parental Bond allows a Move to always be used twice (apart from Multistrike Moves). The second hit deals a quarter of that damage.
Pinsir	Pinsirite	Atk Up 30. Def Up 10. Sp.Def Up 10. Spe Up 10. Aerilate.	Type is now Bug/Flying.
Gyarados	Gyaradosite	Atk Up 20. Def Up 20. Sp. Def Up 20. Steamroll.	Type is now Water/Dark.
Aerodactyl	Aerodactylite	Atk Up 20. Spe Up 20. Def Up 10. Sp.Def Up 10. Huge Power.	
Ampharos	Ampharosite	Sp.Atk Up 30. All other Stats Up 5. Steamroll.	Type is now Electric/Dragon.
Steelix	Steelixite	Atk Up 30. Def Up 15. Sp. Def Up 15. Sand Force.	
Scizor	Scizorite	Atk Up 25. Def Up 25. Sp.Def Up 10. Technician.	
Heracross	Heracronite	Atk Up 40. Def Up 20. Skill Link.	
Houndoom	Houndoominite	Sp.Atk Up 30. Spe Up 20. Sp.Def Up 10. Solar Powered.	
Tyranitar	Tyranitarite	Atk Up 20. Def Up 20. Sp. Def Up 10. Spe Up 10. Sand Force.	
Sceptile	Sceptilite	Atk Up 15. Def Up 5. Sp.Atk Up 20. Spe Up 20. Lightningrod.	Type is now Grass/Dragon.

Blaziken	Blazikenite	Atk Up 20. Sp.Atk Up 20. Spe Up 20. Speed Boost.	
Swampert	Swampertite	Atk Up 30. Def Up 10. Sp. Atk Up 10. Sp. Def Up 10. Swift Swim.	
Gardevoir	Gardevoirite	Sp.Atk Up 30. Sp.Def Up 20. Spe Up 10. Pixilate.	
Sableye	Sablenite	Def Up 30. Sp.Def Up 30. Magic Bounce.	
Mawile	Mawilite	Def Up 30. Sp. Def Up 20. Atk Up 10. Huge Power.	
Aggron	Aggronite	Def Up 40. Atk Up 10. Sp.Def Up 10. Filter.	Type is now Steel.
Medicham	Medichamite	Atk Up 30. Sp.Atk Up 10. Sp.Def Up 10. Spe Up 10. Huge Power.	
Manectric	Manectite	Spe Up 30. Sp.Atk Up 20. Def Up 5. Sp.Def Up 5. Intimidate.	
Sharpedo	Sharpedonite	Atk Up 20. Def Up 20. Sp.Atk Up 10. Spe Up 10. Strong Jaw.	
Camerupt	Cameruptite	Def Up 20. Sp.Atk Up 20. Sp.Def Up 20. Sheer Force.	
Altaria	Altarianite	All Stats Up 10. Pixilate.	Type is now Fairy/Dragon
Banette	Banettite	Atk Up 30. All other Stats Up 5. Prankster.	
Absol	Absolite	Atk Up 20. Sp. Atk Up 20. Spe Up 20. Magic Bounce.	
Glalie	Glalitite	Atk Up 20. Sp. Atk Up 20. Spe Up 20. Refrigerate.	
Salamence	Salamencite	All Stats Up 10. Aerilate.	
Metagross	Metagrossite	All Stats Up 10. Huge Power.	
Lopunny	Lopunnite	Atk Up 30. Spe Up 30. Scrappy.	Type is now Normal/Fighting.
Garchomp	Garchompite	Atk Up 30. Def Up 20. Sp.Atk Up 10. Sand Force.	
Lucario	Lucarionite	Atk Up 20. Sp.Atk Up 20. Spe Up 20. Adaptability.	
Abomasnow	Abomasite	All Stats Up 10. Snow Warning.	
Gallade	Galladite	Atk Up 30. Def Up 15. Spe Up 15. Inner Focus.	
Audino	Audinite	Def Up 25. Sp.Def Up 25. Sp.Atk Up 10. Healer.	Type is now Normal/Fairy.



“Team Shellshock!” ART BY TESSA MERKEL

CHAPTER 4: YOUR TEAM

“This Chapter will explain what every Team should have at their disposal, including choosing your Team Name, explaining the Team Rank System, your Treasure Bag, Rescue Badges, Wonder Map, and your Team Reserve List.”

FORMING A TEAM

A Team is a collection of two or more Pokémon that have decided to Adventure together. And every good Team needs a name. Before you begin your Adventure, the table should decide on a Team Name.

Team Names can be tough, though, so you might not have one immediately. If you choose to let the name come about organically over time, or are simply undecided at the start of your Adventure, your Team may be referred to as “The Newbies”, “The Rookies”, or some other such epithet until you have decided upon a Team Name.

TEAM RANK

As your Team progresses through their Adventure, they can Rank up by doing the following:

- Completing a Mission
- Completing a Rescue Request
- Completing an Exploration Request
- Completing an Escort Request
- Completing an Outlaw Bounty
- Defeating a Villain

The GM can also increase your Rank when they deem it appropriate to do so.

Whenever you Rank Up, you will be given Rewards by the Rescue & Exploration Team Federation.

The Ranks, and the amount of Reputation Points required to reach them, and the Rewards you gain from Ranking Up, are listed in the table below.



“Team Funny-Bone” ART BY DONUT-TOAST

TEAM RANK	REQUIRED REPUTATION POINTS	REWARD			
Rookie Rank	0	Rescue & Exploration Starter Kit			x2 Iron x2 Calcium x2 Zinc x2 Carbos x10 Revive All Orb
Normal Rank	400	x(x) Max Elixir	Ace Rank	35200	x(x) Rainbow Gummi x10 PP-Up Drink x10 Citrus Berry
Bronze Rank	1100	x(x) Max Elixir x(x) PP-Up Drink	Ultra Rank	50000	x(x) Rainbow Gummi x10 PP-Up Drink x10 Citrus Berry
Silver Rank	2200	x(x) Max Elixir x2 Protein x2 Iron x2 Calcium x2 Zinc x2 Carbos x1 Revive All Orb	Master Rank	70000	x(x) Rainbow Gummi x10 PP-Up Drink x10 Citrus Berry
Gold Rank	5400	x(x) Rainbow Gummi x1 X-Ray Specs	Guildmaster Rank	100000	x(x) Rainbow Gummi x10 PP-Up Drink x10 Citrus Berry
Platinum Rank	11200	x(x) Rainbow Gummi x10 PP-Up Drink x10 Citrus Berry	Where (x) is described, insert your number of player characters at your Table		
Diamond Rank	20200	x(x) DX Gummi x2 Protein			

COMPLETING MISSIONS

Whenever you complete a Mission, such as a Rescue Request or an Outlaw Bounty, you gain Reputation Points. These Reputation Points are used to determine the Rank of your Team.

Missions themselves are ranked in their own way. Consult the Table below to see how many Reputation Points a Mission of each Mission Rank will give you.

Over time, you'll likely have a large list of Missions, and you might not have time to fulfil them all. Take too long, and the Mission may be completed by another Team, or it might go unfulfilled!

MISSION DIFFICULTY

Difficulty Rank	Poké Earned	Reputation Points	Rank Prerequisite	Recommended Levels
F	100	100	---	1
E	150	200	---	1-2
D	200	400	Normal	2-4
C	300	500	Bronze	2-4
B	400	1000	Silver	4-6
A	500	1600	Gold	5-6
S	600	3200	Platinum	5-7
★	700	5000	Diamond	6-8
★★	800	7500	Ace	8-10
★★★	1000	10000	Ace	9-10
★★★★	1250	12500	Ace	9-10
★★★★★	1500	15000	Ace	10

MISSION TYPE

RESCUE

A Rescue Mission involves going to a certain Floor of a Dungeon, finding that Pokémon, and using your Rescue Badge to send them to a safe location.

ITEM REQUEST

Item Requests involve finding a certain Item. Reach the designated Floor, collect the Item there, and give the Item to the Client.

ITEM DELIVERY

Item Deliveries are Missions that require you to reach a certain Floor of a Dungeon, find the Client there, and deliver them the Item they need. The Item you need to give them is not guaranteed to be in that Dungeon, so you may need to find or purchase that Item ahead of reaching the Dungeon.

ESCORT

Escort Missions require you to bring the Client with you on the Mission. This may be to reach a certain Pokémon and reunite them, to give them an adventure, or to find Treasure.

OUTLAW BOUNTY

These Missions require you to track down and defeat an Outlaw, then send them to the relevant authorities via your Rescue Badge. Be careful, Outlaws are known to be tough foes!

OUTLAW GANG BOUNTY

Sometimes, an Outlaw is the leader of a gang. The Outlaw may lie in ambush with their gang, so be prepared for an all-out battle!

OTHER MISSIONS

You might find yourself tasked to (or decide to undertake yourself), Missions that aren't classic types of Jobs. These might be Explorations, Expeditions, Investigations, Negotiations, Survival, or something else. Whatever the case, the GM will determine whether these grant you Poké, Reputation Points, both, neither, or some other suitable reward, such as Items or even additional features for your character(s)!

MISSION REWARD MODIFIERS

Mission Type	Poké Modifier	Reputation Points Modifier
Rescue	1x	1x
Item Request	1.25x	1.25x
Item Delivery	1.25x	1.25x
Escort	1.5x	1.5x
Outlaw Bounty	1.75x	1.75x
Outlaw Gang Bounty	2x	2x

TREASURE BAGS

Each Team Member carries a Treasure Bag that has a unified storage space for your Team. You can store a number of Items in your Treasure Bags' unified storage space based on your Team's Rank, specified below. When your Team's Reputation Rank increases, your Treasure Bag's storage space magically increases in size.

Any Team Member can access the Treasure Bag's storage via their own Treasure Bag.

TEAM RANK	TREASURE BAG SIZE
Rookie Rank	8
Normal Rank	16
Bronze Rank	24
Silver Rank	36
Gold Rank	48
Platinum Rank	48
Diamond Rank	56
Ace Rank	56
Ultra Rank	64
Master Rank	64
Guildmaster Rank	72

RESCUE BADGES

Each Team Member carries a Rescue Badge, emblazoned with your Team's name and symbol upon it, as well as a certification from the Rescue & Exploration Team Federation. These badges contain a magical energy to send Pokémon in need of rescue to a safe location, and KO'd or Surrendered Outlaws are sent to the relevant authorities.

Only once a Mission has been completed, your Team can choose to use their Rescue Badges to immediately return back to their designated Base or Guild.

If a Team Member has been KO'd and is unable to be Revived, the Team and the KO'd Team Member is immediately returned back to their designated Base or Guild (unless you have chosen to play with the "Only Team KO's" Optional Rule, described in the Optional Rules section on page 92)

Your Rescue Badges also function as a form of long-distance communication. You can speak into your Rescue Badge, and anybody on your Team will have the message played to them via their own Rescue Badge.

WONDER MAP

Your Team is given a Wonder Map as part of their Exploration Team Kit. This Item can be used to look at the current World Map, and will display information such as where you are, Dungeons and Locations you know about, and the Location of Current Missions.

RESERVE LIST

Over the course of your Adventures, you may invariably, or intentionally, recruit new allies wanting to join your Team. Pokémon that are recruited are put into your Reserve List, and will wait at your Team's Base, the Guild or in the Town of your Team's home. They can be summoned to your Team via speaking into your Rescue Badge when you are not inside of a Dungeon.

You can choose to play as a Pokémon in your Reserve List, if you so wish. Your current playable character will enter the Reserve List, be taken off of the Active Roster, and they do not join you in Missions. Get a new Character Sheet, choose a Role for this Pokémon, and Level them up appropriately.

Pokémon in your Reserve List will Level Up at the same time as you, though you do not give them Class Levels or change their Stats until you choose to play as one, or have need of their help.

You can also choose to dismiss a Pokémon in your Reserve List, and they will leave your Team.

Pokémon in your Reserve List can perform actions and services for your Team outside of Missions if you direct them to do so. For example, you can ask a Pokémon in your Reserve List to prepare a meal, build or repair a structure, purchase Items for you using Poke from your Team's Bank Account and deposit them at a Storage, or use a HM to assist your Team.



“Chimchar and Turtwig” ART BY TOFFMIKIN

CHAPTER 5: EXPLORATION

In this Chapter, you can find information about going on a mission, the environment, and phenomena in mystery dungeons.

GOING ON A MISSION

When the Team decides to go on a Mission, they can find a Job Notice Board or Outlaw Board, or be given a Request by another Pokémon.

UNDERSTANDING A MISSION REQUEST

Any Mission will have information related to completing it.

DESCRIPTION

This section is a small, written statement by the Pokémon who posted the Mission to a Board.

CLIENT

The Pokémon that posted the Mission to a Board.

OBJECTIVE

The objective tells you what you need to do to complete the Mission.

PLACE

This will describe the location, usually a Mystery Dungeon, and the Floor of the Mission.

DIFFICULTY

The general difficulty of the Mission, which will determine the amount of Reputation Points your Team will earn for completing it. You can find the list of Mission Ranks in the chapter prior (page 59).

REWARD

You will gain a reward, whether that be monetary and/or an Item, for completing this Mission. The Reward will be listed in this section

WONDER CODE

A Mission can have a unique identifier. Your GM can generate a 10-digit code, and attach it to this Mission. They can share this Mission of their own creation in the [Explorers! A PMD TTRPG Google Sheet](#).

WHERE TO FIND MISSIONS

JOB NOTICE BOARD

On the Job Notice Board, you can find Rescue Missions, Escort Requests, Item Requests and Item Deliveries. Job Notice Boards can be found either out in Town, or at a Guild.

BOUNTY BOARD

You can find Outlaw Bounties on this board. Bounty Boards can be found either out in Town, or at a Guild.

REQUESTS

Requests are more personal quests that a Pokémon might have that they will ask you to complete. Requests can be taken from anyone, though you can often find them by talking to Pokémon in Town.

MAILBOX

If your Team has their own Team Base, you can have a Mailbox constructed for Pelliper to deliver Missions directly to you!

TAKING MULTIPLE JOBS

Your Team is recommended to take multiple jobs for the same Dungeon. This way, you can be more efficient as a Team. However, you'll need to prepare appropriately!

THE ENVIRONMENT

TRAVELLING THE WILDS

To even reach a Mystery Dungeon, you'll need to travel to it. For especially far off Dungeons, you might need to camp overnight (or even several) to reach the location in question, so be well-prepared for your trip!

You might encounter many things as you journey across the world: Pokémon in need of help, bandits along well-trodden roads, Wild Pokémon, Tribes and Villages, environmental hazards and dangerous landscapes.

WEATHER

HARSH SUNLIGHT

Fire-Type Moves have their Move Power increased by 1, Water-Type Moves have their Move Power decreased by 1 (damage is halved if Move Power is already 1), and Pokémon cannot become Frozen (Frozen Pokémon thaw out on the first turn in Harsh Sunlight).

RAIN

Water-Type Moves have their Move Power increased by 1, Fire-Type Moves have their Move Power decreased by 1 (damage is halved if Move Power is already 1), and Pokémon cannot Detonate or be Burned.

SANDSTORM

At the end of your turn in Battle, you take 1d6 damage if you are not a Rock-, Steel-, or Ground-type Pokémon, or have Sand Force, Sand Rush, Sand Veil, Magic Guard, or Overcoat; or are holding a Weather Band. Rock-Type Pokémon have their Special Defence modifier increased by 6. Awareness Checks are made at Disadvantage and Visible Range decreases by 1 unless you are immune to the effects of a Sandstorm.

“Flygon” ART BY PYKUO





"A Harsh Climb" ART BY TESHA MERKEL

SNOWSTORM

Ice-Type Pokémon have their Defence modifier increased by 6. Movement for non-Ice Type Pokémon decreases by 1. Awareness Checks are made at Disadvantage and Visible Range decreases by 1 unless you are an Ice-Type or immune to the effects of a Snowstorm

FOG

Awareness Checks are made at Disadvantage and Visibility in Dungeons decreases by 2.

EXTREMELY HARSH SUNLIGHT

Has all the effects of Harsh Sunlight, but Water-Type Moves deal no damage. This Weather cannot be changed or subverted by other Weather-based Effects.

HEAVY RAIN

Has all the effects of Rain, but Fire-Type Moves deal no damage. This Weather cannot be changed or subverted by other Weather-based Effects.

STRONG WINDS

Moves that would be Super Effective against Flying-type Pokémon to only be normally effective against them. This Weather cannot be changed or subverted by other Weather-based Effects.

TERRAIN

ELECTRIC TERRAIN

Pokémon on the ground no longer fall Asleep. Electric-Type Moves increase in Move Power by 1.

MISTY TERRAIN

Pokémon on the ground are Immune to Status Conditions, and Dragon-Type moves deal half damage.

GRASSY TERRAIN

At the end of each of their turns, each Pokémon on the ground heals 1d6 at the start of their turn, and Grass Type-moves increase in Move Power by 1.

PSYCHIC TERRAIN

Pokémon on the ground are Immune to Priority Moves. Psychic-Type Moves increase in Move Power by 1.

WEATHER TIES IN BATTLE

Sometimes, brought on through Pokémon's Moves or Rare Qualities, the Weather and Terrain can change, providing certain effects to Pokémon and their Moves.

If two or more Weather or Terrain effects are activated at the *same time* by multiple Pokémon's Moves or Rare Qualities, the Pokémon with these effects roll 2d6. Whoever scores higher wins the contest, and their Weather effect comes into play.

GRAVITY AND FALLING DAMAGE

The world, for the most part, follows normal Laws of Gravity, and as such, if you fall from a height, you can take damage.

However, if you are a Pokémon that is capable of flight or levitation, you do not fall unless an external force pushes you in that direction.

FALLING FROM A SMALL HEIGHT

Falling from a Small Height (10ft/3m or so) requires a Movement Check (Difficulty 5) to fall safely without taking any damage. If you fail this Check, you take 1d6 damage.

FALLING FROM A MEDIUM HEIGHT

Falling from a Medium Height (Between 10ft/3m and 50ft/15.25m) requires a Movement Check (Difficulty 10) to land in a way that minimizes damage. If you fail this Check, you take 5d6 damage. If you succeed this Check, you take half as much damage.

FALLING FROM A GREAT HEIGHT

In the unfortunate event of falling from a Great Height (anything above 50ft/12.25m), you may suffer calamitous damage. You roll an Endurance Check (Difficulty 20), and take 10d6 if you fail this Check. If you succeed, you take half as much damage.

WEIRD GRAVITY

Sometimes, Gravity can behave strangely due to mysterious natural forces. These can manifest in areas of low or high gravity, or even zero gravity!

ENVIRONMENTAL HAZARDS

Occasionally, Environmental Hazards may hinder or help you along your journeys. The GM will call for an appropriate Skill Check to resist the effects of an Environmental Hazard.

MYSTERY DUNGEON PHENOMENA

Certain phenomena, natural or otherwise, can appear within a Mystery Dungeon. These each have unique interactions that can change your run through a Mystery Dungeon, so keep a weather-eye out!

KECLEON SHOPS

Kecleon will occasionally make small pop-up shops, designated by decorated red tiles on the Dungeon Floor. You can purchase and sell Items here, so make sure to have some Poké handy when you enter a Dungeon – you never know if you'll run into a Kecleon Shop on your way!

MONSTER HOUSES

Rarely, you might run into a terrifying Monster House, a Room where many Pokémon descend from the ceiling to strike at you in an ambush! However, these Rooms are consequently filled with rare items. So, if you see something that's too good to be true, be wary of the incoming Monster House, and prepare accordingly!

SECRET BAZAARS

Sometimes, a Dungeon will have an invisible set of stairs that will lead you to a Secret Bazaar! In this location, you can find Pokémon offering unique services to help you along your journey. These may vary from Adventure to Adventure and Table to Table, or even Mission to Mission, so you'll be pleasantly surprised when you find one of these delightful hospitality stops!

SECRET TUNNELS

Sometimes, you might find a hidden entrance into the walls of a Mystery Dungeon. These Secret Tunnels are often created and used by Outlaws to navigate safely to the end of a Dungeon so that they can set up a lair. You should exercise caution, though, as due to the ever-shifting nature of Mystery Dungeons, they can become extremely distorted. Also, Outlaws often lay many traps inside of these tunnels in order to deter those who wander in.

HIDDEN DUNGEONS

A Mystery Dungeon isn't always easy to find. Sometimes, their entrances can be obscured from plain view, such as behind a waterfall, deep under sinking quicksand, or even locked behind certain puzzles! You'll need to look closely in order to determine the entrance to these hidden Dungeons.

HOME BASE

Whenever you finished going out on a Mission, your Rescue Badges will activate, and you can return to your Home Base.

GUILD

You may start out at, or choose to board at a Guild. A Guild will have facilities to house and feed you, but you'll need to follow their procedures and rules. You'll need to pay a small fee every so often to pay for the services they provide. Alternatively, they might take a cut of your Missions' Rewards.

CAMP

You might be able to set-up your own camp outside of town. They are quick and easy to construct, and take down, but lack any form of permanency to them - and often lack protection from outside threats.

TEAM BASE

Whether constructed in town or out in its own location, a Team Base is one of the hallmarks of a truly successful team. By expending their hard-earned money for resources and/or labour, your Team can construct their own Base, outfitting it with their own design, defences, amenities, Mailbox, and living arrangements. Once you've created your own Team Base, You and Pokémon in your Reserve List can stay there.

SHOPS AND SERVICES

Shops and Services can be found in Town, or at different locations around the continent. Here's a List of different Shops and Services you might find around Town. These Markets are typically run by a certain Pokémon, but you might find a different one in your own Adventure.

This is not meant as an exhaustive list. Your GM may create new Shops or Services that aren't listed in this section.

(KECLEON) MARKET

A Market will sell you Items of all different types, and purchase Items that you'd like to sell at half the price. They are usually split into two sections: A General Store, and an Orbs and TMs store.

(KANGASKHAN) STORAGE

Storage allows you to Store Items that can be withdrawn at a later time. This is usually a free service.

(SABLEYE) BANK

The Bank can allow you to store your currency, Poké, and withdraw your Poké at a later time.

(PELIPPER) POST OFFICE

At the Post Office, you can collect or send mail to a specific Pokémon or address. They will also deliver mail from the Post Office to Team Bases.

"Strangers in a Lively Town" ART BY REALSPACEJUNK



(BLISSEY) DAYCARE

At a Daycare, you can take care of any Eggs you might encounter in your Adventure, and they will be raised there after they hatch, until you collect them.

(HITMON) DOJO

At the Dojo, you can train in a safe environment, perfecting your Team's skills. You can also conduct PvP battles here, if you so choose. These Dojos are typically run for free.

(ORANGURU) TUTORING

At a Move Tutor, you can be taught a new Move that you meet the Level Prerequisite for a small fee.

(KLEFKI) LOCKSMITH

At a Locksmith, you can unlock locked Treasure Chests that may contain Rare Items for a small fee.

(GRIMMSNARL) TAVERN/CAFE

A communal area where many Pokémon gather to eat good food, drink beverages, relax and chatter. Sometimes, you can find rumours and Requests here.

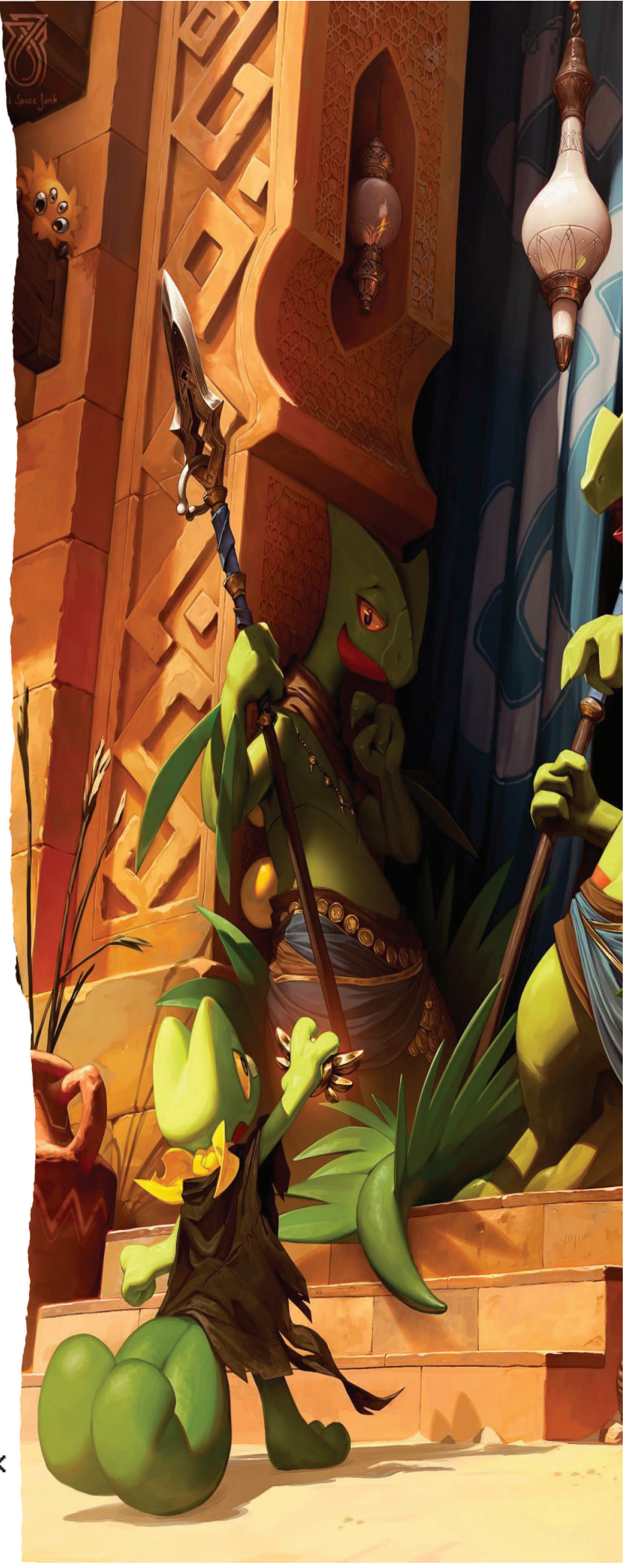
RESTING AND SLEEP

A Pokémon should get roughly 8 hours of sleep or rest per day.

When you take a Rest, you sit, lay down, or hover at a location of your choice and remain there for 8 hours. You can perform up to 2 hours of light activity such as reading, talking, eating, etc as part of this Rest.

Once you have completed a Rest, you regain all HP and PP, but only if you have eaten the necessary amount for today (see "Food" on page 18). If you have only eaten half the amount necessary, you only regain half the amount of HP and PP.

"Sahra Upstart" ART BY REALSPACEJUNK



CHAPTER 6:

GAME MASTER'S

GUIDE

This chapter covers how to run the game as GM for your players. It contains information on things such as running a session, worldbuilding, creating Missions, Dungeons, handing out rewards, crafting NPCs, the overarching narrative, and includes a bestiary for quick and easy Pokémon to put in a Dungeon, as well as creating your own.

And, of course, like the rest of this book, you can feel free to discard as much or as little as you like. These are guidelines and recommendations, not rules.

BEING THE GM

Being a GM means taking a different approach to the game as the rest of the players at the table. You are the referee, the narrator, the guide.

The tools given to you in this section (and from your own prior GMing experience) are here to assist you in guiding the narrative you and the rest of the table are weaving together.

Remember, the players are not playing in your story. You are helping to oversee the narrative that unfolds with all of you, together. Do you have a large say in the overall direction? Sure. But the way things play out might take a huge spin in a new direction. Roll with it. The players, ultimately, will decide to do what they feel best suits them. Listen to what they want to do, read their intentions, and adapt accordingly.

SESSION (0) ZERO

Before beginning an Adventure, you should look to have a “Session Zero” with your table. This Session should look to establish what kind of game you’d like to run, and the general story you want to tell. Everyone at the table should be clear about what it is they’re planning to spend a lot of time on. If this is your first rodeo with this game, it is even more important to have a session zero to help players understand how to build their characters, what this system can do, what they can expect.

Starting out your game with a Session Zero can also allow you to touch upon things such as:

- Sensitive topics or content that might come up in your game, and appropriate safety tools.
- What optional rules you’d like to play with (if any).
- The world your Adventure is set in and any distinguishing attributes it might have.
- Sorting out your scheduling for when to play, and how you’ll be playing (in-person, online, etc.)

Players may want to discuss their character’s backstories. This can be done at the table amongst the rest of the group, but some may opt to keep theirs private from the group for the sake of a dramatic reveal later in the narrative. Talk to your players about how they want to go about information regarding their backstory, and work to find ways to fit their backstory into the world you’ve made.

You can also use pre-written Session Zero sheets found online, or you can create one yourself.

YOUR ADVENTURE SETTING

Ah, worldbuilding. It's something GMs both love and dread. It can be a huge time sink, so let's not waste any time, and hop right to it!

"I DON'T KNOW WHERE TO START!"

Often times, it can be quite a daunting task to build a new world. If the prospect of building your own world from scratch can be too much, feel free to browse through and/or take as much as you need to from the Templates described later in this section. It's there to give you a basic idea of the kind of worlds this system is intentionally designed to support. And from there, you can choose to take it in a new direction, if you're more confident in your skills.

START SMALL

The world can be a big place. Often too big for one person to sit down and write everything. It is recommended that you start with a Town. A Town can act as a hub for your players to get themselves oriented in your world. Whether there is only one Town in your continent, or one of many, is up to you.

From there, start with the basis of a couple of small-scale local areas, like dungeons, biomes, environmental features and oddities, etc. Pick a general location within a continent, whether that's a coast, a plain, a mountain, or something else. The rest should come naturally.

"RENDER-DISTANCE WORLDBUILDING"

"Render-distance worldbuilding" is a way to describe a type of worldbuilding that some GMs employ. The basic premise of this type of worldbuilding is that you have a general outline for many things in your world, but the details are a bit fuzzy until it comes into focus. Much like how the polygons of some far-off place in a video game are simplified until you get close.

This is a great way to be economical with your worldbuilding, so you're not overly swamped with your workload.

So long as you know generally what's going on in any given place, and the overall plans of the major characters at that location (if it is an NPC-rich environment like another Town), you can quite comfortably build upon those areas when players

begin to approach it, state their intention to head in that direction, or ask questions about that area.

MAPPING YOUR WORLD

Creating a new continent is one thing, but you'll likely need to put it together with a map. This isn't necessary to run the game, but it can be a very useful tool for you and your players to determine distances to locations, and what the general lay of the land looks like.

There are several tools recommended for map building, especially if you're not an artist or have a particular interest in geography.

THE RICE METHOD

Take some rice, drop it on to a piece of paper, and draw the outline of the shapes that appear. This can be a great way to get the shape of a continent.

DIFFERENCE CLOUDS

For you Photoshop aficionados, a quick and easy method of generating continents can be performed. Open a new canvas, go to Filter -> Render -> Difference Clouds, and then hit okay. You'll get a misty image covering your canvas. From there, go to Filter -> Artistic -> Cutout, which will give you some hard lines. And voila, you now have the beginnings of a map!

ONLINE TOOLS

Some really great online tools can be used to create your world. Here are some recommendations:

[Azgaar's Fantasy Map Generator](#)

[Inkarnate](#)

[Mewo2 Fantasy Map Generator](#)

[Mapgen4](#)

YOUR TOWN

The primary function of your town is a hub for your Adventure; a place where players can rest, restock and get new Missions from. It should be, in most cases, a safe haven from the dangerous outside world.

Every Town should include some, or all, of the Shops and Services listed in the "Your Adventure" section (page 66).

As this is a location that will be visited frequently, you should look to populate this town with memorable NPCs the players can connect with – be that friend, acquaintance, vendor, rival, or foe. The location should be iconic, with its own distinct geographical features that set it apart. Make it a place that Pokémon would want to come to seek out a better life.

If you are including Guilds as part of your world, you should look to build your Town with a Guild as one of its main focal points. Generally speaking, Towns will spring up around a Guild to provide goods and services to Guild Members and Adventurers.

CORE ASSUMPTIONS

This system is built with the intention of assuming the world you are building is somewhat similar to worlds you can find in the Pokémon Mystery Dungeon games. With that said, there are some core assumptions that are a generally good idea to include about your world. You can, of course, choose to unshackle your world from the trappings of a traditional Pokémon Mystery Dungeon Setting – though be warned that it may mean more work to make this system work in tandem with your setting.

TONE

The Tone of a Pokémon Mystery Dungeon world is, for the most part, more child-friendly and relaxed. The explicit death or killing of Pokémon is often replaced with more censored terms such as “passed on”, “be rid of” or “eliminated”.

This is not to say there can’t be more dramatic, nuanced stories. Far from it – the games are well known for their more developed storylines. But there is a certain approach that has a lighter touch in places. Keep that in mind, or choose to ignore it if you’re table is in favour of a darker tone.

A WORLD OF ONLY POKÉMON

In this world, you will not find humans or other animals. Just Pokémon. There really shouldn’t be a need to examine the minutia of this fact, such as “how does x work without y bacteria existing?”. It’s

a magical world with Pokémon. Suspend your disbelief a little.

However, there are some vague illusions to humans having once existed in the Pokémon Mystery Dungeon world, and notions of a “human world” somewhere far away, perhaps even dimensionally far away. This is a plot-point you could choose to expand upon in your own game, or ignore entirely.

As a reminder: this is NOT the Pokémon world from the core games series – there is no Kanto, Johto, Hoenn, Sinnoh, etc. This is a different world, made of entirely Pokémon. You can find maps of the existing PMD world from Super Mystery Dungeon if you want some inspiration, and can choose to include these in your game setting if you so wish.

POKÉMON IN THE WILD ARE FERAL

Pokémon found outside of Town, especially out in Mystery Dungeons, have been driven to a more “feral” or “primal” state, acting on basic instincts, often due to “mysterious forces” in the world. Once calmer and tamer, often through befriending, a Pokémon can begin to gain, or regain, a sense of self-identity outside of their basic instincts. Generally speaking, a Pokémon in the wild, or in a Mystery Dungeon, will attack any non-native Pokémon (such as adventurers) on sight.

THE WORLD IS DANGEROUS AND UNTAMED

Outside of the safety of a Town, the world is a vast, often unexplored wilderness, filled with danger and risks of harm. This is often due to some driving forces in the overarching narrative that is causing ecological disasters, Mystery Dungeons to appear more frequently, and causing Pokémon out in the world to lose control of themselves. So, whenever the Team is out in the world, they need to be on their guard. It’s a scary place out there, and they’ll need to be prepared to face the dangers of the wild.

GOOD-NATURED PEOPLE

On the flip side, however, NPC Pokémon in Town, such as vendors, guild members, Town residents, or other adventurers, tend to have a slightly sunnier disposition (for the most part). Of course, there is a wide spectrum of natures and personalities that NPCs can have, and you are encouraged to delve into a plethora of different characters. But, largely, Pokémon who live in a Town don’t have as much of a reason to be antagonistic or suspicious towards one another. Bad actors, however, can be found anywhere, and you might want to sprinkle a few throughout to keep things interesting. But these Pokémon are usually skilled at hiding their suspicious activities and bad nature through social manipulation.

RUNNING A SESSION

A session of “Explorers!” might come in many different forms, depending on the events currently unfurling. However, there are portions of the game that may follow a simple and effective game loop.

THE CORE LOOP

1. THE SETUP AND THE STAKES

Start your session off by establishing what the Team wants to achieve. Do they have an existing quest or Mission to complete? Do they need to find new jobs to complete from a local job board? Does a player character need to delve deeper into a personal mystery they’ve been looking to solve? Has a team of thugs just made themselves known through a dastardly deed? Has a Villain stolen some important, plot-critical artefact?

Whatever the case may be, establish what the goals are, and then the stakes. The stakes, put simply are, “if we don’t do X, then Y happens, and Y is bad because...”, or “We need to do X, so we can get Y, and Y is good because...”. Let the players know what the Reward for their Mission(s) will be. This is important to motivate the players into action. To see more information on Rewards, check out the “Rewards” section later in this Chapter (page 74).

You might even wish to begin your session on a “cutscene”. Providing information to the players, but not their characters, of something that awaits them further ahead.

2. THE TRAVEL

If the Team is not already travelling to a current Mission, then they’ll need to hit the road! The Team will leave Town, and cast off in the direction of their Mission. You should look to establish how long it takes for them to travel. Are there any special considerations for this travel?

From there, they’ll need to explore and do the travel, and maybe even make camp along the way. If they’re on a longer expedition, they might encounter one or more Mystery Dungeons blocking their path.

Be vivid with your descriptions of the world around them, especially where it concerns places of interest. Use all the senses – not just sight!

This is also a great time to just allow the player characters to interact with one another – to talk, get to know each other, banter, squabble – you name it. Let the conversations flow!

Sometimes, Travel is minimal, or non-existent. That’s alright too. Sometimes, you can just smooth over this portion where appropriate – but don’t let it be your guiding principle for travel. Travel is a part of the game.

3. MEET THE CHALLENGE!

This isn’t necessarily exclusive to fighting Pokémon. Sometimes, this is an environmental problem to overcome, a puzzle to solve, a mystery to uncover. Consider Skill Checks they might need to make along their journey, Pokémon they might encounter (friendly or otherwise), and more. The journey to the destination itself is half the battle.

Always remember, if there is no danger, there’s no challenge. Danger isn’t always damage – it also means consequences. There needs to be some kind of consequence for failing, otherwise a Check is pointless and doesn’t need to be made

4. ESCALATION

Be it a Mystery Dungeon, a Boss Encounter, a worsening environmental hazard, a time limit, an important conversation, or something else, ramp up the stakes a bit. They need to meet *real* resistance, something that really challenges and impacts the players. An important tip here is that you shouldn't keep holding on to your best ideas. Use them. Keep the players engaged. It could be something like the unique mechanics of a Boss Encounter, or some really bizarre environmental feature. Fire on all cylinders!

5. RESOLUTION

Time to tie up your loose ends here. If the Team was successful, how does it impact the world around them? How does it impact them personally? If the Team failed, what does that mean for the story? Did the bad guys get away? What happens to the Pokémon left un-rescued? Can the Team dust themselves off and try again another day?

Once the Team has resolved the situation, they should look to return back, usually teleporting via their Rescue Badges.

6. THE RETURN

You should generally look to conclude a session, or group of sessions, with a return to Town (or home base). The Team can collect their rewards upon success, and get their praises from those they've helped and from their colleagues. They'll also want to sort out some details such as Items they want to

put into Storage, currency they want to put into the Bank, and other services they might wish to use, like eating dinner. This is also a great time to let the Team unwind and chat. These activities can also be performed at the beginning of a session – it's mostly up to your table's preference.

DON'T RUSH IT

If your table is looking to close out a session quickly, don't try to rush everything to meet that finishing time. Go at your table's usual pace, and if you don't resolve everything in one session, that's okay! Just find an appropriate place to stop, such as between Floors of a Dungeon (or a Waypoint), when the Team goes to sleep for the night when camping, or after a big conversation.

INTERCHANGEABLE SECTIONS

Some of the “middle sections” of this game loop can be get a little “off the rails”, especially when players are driving the direction of a session, or when picking up a session mid-way through a Mission. That's okay! So long as you can rearrange those middle sections as you go in a fashion that makes sense, it's all good. They're mostly interchangeable

“The Crossroads” ART BY RAINYDAYHAZE



FACTIONS

Factions are an important part of any Adventure Setting. They are groups of Pokémon that have banded together for some reason or another, have shared ideals and goals, and work together to complete those goals.

THE ADVENTURE AND RESCUE TEAM FEDERATION

In almost all settings, you should look to include The Adventure and Rescue Team Federation. This wider organisation spans the known world, acting as a governing body and union for Adventurer and Rescue Teams. They officially recognise Teams, hand out Starter Kits, and provide Rewards to Teams that increase in Rank.

GUILDS

A Guild will have facilities to house and feed Pokémon, for a small fee every so often, or for a cut of the Rewards that a Mission will pay out, in order to fund the services they provide. They will have a Guildmaster, a Second-in-Command, as well as several Guild Members and Interns that will perform duties such as updating the Job Boards, Cooking, and Sentry Duty.

EXAMPLE – SLAKING’S GUILD

Nestled within the entrance of the Obsidian Valley, lays the thriving town of Stronghold. The people here are friendly, thriving and industrious. The vast majority of Stronghold is built up around Slaking’s Guild, a large castle that overlooks the town, and the #1 place for Teams looking to train and become first-rate adventurers.

This Guild has, as the name would imply, Slaking as its Guildmaster. There are 3 Guild Leaders who perform the daily running of operations, as Slaking is infamously lazy – though his wrath and pure strength are the stuff of legends. The 3 Guild Leaders are Accelgor, Aggron and Gothitelle (representing the triad of Rogue, Warrior and Mage). The long-suffering Sirfetch’d is the personal

squire of Slaking, and often acts as his mouthpiece and Second-In-Command.

The Guild’s members include the often-ignored Farfetch’d (son of Sirfetch’d), Maushold (who update the Job Boards), IndeeDee (the Guild Chef and Housekeeper), Stunfisk (the Guild Sentry), Pawniard, Tyrunt, Nidorino, Honedge, Zangoose, Ribombee and Krokorok.

TRIBES

Tribes are, most often, packs of Pokémon that fall under the same Species or Evolutionary Line. They live outside of Towns and have carved out a space for their own community in the wilds. Sometimes, they are nomadic tribes and wander across the world. They’re often left to their own devices, and tend not to interact with the outside world much.

ROGUE TEAMS

A Rogue Team is a group of Pokémon who have committed to ideals and goals that often pitch them as antagonists towards the player-led Team. They often deal in crimes such as theft, extortion, coercion, assault, or even claiming credit for work that others do. Rogue Teams are often good at social manipulation, convincing townsfolk and Guilds that they have strictly noble intentions, and gaining their trust.

EXAMPLE – TEAM MIDNIGHT

Team Barrage is a Rogue Team that operates to the wider public as a Silver-Rank Team. They use their local reputation as competent adventurers and bounty hunters to gain the trust of Stronghold Town’s denizens. By night, they commit heists and robberies, hiding away their spoils in the back of the nearby Obsidian Gorge Mystery Dungeon. They then find unsuspecting victims to pin the blame on – often planting some of their own stolen goods with their chosen mark, and turning them into the authorities. Team Midnight is comprised of Linoone (Galarian Form), Glameow, and their leader Honchkrow.

ADVENTURE AND RESCUE TEAMS

The Team the players control aren't the only ones out there! There are many Teams that will look to improve their standing and help others where they can, or enrich themselves by completing Missions. These teams can range from friendly to outright Rivals! It is recommended that you create a Rival Team that can challenge the Team along their Adventure. Whether they are friendly or antagonistic in their behaviour is up to you.

EXAMPLE - TEAM PLUSH

Team Plush is a Bronze-Rank Team consisting of Cubchoo, Stufful, Pancham and their Leader Teddiursa. They are all bear-like in physiology, and focus heavily on Rescue Missions. They often argue who amongst them is cutest, and who is the strongest. When not working, they can often be found eating Honey at Grimmsnarl Tavern. They hope to one day become a first-class Rescue Team, and dream of becoming strong enough to Evolve into truly mighty ursine heroes - though they sometimes wonder if that will mean losing their cute-factor in the process.

VILLAINS

Villains may act alone, but more often than not, they are part of a wider Faction. These Factions go well above petty crimes that Rogue Teams will undergo, usually threatening the instability of a region or the entire world for their ends. Villain Factions are almost always led by an extremely powerful Pokémon, or even a powerful entity that is beyond physical form. They also have Lieutenants, who help oversee the work of their Henchmen or Grunts. Villain Factions can range from small operations to entire Armies, and are usually far away from Town, in some remote location where they rule from. These Villains will largely define the wider narrative you have planned, so it is important to understand the motivations and ideals of this Faction.

MISSIONS AND REWARDS

MISSIONS

Missions are the main core of what will constitute the play outside of main plot beats. You could also consider story beats to be Missions unto themselves, and give appropriate rewards for them.

The types of Missions, and where they can be found, are in the "Your Adventure" Chapter (page 60).

It is also important to remember that Missions are not limited to Jobs that can be obtained on Job Boards. They might also include ongoing mysteries and investigations, personal quests, or even quests to save the world from a Villainous Team.

By treating any kind of goal that the players want to achieve as a Mission, you can reward them for it, which further incentivizes completion.

REWARDING MISSIONS

Jobs will always reward based on their Rank and Mission Difficulty. You can view the amounts of Poke and Reputation Points earned on page 60.

Most Jobs, especially as they go up in Rank, should also include some Item Rewards. Find an Item appropriate for the current power level of the Team, or an Item that they might want, and include it as part of the Mission's Reward. Remember, however, that a Team will slowly be accumulating money and Items throughout their Adventure, so you can always just put that Item in the Kecleon Market!

For Missions that are not Jobs, such as personal quests, you could look to reward them in additional ways outside of Items or Money. Of course, they might be searching for an Item in of itself -- which is its own Reward. But you might want to consider small character buffs, such as an extra Die on a Skill Check in scenarios that are relevant to the Mission that was completed, or it might be a slight Stat increase. Get creative!

You should always be upfront and formalise Missions wherever possible, even for personal quests. Give a small handout, such as piece of paper or small document that informs them of the name of their Quest, their objective, and the Reward they will gain for doing so. This massively helps to incentivize players into achieving goals they might otherwise not wanted to pursue.

DESIGNING AND RUNNING DUNGEONS

Mystery Dungeons are, by their very nature, difficult to plan for as a GM, since they are “randomly generated” each time a Team enters it. This could be seen as quite a tedious and time-consuming process. But fear not, dear GM. There are tools to help.

MYSTERY DUNGEON FLOOR GENERATION

You might want to handcraft certain Dungeons yourself, but more often than not, you’ll want a nice speedy process to build it up. Here are several online tools that can help you create your Dungeon’s Floors quickly. No program is perfect, however, so you should look to use these generated Maps as a base, and then build over them.

POKÉMON DUNGEONEER

<https://Pokémon-dungeoneer.vercel.app/>

Pokémon Dungeoneer is an in-depth online tool that can help generate the floor layout of a Dungeon, giving you a range of options such as the type of layout, room density, item density, enemy locations, connectivity between rooms and hallways, traps, and more, providing you a clear colour-coordinated map when you generate it.

However, this can be a little tricky to translate over to a VTT, so you’ll need to do that by hand for each Floor – and it does not provide tile-sets that can spruce up the look of your Dungeon.

MYSTERY DUNGEN

<https://shadybug.itch.io/mystery-dungen>

Created by Cicada Carpenter, this generator will generate entire Floor Layouts with completed Tilesets. However, it cannot generate Enemy Locations, Traps, Environmental Tiles such as Water or Lava.

This method is quick and easy to export over to a VTT via downloading the generated image. You may want to consider editing these in your VTT of choice.

ONE PAGE DUNGEON GENERATOR

<https://watabou.itch.io/one-page-dungeon>

This generator will create classic D&D-styled Dungeons for you to work with as a baseline to then edit yourself.

You might need to learn the keyboard shortcuts to work effectively with this generator.

DONJON

<https://donjon.bin.sh/5e/dungeon/>

Same as above, but simpler, and minus the keyboard shortcuts.

DAVE’S MAPPER

<https://davesmapper.com/dungeon>

Dave’s Mapper is an incredibly powerful tool that lets you generate maps from hundreds of different mapping contributors in a jigsaw like fashion that you can replace to generate quick and easy Dungeons. Like other Dungeon generators, you’ll likely need to do some work to include your own elements such as environmental tiles, stairs, traps and enemies.

DUNGEON TOKENS

This will be your bread and butter in a Dungeon, and a way to up the stakes, giving you some fun of your own. Dungeon Points act as a GM's version of Adventure Tokens.

You should inform players that you have this mechanic at your disposal, as it will help create tension in their decision-making process when going through a Dungeon. You can use Dungeon Tokens at any time.

If you wish to use Dungeon Tokens outside of a Dungeon, you have a number of Dungeon Tokens equal to twice your Limit per day.

You earn Dungeon Tokens equal to the number of leftover Foes and Items on a Dungeon Floor. This is to create pressure on the Team to decide whether they want to be efficient in a Dungeon, or be thorough. The amount of Dungeon Tokens you can have hold on to at any one time is based on your 1+Team Level. Consult the Table below.

LEVEL OF TEAM	DUNGEON TOKEN LIMIT
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	UNLIMITED

EFFECT	DUNGEON TOKEN COST
Change the face value of a roll for a Pokémon that the Team is Battling	1 Per Face Value
Affect the Environment by changing the Weather or Terrain for this Floor	2 Per Floor
Add a new Trap, or increase the Difficulty/Effect of an existing Trap	2 Per Trap
Spawn a Monster House, or add more Pokémon to an existing Monster House	4 Per Monster House 1 Per Extra Pokémon
Evolve a Boss Pokémon	4 Per Evolution
Grant a Boss Pokémon a Move above their current Level Prerequisite	3 Per Move
Grant a Boss Pokémon a new Rare Quality.	3 Per Rare Quality
Add more Minions to a Boss Battle	1 Per Minion
Mega Evolve a Boss Pokémon	4

THEMING DUNGEONS

When creating a Dungeon, it's important to consider the environment that surrounds it. A Mystery Dungeon is an exaggerated version of an ecosystem – mountain ranges become labyrinthine caves, volcanoes have sprawling vents of lava, open plains become warped and winding pathways and hills of tall grasses, and swamplands become fetid, poisonous mazes.

When populating your Dungeon (see the later section for more on this), consider the biomes of the Dungeon, and the types of Pokémon that would naturally inhabit such a place.

ENVIRONMENTAL CHANGES

Dungeons in areas with extreme topographies and biomes should include environmental features that factor into it. However, you should reserve these for slightly later into your story, instead of immediately – especially when permanent Weather and Terrain effects might come into play, shifting the balance of power in Battles away from the Team.

SOMETIMES, YOU CAN BREAK THE TREND

Like all rules in this book, of course, there is a time and place to break away from these suggestions. Sometimes, for a more dramatic effect, or for some strange plot-related reason, a Dungeon can stand in stark contrast to the environment around it. It is also worth considering a Mystery Dungeon that is unlike the world around it may begin to spread its influence to its surrounding areas – perhaps caused by some corrupting influence like an Item, a curse, non-native Pokémon being placed there by a Villain or mysterious force, or even a powerful Pokémon's abilities.

POPULATING DUNGEONS

As stated earlier, when populating your Dungeons with Pokémon, your primary concern should be if that species of Pokémon makes sense in that Dungeon. This helps to sell the verisimilitude (the feeling of “realness”) of the Mystery Dungeon. In rare cases, this might mean making all Pokémon in a particular Dungeon to be of the same Type, but it's generally recommended to include a diversity of Types wherever possible in your Dungeon to keep Battles fresh and interesting.

With regards to game balance, populating your Dungeons can be tricky. In the Bestiary section of this Chapter (page 85), you'll find a few “archetypes” of Pokémon stats that you can build off of and adjust for the Team's Level and group size.

TRAPS AND ENVIRONMENTAL HAZARDS











You should include Traps and/or environmental hazards as part of a Dungeon. A list of these can be found below.

These are employed to increase the difficulty of a Dungeon, and act as a threat for deeper exploration of Dungeons – part of the “balance” of the core tension between “Completion vs Exploration” that your players will experience in Mystery Dungeons.

These should be used somewhat sparingly, and acts as a challenge or obstacle to overcome when encountered. As such, you should look to place them strategically, at key locations or “off the path” that a Team might naturally take towards reaching the Stairs of a Dungeon Floor.

When stepping on a Trap, you should call for a Skill Check to avoid its effects. This should either be an Endurance, Strength or Movement Check.

LIST OF TRAP TILES

IMAGE	NAME	EFFECT
	Apple Trap	Stepping on this trap changes an Item in the Toolbox into a Big Apple
	Big Blast Trap	Stepping on this trap causes a huge blast within a 2-tile range, dealing 5d6 Fire-Type Damage.
	Blast Trap	Stepping on this trap causes a blast within a 1-tile range, dealing 3d6 Fire-Type Damage.
	Grimy Trap	Stepping on this trap causes Food Items in the Toolbox will become Grimy Food. Roll a d6. On a 1-2, 1 Food is Grimy. On a 3-4, 2 Foods are Grimy. On a 5-6, 3 Foods are Grimy. Held Food it's holding will become Grimy Food.
	Grudge Trap	Stepping on this trap causes enemy Pokémon on the Floor to arrive near you and hold a Grudge. You expend 3PP per Move you use on these Pokémon.
	Gust Trap	Stepping on this trap sends you flying in a direction for 10 Tiles, doing 2d6 damage when you impact a wall or other Pokémon. If you hit another Pokémon, it also does 2d6 damage to them.
	Hunger Trap	Stepping on this trap empties your Belly, and you now treat your Belly as if you hadn't eaten in 2 days.
	Mud Trap	Stepping on this trap causes the Blinded Condition.
	Pitfall Trap	Stepping on this trap causes you to fall from a Medium Height into a Pit. You can climb out of a Pitfall Trap with a Strength or Movement check. Flying-Type and Levitating Pokémon cannot be affected by this trap.
	Poison Trap	Stepping on this trap causes the Poisoned Condition.
	Pokémon Trap	Stepping on this trap transforms nearby Items on the ground into enemy Pokémon.
	PP Leech Trap	Stepping on this trap lowers the PP of one of your moves to 0.
	Random Trap	Stepping on this trap has a random effect on your party. This turns the trap into any other trap.



Seal Trap

Stepping on this trap seals one move so you can't use it until restored.



Slow Trap

Stepping on this trap lowers your Movement Modifier by 6.

Slumber
Trap

Stepping on this trap causes the Asleep Condition.



Spikes

See the Spikes Move (page 164).



Spiky Trap

Stepping on this trap drops Spikes on you, causing 25 damage.



Spin Trap

Stepping on this trap causes the Confused Condition.

Stealth
Rocks

See the Stealth Rock Move (page 164).

Sticky
Trap

An Item becomes Sticky. Sticky Items can be cleansed by leaving the Dungeon or using a Cleanse Orb.

Summon
Trap

Stepping on this trap causes a group of enemy Pokémon to appear around you.

Toxic
Spikes

See the Toxic Spikes Move (page 169).



Trip Trap

Stepping on this trap makes you drop your Held Item.



Warp Trap

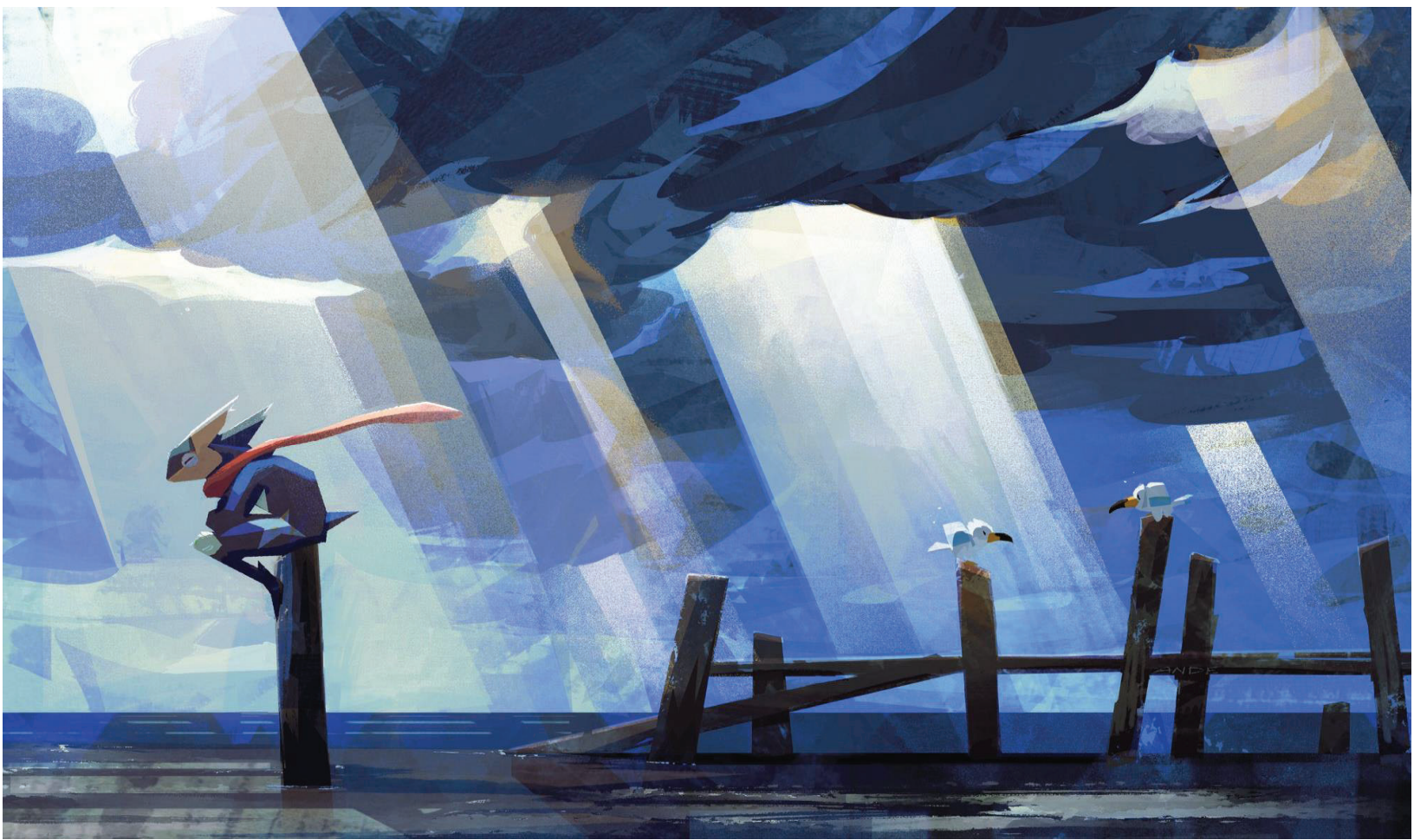
Stepping on this trap warps you to somewhere else on the Floor.

LIST OF EXAMPLE ENVIRONMENTAL HAZARDS

HAZARD	SUGGESTED EFFECT AND SAVE
Falling Rocks	Falling Rocks require a Movement or Endurance Check to avoid. Failing causes 5d6 Rock-Type Damage and causes the Restrained Condition.
Crumbling Floor	The floor is unstable, and can break away into open air, causing a Pokémon to fall and take Damage. Can be avoided via a Movement Check.
Chasm	A Chasm requires a Movement or Strength check to clear, or fall from a height determined by the GM, dealing appropriate falling damage. See Gravity and Falling Damage (page 65).
Spores	Fungi explode when disturbed, causing Paralysis, Poisoned or Paralyzed Statuses if they fail an Endurance Check.
Riptide	Water has a strong current, pulling a Pokémon deeper into the Water if they fail a Movement or Strength Check.
Avalanches	Falling Rocks require a Movement or Endurance Check to avoid. Failing causes 5d6 Ice-Type Damage and causes the Blinded Condition.
Fire	Walking through Fire causes 5d6 Fire-Type Damage.
Smog	Walking through Smog causes Poisoned Condition unless they succeed an Endurance Check.
Icy Floor	Failing a Movement Check on an Icy Floor causes you to slide in a direction.
Entangling Vines	Walking through Entangling Vines costs double movement on a narrowly failed Movement Check and Restrained Condition on a completely failed Movement Check.
Lingering Aroma	A Lingering Aroma causes nearby Pokémon to be drawn in and unable to control their own Movement unless they succeed an Intuition Check.
Bog	Walking through a Bog costs double movement on a narrowly failed Movement Check and Restrained Condition on a completely failed Movement Check.
Darkness	Visibility is reduced to half its normal amount unless light is produced, or an Awareness Check is succeeded.
Quicksand	Pokémon are drawn into the centre of a Quicksand Pit and Restrained there if they fail a Strength or Movement Check.
Galeforce Winds	When moving against Galeforce Winds, Movement is halved. When moving with a Galeforce Wind, Movement is doubled.
Haunted Area	A Lingering Aroma causes nearby Pokémon to be Frightened and flee an area unless they succeed an Intuition Check.
Increased Gravity	Pokémon cannot jump as, and take no damage from Falling.
Decreased Gravity	Pokémon can jump much higher, and take no damage from Falling.

Ancient Ruins	Wild Pokémon found in strange, human ruins can have more powerful Moves that normal, but more TMs can be found in that location. They also speak in strange tongues.
Cobwebs	Movement is slowed by failing a Movement Check when passing through Cobwebs.
Static Electricity	Touching metallic structures and objects can cause Paralyzed Status. Endurance Check to avoid this effect.
Deafening Thunder	You become Silenced, and are unable to hear sounds other than rolling thunder, unless you succeed an Endurance Check.
Frozen Time	Time has ceased to flow in this region. Each day you spend here, roll an Endurance Check. Failing this Endurance Check causes you to be unable to benefit from any Friendship mechanics, or increasing your Friendship Track.
Warped Space	Walls can now be walked on, and Movement Checks are more likely to increase in Difficulty.
Distorted Reality	Every so often, a new Environmental Hazard appears.

“World’s Edgiest Frog Right Here” ART BY ANDE WITTENMEIER



CREATING MEMORABLE NPCs AND BOSSES

Important NPCs, both ally and enemy, should be memorable. For those who are of less importance to your world or story, you need not spend as much time developing them. However, reoccurring NPCs and those that have significant story impact should be fleshed out and developed.

You should consider their ideals, their motivations, their fears and their desires. These are driving forces behind any character, and can help you easily understand how they would react in any given scenario.

FRIENDLY AND ALLIED NPCs

For those who are friendly in disposition towards the Team, or just otherwise indifferent, you should at the very least have a rough idea of how they can handle themselves in a battle, should it come to that. Importantly, if they are of great use to the Team, or interact with them frequently, you should give them some unique quirk, vocal texture, item of clothing, personality or backstory that lets them stand out amongst other NPCs. Sometimes, an NPC you didn't expect becomes adored by the players at your table. That's okay, just roll with it.

BOSSES

For Bosses, you'll want to take an increased interest to their effectiveness in Battle. You should look to fully kit-out this Pokémon, including Stats, Abilities (yes, you can give them multiple to up the difficulty), Moves, and consider the interplay between these to create interesting encounters that are more like a puzzle to solve, rather than just sheer brute strength and a bag of hit points.

These Bosses should typically be fought in an environment that they know well or can thrive in that the Team may be at a disadvantage in. It's entirely possible that their strengths can become one or more Team members strengths if they follow a similar build!

Bosses can be simpler in personality and motivation if they are just an Outlaw or a Gang Leader, but if you have the time, and they're important to your current plot thread, it may be worth considering that Boss as an Antagonist or Villain.

You can find Example Bosses can be found in the Bestiary (page 85).

ANTAGONISTS AND VILLAINS

Antagonists and Villains are of greater plot-relevance than a Boss. Sometimes, they might not even be defeated in Battle, but outwitted.

Antagonists and Villains are quite often the mechanics by which you drive your story. Their motivations, goals, and subsequent actions will affect the world around them, from just the local Town to the entire World, based on their threat level, in order to get what they want - usually at the detriment of others, or the interests of the Team.

You should look to stat out most Antagonists and Villains as Boss Battles, though if an Antagonists come in the form of Rogue Teams or Lieutenants with a group of minions at their behest, you should consider dialling back their strength a notch when compared to a solo Boss Pokémon. The strength of numbers can match a single powerful creature.

You can find example Antagonist and Villain stat blocks in the Bestiary (page 85).

ADVENTURE ARCS: FROM NEWBIE TEAM TO LEGENDARY HEROES

The Adventure is the story you all tell together – and you have great latitude in how that story comes together. Throughout the Adventure that you run, you’ll want to break down your wider narrative into Arcs. The Levels attached to each of these breakdowns are a rough approximation of where the Team should be at in that point in the story.

BEGINNINGS (LEVEL 1-2)

First, you’ll need something to bring together these currently disparate Pokémon into a Team. This is commonly referred to as a “hook”. The hook should get the attention of the player characters, something that they will want to respond to, their call-to-action.

For most games, this is fairly straightforward, as characters should be willing and ready to go on an adventure, to respond to a Pokémon in danger, or to investigate something they “weren’t meant to see”. It’s also possible they all signed up to join the Guild around the same time, and have all been placed together in a Team to complete a Mission.

You might also want to start things off “in-mediar-es”, placing the player characters directly into the thick of action, putting them in a situation they will need to work together to overcome.

GETTING THINGS GOING (LEVELS 2-5)

From here, you’ll want to identify key goals the Team wants to achieve, as well as what each individual Team Member wants. These will be important later, as you can begin to weave together elements of Team Members backstories into the wider narrative that you have planned.

When doing this, you should map out the personalities, desires, fears and locations of important NPCs in their backstories. If they align with your Villain Faction, you could consider tying them into that Faction, either as an extension of it, or as a core member. This may not always be the case, however, and you shouldn’t try to fit a square-peg into a round-hole. Don’t force the issue, and instead examine if you have enough in there for a smaller arc to stand on its own merits. If it’s a very sparse backstory, ask the player if they’re willing to

expand on it a bit (and they may well do that as a game develops and they understand their character better). If a player isn’t particularly interested in exploring details of their backstory, that’s okay too. Communication is key, so don’t be afraid to broach the question.

You don’t need to do all of this immediately – but it’s something you can continually explore as the Adventure begins to unfold. Inevitably, you’ll find good links that will form themselves in the story when the time is right; whether by the actions of Pokémon in the Team Members backstories, or through the Team choosing to directly interface with it.

Now, this shouldn’t be your only focus in this stage. These are considerations to make as the Sessions go-by. In the meantime, you should be giving the Team Jobs and Missions that will help them bond and grow, as well as beginning to establish a rising threat in the world, likely from your Villain Faction, or just from local Antagonists that are important to the current Story Arc. The Team should be looking to get stronger, gain more renown, and hone their skills in this time.

Not every Story Arc needs to be wholly related with a specific throughline. Sometimes, it’s okay for these Arcs to be unrelated – so long as the content is engaging, and the Team continues to learn and grow. The most important thing is to create an impact on the characters, and to give them the experience they need to take on the challenges ahead.

UP THE ANTE (LEVEL 5-8)

In the middle of an Adventure, you’ll want to be gradually raising the stakes. The rising threat of a Villain Faction begins to create complications for the Town or the wider world, an Antagonist deals a direct (or indirect) blow to the Team or someone they care about, a Rogue Team’s plans are uncovered, or a Rival Team goads the player Team into action, racing them to complete the same Mission.

These are some good examples of how to effectively “up the ante”, giving the Team more reason to care about stopping whatever force is antagonizing them, the Town, or the world at large.

Raising personal stakes is also a method to employ. Sometimes, a situation arises that can conflict with the morals or ethics of one or more members of the Team. An honourable Pokémon having to choose between their code, or completing a Mission. A Pokémon specializing in Rescue having to decide between saving someone in need, or knocking out an escaping Foe. The Team deciding they need to get the assistance of a Rogue Team they have moral disagreements with, in order to achieve a greater goal. Perhaps an Ally makes an impossible demand of a Team Member.

Choices are everything. They are the essential lifeblood of your Adventure that will determine where it goes – and the players are the ones to make those choices. More importantly, they’re *engaging*, and give the players agency in their story.

Twists can also act as a useful tool in your belt, and the revealing of which can be a pivotal moment in the current Arc, or wider Adventure. Twists are the revealing of key information; a trusted Ally being on the side of the Villains, the Team finding out information they were given was false, the reveal of a “ticking clock”, or the unveiling of a prophecy or destiny.

Whatever the twist might be, make it impactful, but also make sure it makes sense. Use foreshadowing. A twist that makes little sense to the players can be frustrating for all parties involved. Bear in mind, though, not everything needs to be a twist. Sometimes, it’s better for the Team to have a clear objective, with no secret strings to pull behind it. And if you use twists too often, the players will come to expect it.

THE CLIMAX (LEVELS 8-10)

This is where things get really serious, where the chips fall, where every moment, every roll, counts.

The Team might have tracked a Villain back to their lair, arrived in time to thwart a plan, uncovered some incredibly world-changing mystery, or make one final plunge into the heart of the problem.

Consider how you want to resolve the situation, depending on your story. Whether that’s a climatic boss battle, a confrontation, a series of dangerous death-defying challenges, or a mix of these, find what works for your climatic moment.

Consider if sacrifices must be made. A key element of Pokémon Mystery Dungeon stories is a heroic sacrifice to save the world. Sometimes, you can stray away from this, but it’s a classic trope for a reason. Reflect on how such a sacrifice could be made, and by whom – though sometimes the players will take the liberty of doing that themselves.

DENOUEMENT (LEVEL 10)

The conclusion, where everything is wrapped up. How you end your Adventure is the final bow to put on the story.

Wrap up your remaining plot threads, tie it all together. Are you looking for a happier ending? Perhaps by some miracle, a heroic sacrifice is rewarded by a return, or everyone manages to survive the climactic battle. When the world is saved, how does the world thank the Team for their hard work?

Is the ending sadder? Did everything not turn out as well? Consider how this has affected the Team, and your world. How do other Pokémon react to the decisions and actions the Team made?

You should look to answer these questions as your Adventure draws to a close.

Perhaps the story continues on after the main threat is gone, taking the Team into a sort of “post-game” Arc, where they uncover ancient secrets and ruins, become world-famous adventurers, battle Legendary and Mythical Pokémon... you name it!

But when all is said and done, examine how the Team has changed from their humble origins. Where are they now as characters, both physically and emotionally. If they have truly transformed, you know you’ve probably done your job, and they’ve probably had a kickass time.

BESTIARY

This Bestiary will give you the tools you need to create stat blocks for Foes, or even NPC Allies, to use in Battles.

MODIFIERS, NOT STATS

It's important to not swamp yourself with fine details, especially when populating a Dungeon with Pokémon to battle. To simplify things, you should look to use Modifiers instead.

Any Stat-related changes that happen in the game all scale off of Modifiers, so these should be easy to keep note of in a Foe's stat sheet.

SCALING FOES FOR LEVEL AND TEAM SIZE

The current Level of the Team and the number of Pokémon on the Team is an important factor in balancing your Battles. When designing new Foes, Wild Pokémon should follow these trends:

- They should have between half to two-thirds, or fewer, the average amount of HP of the Team.
- Their total Stat Modifiers should be around half to two-thirds, or fewer, the average of the Team's Stat Modifiers.
- Their Moves should be of equal or lower the current tier of the Team's Moves.

These trends should generally be followed as Wild Pokémon in Dungeons are numerous, and their combined numbers can make up for the differential as the Team racks up accumulated damage in a Dungeon.

If you find that Battles are becoming trivialised, consider raising the attacking and/or defensive stat modifiers of the Wild Pokémon. And vice versa for if multiple Battles are too tough for the Team to handle on their run through a Dungeon.

Try to avoid changing Modifiers in the midst of Battle. It can become confusing, and somewhat unfair to the players.

Changing the HP values of Pokémon can seem like a "quick-fix", and some cases it can work, but more often than not, it can simply drag out a Battle and make it tedious, as well as make the Team feel as if their successes and chosen combat stats don't mean as much.

This is why this section suggests selectively raising the overall attacking or defensive power of Wild Pokémon – as these can become far more interesting to deal with, especially if the players can "solve" the encounter by finding vulnerabilities in Type, a weak defensive stat, or exploiting a Wild Pokémon's Moves or Ability(s) to their advantage.

Finally, when it comes to Teams of a greater than average size (the average being 3-4), you should look to increase the power level of Wild Pokémon just a touch upwards, as the player Team will be packing more of a punch with greater numbers.

DIVERSIFYING SETS

Wild Pokémon come in many shapes and forms, and so it is important that not only their Stat Modifiers, but their Ability and Moves are diverse.

An "average" Stat block can work just fine, but giving certain Wild Pokémon a distinct strength in one area and a weakness in another opens up a huge depth of play for not only you, but your players as well.

With this in mind, Battles can become like "puzzles" to solve – figuring out the interplay of a Foe's capabilities, and discovering their vulnerabilities is a rewarding play-to-play moment, and prevents Battles in Mystery Dungeons from feeling like busywork.

NUMBERS OF FOES IN A BATTLE

The number of Foes in any given Battle increases the difficulty. Instead of scaling via changing Stat Modifiers, you could also choose to increase the number of Foes the Team faces in a Battle. Be wary, however, as many Pokémon can overwhelm the Team. If this scenario occurs, try to give them an option to escape the current Room or Hallway, or remind them of tools at their disposal that could help them to do so.

ANTAGONISTS AND BOSSES

Antagonists and Bosses should be approached differently in creation than your standard Wild Pokémon.

- They should have above the average amount of HP of the Team, or even up to double that for threatening Bosses, or Bosses that have no Minions. You're looking for them to go at least several Rounds of Battle here.
- Their total Stat Modifiers should be around the average of the Team's Stat Modifiers, if not slightly higher. They should be able to pack a serious punch and/or take a lot of hits, or be able to avoid being consistently afflicted with Status Conditions.
- Their Moves should be of equal or higher the current tier of the Team's Moves.

A Battle with a Boss Pokémon still follows some design principles of Wild Pokémon. Their Moves and Stat Modifiers should work in tandem with their Ability(s) to add an additional layer of challenge and “puzzle-solving” to the Battle. For example, a Boss Pokémon might be capable of setting up a Weather or Terrain they are suited for, or be strengthened by one that is already in effect in their Room.

For Boss Battles that includes Minions, the Minions

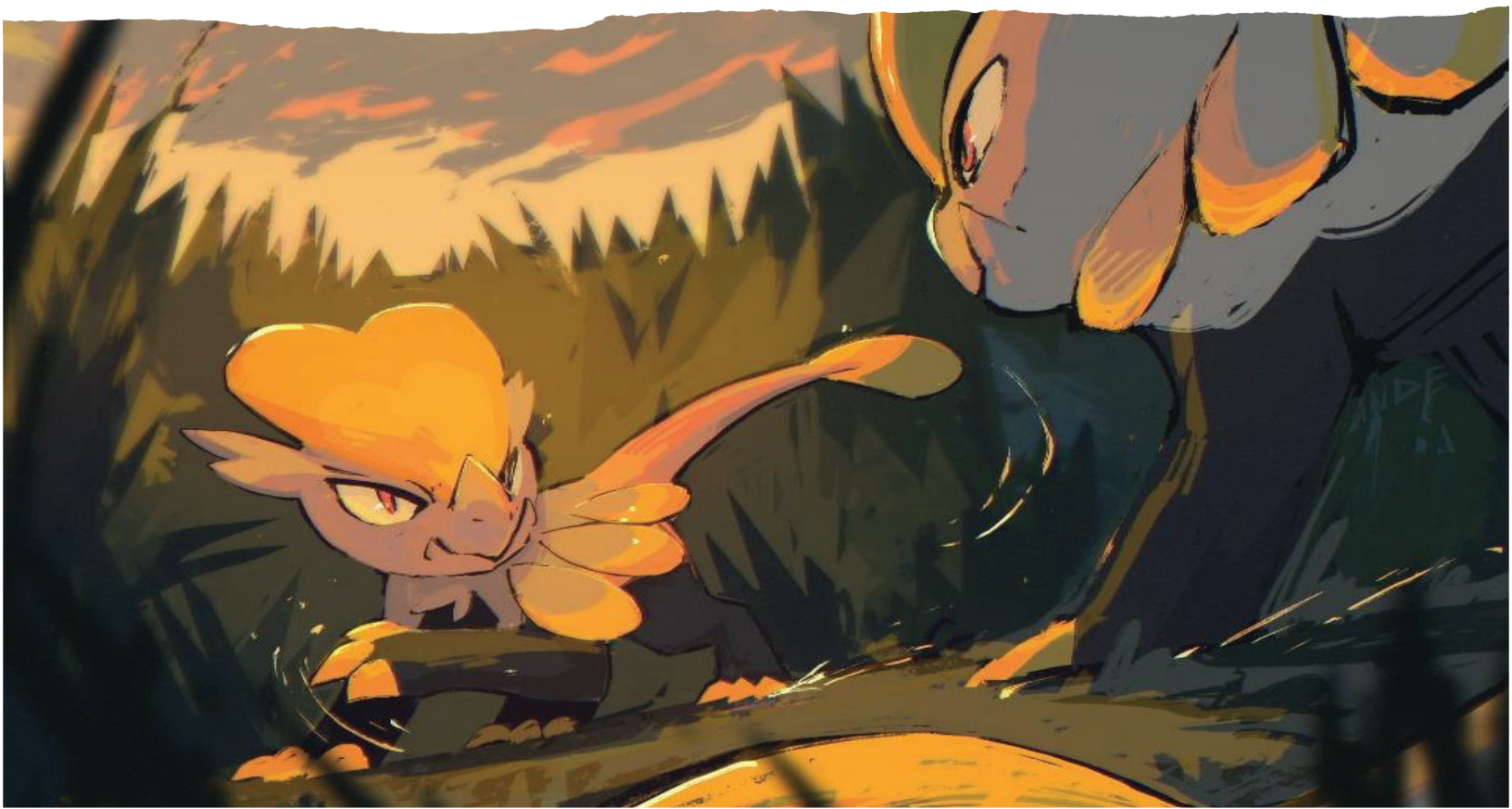
threat here, the Minions are just here to deal additional chipping damage and be expendable distractions, going down in one hit or so, so their Boss can operate more effectively.

For running Rival and Antagonist Teams that roughly match the player Team in numbers, keep their Stats and Moves roughly in line with that of the Team. You can choose to include a bit of variance here in power level, with a Leader being slightly stronger than their cohorts – or you can keep them all roughly equivalent. Consider certain strategies that the Rival or Antagonist Team can be built around that shows why and how they work as unit. Perhaps this might even inspire the player Team into shaping up their own strategies.

EXAMPLE STAT BLOCKS

Below, you'll find a list of pre-generated Stat Blocks that can act as a baseline for you to work from. Or you could just lift them entirely, if you're in need of a quick go-to. These are built with an average Team size in mind.

“Jangmo-o” ART BY ANDE WITTENMEIER



EXAMPLE WILD POKÉMON AT LEVEL 1



ZUBAT

Type: Poison/Flying

Notes: Fast Physical Attacker, but frail. Can attempt to keep itself up with Leech Life, and can inflict Poison.

STATS

13HP

ATK +3

DEF +2

SP.ATK

+1

SP.DEF

+2

SPE +3

IQ +1

MOVES

Poison Sting [2d6+3] (Move Power 2, Physical, Poison-Type, Inflicts Poisoned, Foe in Front). Advantage from STAB.

Leech Life [1d6+3] (Move Power 1, Physical, Bug-Type, Heals for half damage taken, Foe in Front).

ABILITIES

Inner Focus (This Pokémon cannot be Flinched or affected by Intimidate)



MAGBY

Type: Fire

Notes: Special Attacker, can debuff physical attackers, and push them away with Tackle to maintain range.

STATS

16HP

ATK +1

DEF +3

SP.ATK

+3

SP.DEF

+2

SPE +2

IQ +2

MOVES

Ember [1d6+1] (Move Power 1, Special, Fire-Type, Inflicts Burned, Foe up to 2 Tiles Ahead). Advantage from STAB.

Baby-Doll Eyes [2d6+3] (Special Status, Fairy-Type, Inflicts Atk Down 2, Has Priority, Can Use Influence vs Intuition, Foe up to 2 Tiles Ahead).

Tackle [2d6+1] (Move Power 2, Physical, Pushes Foe 2 Tiles Away, Foe in Front).

ABILITIES

Flame Body (Whenever this Pokémon is attacked by a Physical Move, roll a d6. On a 5-6, the attacker is Burned)



ROLYCOLY

Type: Rock

Notes: Defensive Physical Attacker, focusing on controlling Speed.

STATS

MOVES

ABILITIES

16HP

Rock Tomb [2d6+2] (Move Power 2, Physical, Rock-Type, Inflicts Spe Down 2, Foe in Front). Advantage from STAB.

Steam Engine (Whenever this Pokémon is damaged by a Water-Type Move, Spe Up 6)

ATK +2

Automatize (Physical Status, Steel-Type, Gives Spe Up 2. Self).

DEF +3

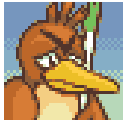
SP.ATK
+1

SP.DEF
+2

SPE +2

IQ +2

EXAMPLE BOSS POKÉMON AT LEVEL 1



FARFETCH'D (ANTAGONIST/RIVAL)

Type: Normal/Flying

Notes: Farfetch'd is routinely ignored by his guildmates, and even his father, Sirfetch'd, who is Guildmaster Slaking's Second-In-Command. He's looking to defeat the new recruits. He reasons that if he can't be respected as an adventurer, maybe he'll be feared as an Outlaw. He is a physical attacker that is likely to score Critical Hits.

Held Item: Leek (Farfetch'd and Sirfetch'd holding this item Score a Critical Hit on a 5-6 on all their Physical Moves)

STATS

MOVES

ABILITIES

50HP

Dual Wingbeat [1d6+3] (Move Power 1, Physical, Flying-Type, Hits twice and the second attack can be targeted at an adjacent foe, Foe(s) in Front). Advantage from STAB.

Defiant (Whenever this Pokémon's stats are lowered, this Pokémon gains Atk Up 2.)

ATK +3

Quick Attack [1d6+3] (Move Power 1, Physical, Ground-Type, Has Priority, Foe in Front). Advantage from STAB.

DEF +2

Growl [2d6+3] (Physical Status, Normal-Type, Atk Down 2, Foes in Room).

SP.ATK
+1

(Unlocked with 3 Dungeon Tokens) Vine Whip [2d6+3] (Move Power 2, Physical, Grass-Type, Pulls target 1 Tile towards User, Foe up to 2 Tiles Ahead).

SP.DEF
+2

SPE +3

IQ +3

EXAMPLE POKÉMON AT LEVEL 3



FOONGUS (WILD)

Type: Grass/Poison

Notes: A defensive Pokémon that can inflict a lot of Status Conditions, and keep itself healthy.

Minor Skills: Special Status Resist

STATS	MOVES	ABILITIES
42HP	Absorb [1d6+5] (Move Power 1, Special, Grass-Type. User heals for half the damage taken, Foe up to 2 Tiles Away). Advantage from STAB.	Effect Spore (Whenever this Pokémon is attacked by a Physical Move, roll a d6. On a 5-6, the attacker gets a Status. Roll another d6 to determine Status. 1-2 is Poisoned, 3-4 is Paralyzed, 5-6 is Asleep.)
ATK +3	Toxic [2d6+5] (Special Status, Poison-Type, Inflicts Poisoned, Foe in Front).	
DEF +6	Leech Seed [2d6+5] (Special Status, Grass-Type Target takes 1d6 damage at the end of their turn, and you heal for the amount rolled, Foe in Front).	
SP.ATK +5	---	
SP.DEF +6		
SPE +3		
IQ +3		



SALANDIT (ROGUE TEAM MEMBER)

Type: Poison/Fire

Notes: These Salandit are Members of the Salazzle Gang, and work for their Leader, Salazzle. They work as a team to Poison their foes, dealing additional damage to their Poisoned foes. They also make a quick getaway using their Smokescreen.

Minor Skills: Sneak, Deceive

STATS	MOVES	ABILITIES
33HP	Acid [1d6+5] (Move Power 1, Special, Poison-Type, Inflicts Poisoned, Foe up to 2 Tiles Away). Advantage from STAB.	Corrosion (This Pokémon can afflict the Poisoned condition even on Steel-type and Poison-type Pokémon.)
ATK +3	Smokescreen [2d6+5] (Special Status, Normal-Type, Inflicts Blinded, Foe in Front).	
DEF +3	Venoshock [2d6+5] (Move Power 2, Special, Poison-Type, Move Power increases by 1 if the target is Poisoned, Foe up to 4 Tiles Ahead). Advantage from STAB.	
SP.ATK +5	---	
SP.DEF +3		
SPE +4		
IQ +4		

EXAMPLE BOSS POKÉMON AT LEVEL 3



SALAZZLE (ANTAGONIST/ROGUE TEAM LEADER)

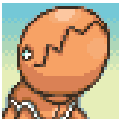
Type: Poison/Fire

Notes: Leader of the Salazzle Gang, She uses her Influence to get what she wants, and Infatuating her enemies. She prefers to command from the back, letting her Salazzle do the brunt of the fighting.

Minor Skills: Influence, Deceive, Sneak

STATS	MOVES	ABILITIES
50HP	Sludge [2d6+6] (Move Power 2, Special, Poison-Type, User heals for half the damage taken, Foe up to 2 Tiles Away). Advantage from STAB.	Corrosion (This Pokémon can afflict the Poisoned condition even on Steel-type and Poison-type Pokémon.) Oblivious (This Pokémon cannot be Infatuated or Taunted, or affected by Intimidate.)
ATK +3	Toxic Spikes [N/A] (Physical Status, Poison-Type, Places 3 spikes in a 2-tile radius that Poison if the Pokémon enters the same tile. Can be stacked, causing Badly Poisoned. Flying Pokémon and those that Levitate are unaffected).	
DEF +4	Venoshock [2d6+6] (Move Power 2, Special, Poison-Type, Move Power increases by 1 if the target is Poisoned, Foe up to 4 Tiles Ahead). Advantage from STAB.	
SP.ATK +6	Attract [2d6+6, or 2d6+5 as Intuition] (Special Status, Normal-Type, Inflicts Infatuated, Can Use Influence vs Intuition, Foe up to 2 Tiles Ahead).	
SP.DEF +4		
SPE +4		
IQ +5		

EXAMPLE POKÉMON AT LEVEL 5



TRAPINCH (WILD)

Type: Ground

Notes: Slow but strong Physical Attacker that focuses on Biting Moves. Thrives in Sandstorms.

STATS	MOVES	ABILITIES
46HP	Stomping Tantrum [1d6+10] (Move Power 1, Physical, Ground-Type, Increase move power by 1 if the user did not score a Critical Hit on their previous Move. Foes within 1-Tile Range). Advantage from STAB.	Strong Jaw (This Pokémon's Biting Moves have their Move Power increased by 1.)
ATK +10	Fire Fang [3d6+10] (Move Power 3, Physical, Fire-Type, Inflicts Burned. Foe in Front).	
DEF +7	Bite [2d6+10] (Move Power 2, Physical, Dark-Type, Roll a d6 after damage has been dealt. On a 6, the target is Flinched. Foe in Front).	
SP.ATK +5	---	
SP.DEF +7		
SPE +7		
IQ +5		

EXAMPLE BOSS POKÉMON AT LEVEL 5

**GABITE (ANTAGONIST/OUTLAW)**

Type: Dragon/Ground

Notes: Gabite works alone, but he's a dangerous criminal wanted for robbery and assault. His ability to power up in the Sandstorms he sets up, and deal devastating damage to multiple foes at once makes him a truly fearsome foe. Gabite can also Blaze Kick foes who close in, and use his superior speed to stay out of range.

STATS	MOVES	ABILITIES
100HP	Magnitude [???+15] (Physical, Ground-Type, Roll 1d6. On a 1-2, Move power is 2. On a 3-4, Move Power is 3. On a 5-6, Move Power is 4. Room). Advantage from STAB.	Sand Force (Whenever the Weather is a Sandstorm, this Pokémon's Rock-Type, Ground-Type, or Steel-Type Moves have their Move Power increased by 1).
ATK +15	Dragon Darts [2d6+15] (Move Power 2, Physical, Dragon-Type, Hits twice. The second Dragon Dart can be aimed at a separate target. Foe up to 2 Tiles Ahead). Advantage from STAB.	
DEF +10	Blaze Kick [3d6+15] (Move Power 3, Physical, Fire-Type, Target is pushed 4 Tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage. Foe in Front).	
SP.ATK +7	Sandstorm [N/A] (Physical Status, Ground-Type, The Weather becomes a Sandstorm. Current Floor).	
SP.DEF +10		
SPE +12		
IQ +10		

CHAPTER 7:

OPTIONAL RULES

AND VARIANTS

This short chapter will cover the various Optional Rules you might want to use. You should discuss as a Table during your Session Zero if you want to play with these Rules, as they can alter the gameplay balance or the story.

HUMAN MEMORIES & PAST LIVES

This Option allows for the creation of player characters that wish to start with the “Human” Origin (detailed on page 52).

Playing as a Human turned into a Pokémon is a classic trope, but it can be easy to fall into the trap of “protagonist syndrome” here. Make sure everyone at the table is comfortable with characters made with this Origin, and that player characters with this Origin are not taking up more weight in the overall narrative than any other player character.

The “Dimensional Scream” Background Feature provided with this Origin can be an excellent storytelling device, but is also very powerful, allowing you to access to information you might otherwise not be able to obtain.

It’s also important to note that a Human turned into a Pokémon has wider implications for your Adventure Setting. Did you come from a different dimension where Pokémon and Humans coexist, or do Humans exist somewhere in your world? How did the Human change to a Pokémon? Will the Pokémon with a Human Origin begin remembering their old life? Consider the answers to these questions, as their answers can have a profound impact on the setting and story.

You may also wish to play as a Pokémon that isn’t a Human, but has reincarnated from a previous life, or is just an amnesiac with no memories. In this case, use the “Human” Origin, but rename it to something more appropriate.

STARTING WITH A RARE QUALITY

You may wish to increase the power level of the Team slightly, to accommodate for certain character ideas, or to bring everyone in line with a player using a “Unusual Pokémon” (those listed on page 20).

If your table agrees to using this option, ensure that everyone choose a Rare Quality from the Rare Qualities list, and act as if you meet the Level 3 Prerequisite.

It is not recommended to start an Adventure with a Rare Quality with a Level 6 or 9 Prerequisite, as this can massively swing the balance of the game.

ONLY TEAM KO’S

This Optional Rule acts as a way to reduce difficulty for newer players, or players that aren’t as excited by the perils that come with a Dungeon.

When using this Option, a Team is only removed from a Dungeon when all Team Members have been KO’d. If a Team Member is reduced to 0HP in a Battle, and cannot be Revived, they instead are Downed and must wait out the remainder of the Battle. They will be returned to half their HP after the Battle is concluded.

MEGA EVOLUTION

Mega Evolution is a powerful transformation that some Pokémon can undergo when they hold the correct Mega Stone. Before starting your Adventure, your Table should discuss whether or not to include Mega Evolution – especially if one or more players are playing a Pokémon capable of Mega Evolution.

To not feel left out, GMs might want to consider granting players with no Mega Evolution something of equal strength, or even their own “homebrew” Mega Evolution.

Check out the section on Mega Evolution on page 55 for more information.

PLAYABLE LEGENDARIES, MYTHICALS, ULTRA BEASTS AND PARADOX POKÉMON

By default, Legendary, Mythical, Ultra Beasts and Paradox Pokémon are not playable. These Pokémon are exceedingly rare, and can have wide-reaching implications for the Adventure Setting and/or story. This is because these types of Pokémon have some unique attribute or lore to them. For example, there is usually only one of its kind, or they come from another dimension or time period. All of these can have serious worldbuilding ramifications, so your table should discuss how these would play out.

These Pokémon are also extremely powerful. Justifying one of these Pokémon being of a low power level at the beginning of Adventure is a tough sell. Not impossible, but definitely a challenge.

The GM may also have plans to use certain Pokémon from these categories as part of the wider narrative in your Adventure.

“Face to Face” ART BY TESHA MERKEL



CHAPTER 8:

APPENDICES

All Appendices also have their own separate document packaged within their own folder in the main game folder.

APPENDICES A: GLOSSARY OF TERMS

Term	Definition
★ (Star)	A Move's tier of relative strength. Moves with more Stars are more powerful, and can be unlocked at a higher Level.
4x Resistance	When a Pokémon's Types both resist a Move's Type. See Page 16.
4x Super-Effective	When a Pokémon's Types both are weak to a Move's Type. See Page 16.
Ability	A feature gained from your Class that defines your role.
Action	A single act in a turn. See Page 14.
Advantage	Rerolling any die roll of 3 and below, and taking the higher result. See Page 9.
Adventure	A campaign. The ongoing story of your game.
Adventure Token	Gained on your Adventure, used to increase the face value of a d6.
Ally	A Pokémon that is helping or working with you in a Battle.
Antagonist	A Pokémon whose interests run counter to the Team's, or the wider world.
Arc	A cone of Tiles ahead of a Pokémon.
ATK	A Stat representing physical attack power. See Page 43.
Aura	A mystical energy that Pokémon emit that can be seen by those with high Awareness.
Awareness	A skill. Uses the SP.ATK modifier. See Page 46-47.
Band	A type of Item that can be held to gain a passive effect.
Base Evolution	The first form a Pokémon takes before it Evolves.
Battle	A combat of two or more Pokémon that are looking to incapacitate one another.
Battle Movement	The amount of Tiles you can move in a Round of Battle. Uses the SPE modifier. See Page 15.
Belly	The number of Food Items that must be eaten per day.
Berry	A type of Item that can be eaten to gain an effect. Can often be held and triggered when reduced below 50% HP.
Boss	A Pokémon that is more powerful than usual.
Bounty	A Reward given for the capture of an Outlaw.
Bounty	A type of Mission where an Outlaw must be apprehended.
Bounty Board	A location where you can find Missions.
Bow	A type of Item that can be held to gain a passive effect.
Camp	A temporary home for a Team on the road. See Page 66.
Circumstance Dice	Additional dice added to your roll by the GM, based on situation. See Page 9.
Class	A role that a Pokémon plays in a Team. It determines your abilities and features. See Pages 22-43.
Clearing	The act of filling up the Friendship Track, gaining a Friendship Die, and then removing all progress to that track and starting again.
Client	The Pokémon that requested the Mission to be completed.
Critical Hit	Rolling a 6 on a d6.
d6	A 6-sided die.
Damaging Move	A Move that deals damage in Battle.
Deceive	A skill. Uses the IQ modifier. See Page 46-47.
DEF	A Stat representing physical toughness. See Page 43.

Degree of Success	By how much you succeed or fail a Skill Check.
Dicepool	A group of dice.
Difficulty	How hard it is to complete a Skill Check.
Disadvantage	Rerolling any die of 3 and above, and taking the lower result. See Page 9.
Drain	A type of Move that deals damage to a target and heals the user for half the damage dealt.
Dungeon Token	Gained in Dungeons by a GM, used similarly to Adventure Tokens, or to increase difficulty in a Dungeon.
Ecology	A skill. Uses the IQ modifier. See Page 46-47.
Endurance	A skill. Uses the HP modifier. See Page 46-47.
Entry Hazard	A group of Moves that lay down specific Trap Tiles in the nearby area. See Page 50.
Escort	A type of Mission where you must take the Client with you to a certain place.
Evolution	A metamorphosis that changes a Pokémon's form, and increases their strength. Evolution occurs at Levels 3 and 6, if possible.
Evolution Item	A type of Item used to Evolve a Pokémon.
Explode	When rolling a 6, add that number to your running total, and then roll the d6 again.
Exploration Skill	A subgroup of skills. Uses the IQ modifier. See Page 46-47.
Faction	A group of Pokémon dedicated to a specific cause.
Feature	A feature gained from your Class.
Floor	All rooms and areas on the same level in a Mystery Dungeon.
Foe	An opposing Pokémon in Battle.
Food	A type of Item that can eaten to fill the Belly.

Friendship Dice	A d6 given to an Ally for them to add to their Check or damage. See Page 53.
Guild	A location that trains Rescue and Exploration Teams. See Page 66.
Gummi	A type of Item that can eaten to gain IQ.
Hallway	Corridors that connect Rooms together in a Mystery Dungeon.
Heal	The restoring of a Pokémon's HP.
Healing Move	A group of Moves that heal Pokémon. Their Move Power is for healing instead of damage. See Page 50.
Held Item	An Item that is held by the Pokémon that produces some kind of effect when the right condition is met, or simply provides a passive bonus.
HM	A type of Item used to learn a new Move.
HP	A Stat representing your total amount of damage you can take before being KO'd. See Page 43.
Immune	When a Pokémon's Type takes no damage from a Move's Type. See Page 16.
Influence	A skill. Uses the IQ modifier. See Page 46-47.
Initiative	The turn order in Battle, determined by Speed. Can be overwritten by Priority. See page 14.
Intellect Skill	A subgroup of skills. Uses the IQ modifier. See Page 46-47.
Intuition	A skill. Uses the IQ modifier. See Page 46-47.
IQ	A Stat representing your ability to navigate the world. Most skill checks are determined from IQ. See Page 43.
IQ Skill	A group of skills. Uses the IQ modifier. See Page 46-47.
Item	An object that has an effect when used. See Appendices G for a list of Items.

Item Delivery	A type of Mission where you must deliver an Item to the Client.
Job Notice Board	A location where you can find Missions.
Kecleon Shop	A Room in a Dungeon that sells Items. See Page 65.
Layout	The arrangement of a Mystery Dungeon's Floor
Legendary	A Pokémon of immense power that is shrouded in legend. There is usually only one of its species.
Logic	A skill. Uses the IQ modifier. See Page 46-47.
Major Skill	A strong proficiency with a Skill. Roll 3d6 for this check.
Medicine	A type of Item that be ingested to gain a benefit.
Mega Evolution	A special, temporary Evolution that certain Pokémon can undergo. See Page 92.
Mega Stone	A type of Item required for certain Pokémon to undergo Mega Evolution.
Memory	A skill. Uses the IQ modifier. See Page 46-47.
Minor Skill	A passing proficiency with a Skill. Roll 2d6 for this check.
Mission	A quest.
Modifier	A number added to a roll, determined by your Stats.
Monster House	A Room in Dungeon where many Pokémon descend from the ceiling in an ambush. Many Items can be found in a Monster House.
Move	A technique used in Battle. See Appendices E for the list. Your dicepool for how much damage a Move will deal (or heal).
Move Dice	
Move List	A list of Moves available to a Pokémon.
Move Power	The number of dice rolled for a Move.
Movement	A Skill. Agility, dexterity, and quickness. It is based off of the Speed Stat. See Page 47.

Multistrike Move	A group of Moves that hits multiple times in the same Action. See Page 50.
Mystery Dungeon	A labyrinthine structure brought about through odd circumstances. See more on Page 12.
Mythical	A Pokémon of immense power that is shrouded in myth. There is usually only one of its species.
Nature	A Pokémon's strongest personality trait, which determines the colour of their Aura.
Not Very Effective	When a Pokémon's Type resists a Move's Type. See Page 16.
NPC	Non-Player Character. A character in the Adventure controlled by the GM.
Offline	Playing at a table, in-person.
Online	Playing the game on a Virtual Tabletop, remotely.
Orb	A type of Item that can be used to produce an effect.
Origin	Your character's beginning, their background. See Page 51.
Outlaw	A criminal Pokémon that is wanted by the authorities, usually for a Bounty.
Paradox Pokémon	A group of Pokémon that come from a distant past or far-flung future.
Physical	Damaging Moves that use the Attack Stat. They have low range, but higher power.
Physical Status	Moves that inflict a Status Condition. Uses the Attack Stat.
Physical Status Resistance	A skill. Uses the DEF modifier. See Page 46-47.
Pierce	The state of a Move or Item passing through multiple Pokémon, dealing damage to each.
Poke	Money. The currency of this world. They are gold coins

	imprinted with a P. Can be traded for goods and services. The inhabitants of this world. Magical creatures that come in a variety of shapes and forms.
Pokémon	
Powder	A fine dust that erupts from certain flora, Pokémon and Moves that can cause Status Conditions.
Priority	The ability to act immediately on a Round of Battle. See Page 14.
Pull	Pokémon is pulled towards another Pokémon.
Push	Pokémon is pushed away from their Tile.
Range	A Move's number of Tiles that it can hit at.
Rank	The Team's current skill level, officially recognised by the Rescue and Exploration Team Federation.
Rare Quality	A "Feat" gained in place of Evolutionary Stat Boost, or when there are no Evolutions to take place. They grant benefits to your character.
Reaction	A quick, reflexive action, taken out of turn order, triggered by something else happening in a Battle. See Page 16.
Reputation Points	A reward given for completing Missions. Accumulating these points can cause your Team to go up in Rank.
Request	A personal Mission. See Page 63.
Rescue	A Mission to save a Pokémon.
Rescue Badge	A magical Item each Team Member has that allows Pokémon to teleport to a safe location. See Page 61.
Reserve List	A group of Pokémon in a Team that are not actively completing Missions.
Rest	Time spent relaxing. See Page 67.
Reward	Money, an Item, or a character benefit given in

	recognition of completing a Mission.
Rogue Team	A Team of Pokémon that are criminals.
Roll	The act of generating a number from dice.
Round (of Battle)	Every Pokémon in a Battle completing a Turn constitutes one Round of Battle.
Safety Tools	A set of tools used by the GM and Players to make sure everyone is comfortable with play at the table.
Scarf	A type of Item that can be held to gain a passive effect.
Secondary Effect	An effect that a Damaging Move inflicts.
Second-Stage Evolution	The form that a Pokémon evolves into from a Base Evolution.
Secret Bazaar	A hidden area in a Mystery Dungeon that has shops and services. See Page 65.
Seed	A type of Item that can be eaten or thrown to produce an effect.
Service	A business that provides assistance to Pokémon for a fee.
Session	A period of time where the game is played.
Setting	The area and world in which the story takes places.
Shiny	A Pokémon with a colour or tone that is not typical of their species. They often sparkle in the light. This is considered very rare.
Shop	A business where Items can be purchased and sold.
Skill Check	A roll of d6(s), adding the relevant Skill's Modifier. Determines physical and mental actions in the story.
Skill Dice	Your dicepool for Skill Checks.
Sneak	A skill. Uses the IQ modifier. See Page 46-47.
Social Skill	A subgroup of skills. Uses the IQ modifier. See Page 46-47.
SP.ATK	A Stat representing special attack power. See Page 43.

SP.DEF	A Stat representing special toughness. See Page 43.
SPE	A Stat representing speed. See Page 43.
Special	Damaging Moves that use the Special Attack Stat. They have higher range but lower power.
Special Status	Moves that inflict a Status Condition. Uses the Special Attack Stat.
Special Status Resistance	A skill. Uses the SP.DEF modifier. See Page 46-47.
Specialization	A "Subclass". Chosen at Level 2, it determines what path of a certain Class you choose. See Pages 22-43.
Species	A taxonomic group of Pokémon of a certain shape, size, colour, type etc.
Spore	Fungi that erupt from certain flora, Pokémon and Moves that can cause Status Conditions.
STAB	Same Type Attack Bonus. See Page 17.
Stairs	Connects Floors together in a Mystery Dungeon.
Stat	A parameter by which Pokémon are defined; HP, ATK, DEF, SP.ATK, SP.DEF, SPE, IQ. See Page 44.
Stat Budget	A group of points you allocate to your Stats when you Level Up. Usually 30 Points per Level.
Stat-Raising Move	A group of Moves that raise the Stat(s) of a Pokémon. See Page 50.
Status Condition	An affliction that has some kind of effect on a Pokémon. See Appendices D for the list.
Status Move	A Move that afflicts a Status Condition or changes the environment in Battle.
Status Resist Check	A check made to resist a Status Condition's effects.
Straight Line	A number of Tiles ahead of a Pokémon.
Strength	A skill. Uses the ATK modifier. See Page 46-47.

Super-Effective	When a Pokémon's Type is weak to a Move's Type. See Page 16.
Target Number	The number you need to reach to complete a Check. A group of Pokémon that have come together to perform duties such as Rescues, Bounty Hunting, Explorations and so on.
Team	A location belonging to a Team that acts as a home. See Page 66.
Team Base	An effect on the ground that affects Pokémon. See Page 64.
Terrain	The form that Pokémon evolves into from its Second Stage Evolution.
Third-Stage Evolution	When an Item is launched from a Pokémon when they use a Traps Check.
Throw	A type of Item that can be thrown at a Pokémon to cause an effect.
Thrown Item	A unit of measurement in Dungeons. Usually denoted at around 1.5m/5ft outside of Dungeons.
Tile	A type of Item used to learn a new Move.
TM	A location where shops, services, guilds, etc. can be found.
Town	A skill. Uses the IQ modifier. See Page 46-47.
Tracking	An Invisible Tile in a Mystery Dungeon that when stepped on, triggers an effect. See Page 13.
Trap	A skill. Uses the IQ modifier. See Page 46-47.
Traps	A magical Item each party member holds that has a shared space. See Page 61.
Treasure Bag	A Faction of Pokémon that live out in the Wilds, away from Towns.
Tribe	A Turn is comprised of an Action and Movement
Turn	

Type	A property of a Pokémon or a Move, usually based off of an element.
Ultra Beasts	A group of alien Pokémon that hail from another dimension.
Unskilled	No proficiency with a Skill. Roll 1d6 for this check.
Unusual Pokémon	A group of Pokémon that have an Ability that is intrinsic to their Species. See Page 20.
Villain	A Pokémon, or Faction of Pokémon, that threaten the instability of the wider world.
Wall	An impassable surface in a Mystery Dungeon that blocks Visibility.
Waypoint	A break between Floors of a Dungeon. See Page 13.
Weather	The state of the atmosphere in a certain place and time that can affect Pokémon. See Page 63.
West-Marches	A style of play. See page 7.
Wild Pokémon	Pokémon found outside of a Town or Mystery Dungeon that are feral and unsociable due to mysterious forces.
Wonder Map	A magical Item that displays the current continent or world, and updates as you Adventure. See Page 61.
Wonder Tile	A Tile in a Mystery Dungeon that restores changes in Stats.

APPENDICES B: SHEETS

CHARACTER SHEET EXPLAINED



APPEARANCE

SPECIES

TYPE(S)

CLASS

SPECIALIZATION

NATURE / AURA

ORIGIN

HELD ITEM

CONDITIONS

HP

ATK

DEF

SP.ATK

SP.DEF

SPE

IQ

MAXIMUM HP

CURRENT HP

+

+

+

+

+

+

ENDURANCE

STRENGTH

PHYS. STATUS RESISTANCE

AWARENESS

SP. STATUS RESISTANCE

MOVEMENT

IQ SKILLS

MOVEMENT SKILL

BATTLE MOVEMENT

SOCIAL

EXPLORATION

INTELLECT

INFLUENCE

DECEIVE

TRACKING

ECOLOGY

MEMORY

LOGIC

INTUITION

SNEAK

TRAPS

MOVES

FRIENDSHIP TRACK

FRIENDSHIP DICE

TIMES CLEARED

ADVENTURE TOKENS

AVAILABLE TOKENS

MAXIMUM TOKENS

ABILITIES, FEATURES AND RARE QUALITIES

Stat Number

Stat Modifier

Skill Dice+Modifier

Minor Skill (*)

Or Major Skill (**)

Your IQ Skills Modifier is applied to all IQ Skills.

Editable PDF Sheets are bundled separately in the game folder

Editable PDF
Sheets are
bundled
separately in
the game
folder



APPEARANCE

SPECIES

TYPE(S)

CLASS

SPECIALIZATION

NATURE / AURA

ORIGIN

HELD ITEM

CONDITIONS

CHARACTER NAME

HP	ATK	DEF	SP.ATK	SP.DEF	SPE	IQ
MAXIMUM HP	+	+	+	+	+	+
CURRENT HP	+	+	+	+	+	+
ENDURANCE	STRENGTH	PHYS.STATUS RESISTANCE	AWARENESS	SP.STATUS RESISTANCE	MOVEMENT	IQ SKILLS
					MOVEMENT SKILL	
					BATTLE MOVEMENT	

SOCIAL		EXPLORATION		INTELLECT	
INFLUENCE	DECEIVE	TRACKING	ECOLOGY	MEMORY	LOGIC
INTUITION		SNEAK		TRAPS	







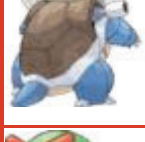





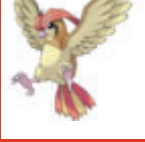
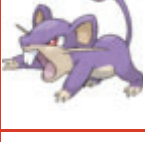
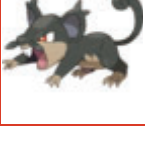
MOVES		FRIENDSHIP TRACK	
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ADVENTURE TOKENS	
AVAILABLE TOKENS	MAXIMUM TOKENS

ABILITIES, FEATURES AND RARE QUALITIES

APPENDICES C: LIST OF PLAYABLE POKÉMON







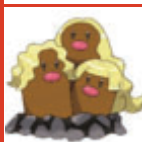




GENERATION 1












Dex #	Image	Pokémon	Type(s)	
#0001		Bulbasaur	Grass	Poison
#0002		Ivysaur	Grass	Poison
#0003		Venusaur	Grass	Poison
#0004		Charmander	Fire	
#0005		Charmeleon	Fire	
#0006		Charizard	Fire	Flying
#0007		Squirtle	Water	
#0008		Wartortle	Water	
#0009		Blastoise	Water	
#0010		Caterpie	Bug	
#0011		Metapod	Bug	
#0012		Butterfree	Bug	Flying
#0013		Weedle	Bug	Poison
#0014		Kakuna	Bug	Poison
#0015		Beedrill	Bug	Poison
#0016		Pidgey	Normal	Flying
#0017		Pidgeotto	Normal	Flying
#0018		Pidgeot	Normal	Flying
#0019		Rattata	Normal	
		Rattata Alolan Form	Dark	Normal












#0020		Raticate	Normal	
		Raticate Alolan Form	Dark	Normal
#0021		Spearow	Normal	Flying
#0022		Fearow	Normal	Flying
#0023		Ekans	Poison	
#0024		Arbok	Poison	
#0025		Pikachu	Electric	
#0026		Raichu	Electric	
		Raichu Alolan Form	Electric	Psychic
#0027		Sandshrew	Ground	
		Sandshrew Alolan Form	Ice	Steel









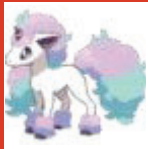

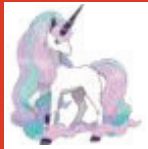
#0028		Sandslash	Ground	
		Sandslash Alolan Form	Ice	Steel
#0029		Nidoran♀	Poison	
#0030		Nidorina	Poison	
#0031		Nidoqueen	Poison	Ground
#0032		Nidorano♂	Poison	
#0033		Nidorino	Poison	
#0034		Nidoking	Poison	Ground
#0035		Clefairy	Fairy	
#0036		Clefable	Fairy	
#0037		Vulpix	Fire	








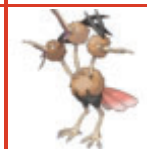

		<u>Vulpix</u> Alolan Form	Ice	
#0038		<u>Ninetales</u>	Fire	
		<u>Ninetales</u> Alolan Form	Ice	Fairy
#0039		<u>Jigglypuff</u>	Normal	Fairy
#0040		<u>Wigglytuff</u>	Normal	Fairy
#0041		<u>Zubat</u>	Poison	Flying
#0042		<u>Golbat</u>	Poison	Flying
#0043		<u>Oddish</u>	Grass	Poison
#0044		<u>Gloom</u>	Grass	Poison
#0045		<u>Vileplume</u>	Grass	Poison
#0046		<u>Paras</u>	Bug	Grass

#0047		<u>Parasect</u>	Bug	Grass
#0048		<u>Venonat</u>	Bug	Poison
#0049		<u>Venomoth</u>	Bug	Poison
#0050		<u>Diglett</u>	Ground	
		<u>Diglett</u> Alolan Form	Ground	Steel
#0051		<u>Dugtrio</u>	Ground	
		<u>Dugtrio</u> Alolan Form	Ground	Steel
#0052		<u>Meowth</u>	Normal	
		<u>Meowth</u> Alolan Form	Dark	
		<u>Meowth</u> Galarian Form	Steel	
#0053		<u>Persian</u>	Normal	


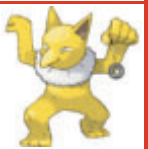



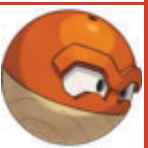
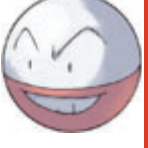




		<u>Persian</u> Alolan Form	Dark	
#0054		<u>Psyduck</u>	Water	
#0055		<u>Golduck</u>	Water	
#0056		<u>Mankey</u>	Fighting	
#0057		<u>Primeape</u>	Fighting	
#0058		<u>Growlithe</u>	Fire	
		<u>Growlithe</u> Hisuian Form	Fire	Rock
#0059		<u>Arcanine</u>	Fire	
		<u>Arcanine</u> Hisuian Form	Fire	Rock
#0060		<u>Poliwhag</u>	Water	
#0061		<u>Poliwhirl</u>	Water	










#0062		<u>Poliwrath</u>	Water	Fighting
#0063		<u>Abra</u>	Psychic	
#0064		<u>Kadabra</u>	Psychic	
#0065		<u>Alakazam</u>	Psychic	
#0066		<u>Machop</u>	Fighting	
#0067		<u>Machoke</u>	Fighting	
#0068		<u>Machamp</u>	Fighting	
#0069		<u>Bellsprout</u>	Grass	Poison
#0070		<u>Weepinbell</u>	Grass	Poison
#0071		<u>Victreebel</u>	Grass	Poison
#0072		<u>Tentacool</u>	Water	Poison




#0073		<u>Tentacruel</u>	Water	Poison
#0074		<u>Geodude</u>	Rock	Ground
		<u>Geodude</u> Alolan Form	Rock	Electric
#0075		<u>Graveler</u>	Rock	Ground
		<u>Graveler</u> Alolan Form	Rock	Electric
#0076		<u>Golem</u>	Rock	Ground
		<u>Golem</u> Alolan Form	Rock	Electric
#0077		<u>Ponyta</u>	Fire	
		<u>Ponyta</u> Galarian Form	Psychic	
#0078		<u>Rapidash</u>	Fire	
		<u>Rapidash</u> Galarian Form	Psychic	Fairy










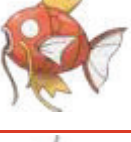

#0079		<u>Slowpoke</u>	Water	Psychic
		<u>Slowpoke</u> Galarian Form	Psychic	
#0080		<u>Slowbro</u>	Water	Psychic
		<u>Slowbro</u> Galarian Form	Poison	Psychic
#0081		<u>Magnetite</u>	Electric	Steel
#0082		<u>Magnetron</u>	Electric	Steel
#0083		<u>Farfetch'd</u>	Normal	Flying
		<u>Farfetch'd</u> Galarian Form	Fighting	
#0084		<u>Doduo</u>	Normal	Flying
#0085		<u>Dodrio</u>	Normal	Flying
#0086		<u>Seel</u>	Water	










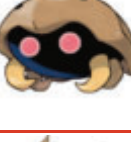

#0087		<u>Dewgong</u>	Water	Ice
#0088		<u>Grimor</u>	Poison	
		<u>Grimor</u> Alolan Form	Poison	Dark
#0089		<u>Muk</u>	Poison	
		<u>Muk</u> Alolan Form	Poison	Dark
#0090		<u>Shellder</u>	Water	
#0091		<u>Cloyster</u>	Water	Ice
#0092		<u>Gastly</u>	Ghost	Poison
#0093		<u>Haunter</u>	Ghost	Poison
#0094		<u>Gengar</u>	Ghost	Poison
#0095		<u>Onix</u>	Rock	Ground



#0096		<u>Drowzee</u>	Psychic	
#0097		<u>Hypno</u>	Psychic	
#0098		<u>Krabby</u>	Water	
#0099		<u>Kingler</u>	Water	
#0100		<u>Voltorb</u>	Electric	
		<u>Voltorb</u> Hisuian Form	Electric	Grass
#0101		<u>Electrode</u>	Electric	
		<u>Electrode</u> Hisuian Form	Electric	Grass
#0102		<u>Exeggcute</u>	Grass	Psychic
#0103		<u>Exeggutor</u>	Grass	Psychic
		<u>Exeggutor</u> Alolan Form	Grass	Dragon



#0104		<u>Cubone</u>	Ground	
#0105		<u>Marowak</u>	Ground	
		<u>Marowak</u> Alolan Form	Fire	Ghost
#0106		<u>Hitmonlee</u>	Fighting	
#0107		<u>Hitmonchan</u>	Fighting	
#0108		<u>Lickitung</u>	Normal	
#0109		<u>Koffing</u>	Poison	
#0110		<u>Weezing</u>	Poison	
		<u>Weezing</u> Galarian Form	Poison	Fairy
#0111		<u>Rhyhorn</u>	Ground	Rock
#0112		<u>Rhydon</u>	Ground	Rock

#0113		<u>Chansey</u>	Normal	
#0114		<u>Tangela</u>	Grass	
#0115		<u>Kangaskhan</u>	Normal	
#0116		<u>Horsea</u>	Water	
#0117		<u>Seadra</u>	Water	
#0118		<u>Goldeen</u>	Water	
#0119		<u>Seaking</u>	Water	
#0120		<u>Staryu</u>	Water	
#0121		<u>Starmie</u>	Water	Psychic
#0122		<u>Mr. Mime</u>	Psychic	Fairy
		<u>Mr. Mime</u> Galarian Form	Ice	Psychic









#0123		<u>Scyther</u>	Bug	Flying
#0124		<u>Jynx</u>	Ice	Psychic
#0125		<u>Electabuzz</u>	Electric	
#0126		<u>Magmar</u>	Fire	
#0127		<u>Pinsir</u>	Bug	
#0128		<u>Tauros</u>	Normal	
		<u>Tauros</u> Paldean Form (Combat Breed)	Fighting	
		<u>Tauros</u> Paldean Form (Blaze Breed)	Fighting	Fire
		<u>Tauros</u> Paldean Form (Aqua Breed)	Fighting	Water
#0129		<u>Magikarp</u>	Water	
#0130		<u>Gyarados</u>	Water	Flying










#0131		<u>Lapras</u>	Water	Ice
#0132		<u>Ditto</u>	Normal	
#0133		<u>Eevee</u>	Normal	
#0134		<u>Vaporeon</u>	Water	
#0135		<u>Jolteon</u>	Electric	
#0136		<u>Flareon</u>	Fire	
#0137		<u>Porygon</u>	Normal	
#0138		<u>Omanyte</u>	Rock	Water
#0139		<u>Omastar</u>	Rock	Water
#0140		<u>Kabuto</u>	Rock	Water
#0141		<u>Kabutops</u>	Rock	Water













#0142		<u>Aerodactyl</u>	Rock	Flying
#0143		<u>Snorlax</u>	Normal	
#0147 #0148		<u>Dratini</u>	Dragon	








		<u>Dragonair</u>	Dragon	
#0149		<u>Dragonite</u>	Dragon	Flying

GENERATION 2

Dex #	Image	Pokémon	Type(s)	
#0152		<u>Chikorita</u>	Grass	
#0153		<u>Bayleef</u>	Grass	
#0154		<u>Meganium</u>	Grass	
#0155		<u>Cyndaquil</u>	Fire	
#0156		<u>Quilava</u>	Fire	
#0157		<u>Typhlosion</u>	Fire	
		<u>Typhlosion</u> Hisuian Form	Fire	Ghost
#0158		<u>Totodile</u>	Water	



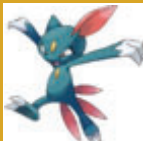









#0159		<u>Croconaw</u>	Water	
#0160		<u>Feraligatr</u>	Water	
#0161		<u>Sentret</u>	Normal	
#0162		<u>Furret</u>	Normal	
#0163		<u>Hoothoot</u>	Normal	Flying
#0164		<u>Noctowl</u>	Normal	Flying
#0165		<u>Ledyba</u>	Bug	Flying
#0166		<u>Ledian</u>	Bug	Flying
#0167		<u>Spinarak</u>	Bug	Poison













#0168		Ariados	Bug	Poison
#0169		Crobat	Poison	Flying
#0170		Chinchou	Water	Electric
#0171		Lanturn	Water	Electric
#0172		Pichu	Electric	
#0173		Cleffa	Fairy	
#0174		Igglybuff	Normal	Fairy
#0175		Togepi	Fairy	
#0176		Togetic	Fairy	Flying
#0177		Natu	Psychic	Flying
#0178		Xatu	Psychic	Flying
#0179		Mareep	Electric	

#0180		Flaaffy	Electric	
#0181		Ampharos	Electric	
#0182		Bellossom	Grass	
#0183		Marill	Water	Fairy
#0184		Azumarill	Water	Fairy
#0185		Sudowoodo	Rock	
#0186		Politoed	Water	
#0187		Hoppip	Grass	Flying
#0188		Skiploom	Grass	Flying
#0189		Jumpluff	Grass	Flying
#0190		Aipom	Normal	
#0191		Sunkern	Grass	

#0192		<u>Sunflora</u>	Grass	
#0193		<u>Yanma</u>	Bug	Flying
#0194		<u>Wooper</u>	Water	Ground
		<u>Wooper</u> Paldean Form	Poison	Ground
#0195		<u>Quagsire</u>	Water	Ground
#0196		<u>Espeon</u>	Psychic	
#0197		<u>Umbreon</u>	Dark	
#0198		<u>Murkrow</u>	Dark	Flying
#0199		<u>Slowking</u>	Water	Psychic
		<u>Slowking</u> Galarian Form	Poison	Psychic
#0200		<u>Misdreavus</u>	Ghost	
#0201		<u>Unown</u> One form	Psychic	

#0202		<u>Wobbuffet</u>	Psychic	
#0203		<u>Girafarig</u>	Normal	Psychic
#0204		<u>Pineco</u>	Bug	
#0205		<u>Forretress</u>	Bug	Steel
#0206		<u>Dunsparce</u>	Normal	
#0207		<u>Gligar</u>	Ground	Flying
#0208		<u>Steelix</u>	Steel	Ground
#0209		<u>Snubbull</u>	Fairy	
#0210		<u>Granbull</u>	Fairy	
#0211		<u>Qwilfish</u>	Water	Poison
		<u>Qwilfish</u> Hisuian Form	Dark	Poison
#0212		<u>Scizor</u>	Bug	Steel





#0213		Shuckle	Bug	Rock
#0214		Heracross	Bug	Fighting
#0215		Sneasel	Dark	Ice
		Sneasel Hisuian Form	Fighting	Poison
#0216		Tediursa	Normal	
#0217		Ursaring	Normal	
#0218		Slugma	Fire	
#0219		Magcargo	Fire	Rock
#0220		Swinub	Ice	Ground
#0221		Piloswine	Ice	Ground
#0222		Corsola	Water	Rock
		Corsola Galarian Form	Ghost	

#0223		Remoraid	Water	
#0224		Octillery	Water	
#0225		Delibird	Ice	Flying
#0226		Mantine	Water	Flying
#0227		Skarmory	Steel	Flying
#0228		Houndour	Dark	Fire
#0229		Houndoom	Dark	Fire
#0230		Kingdra	Water	Dragon
#0231		Phanpy	Ground	
#0232		Donphan	Ground	
#0233		Porygon2	Normal	
#0234		Stantler	Normal	












#0235		Smeargle	Normal	
#0236		Tyrogue	Fighting	
#0237		Hitmontop	Fighting	
#0238		Smoochum	Ice	Psychic
#0239		Elekid	Electric	
#0240		Magby	Fire	





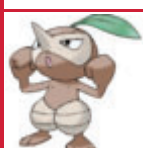




#0241		Miltank	Normal	
#0242		Blissey	Normal	
#0246		Larvitar	Rock	Ground
#0247		Pupitar	Rock	Ground
#0248		Tyranitar	Rock	Dark












GENERATION 3



Dex #	Image	Pokémon	Type(s)
#0252		Treecko	Grass
#0253		Grovyle	Grass
#0254		Sceptile	Grass
#0255		Torchic	Fire












#0256		Combusken	Fire	Fighting
#0257		Blaziken	Fire	Fighting
#0258		Mudkip	Water	
#0259		Marshomp	Water	Ground
#0260		Swampert	Water	Ground

#0261		Poochyena	Dark	
#0262		Mightyena	Dark	
#0263		Zigzagoon	Normal	
		Zigzagoon Galarian Form	Dark	Normal
#0264		Linoone	Normal	
		Linoone Galarian Form	Dark	Normal
#0265		Wurmple	Bug	
#0266		Silcoon	Bug	
#0267		Beautifly	Bug	Flying
#0268		Cascoon	Bug	
#0269		Dustox	Bug	Poison












#0270		Lotad	Water	Grass
#0271		Lombre	Water	Grass
#0272		Ludicolo	Water	Grass
#0273		Seedot	Grass	
#0274		Nuzleaf	Grass	Dark
#0275		Shiftry	Grass	Dark
#0276		Tailow	Normal	Flying
#0277		Swellow	Normal	Flying
#0278		Wingull	Water	Flying
#0279		Pelipper	Water	Flying
#0280		Ralts	Psychic	Fairy

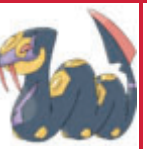

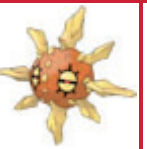






#0281		Kirlia	Psychic	Fairy
#0282		Gardevoir	Psychic	Fairy
#0283		Surskit	Bug	Water
#0284		Masquerain	Bug	Flying
#0285		Shroomish	Grass	
#0286		Breloom	Grass	Fighting
#0287		Slakoth	Normal	
#0288		Vigoroth	Normal	
#0289		Slaking	Normal	
#0290		Nincada	Bug	Ground
#0291		Ninjask	Bug	Flying







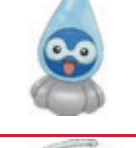




#0292		Shedinja	Bug	Ghost
#0293		Whismur	Normal	
#0294		Loudred	Normal	
#0295		Exploud	Normal	
#0296		Makuhita	Fighting	
#0297		Hariyama	Fighting	
#0298		Azurill	Normal	Fairy
#0299		Nosepass	Rock	
#0300		Skitty	Normal	
#0301		Delcatty	Normal	
#0302		Sableye	Dark	Ghost






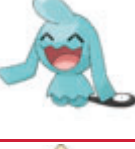

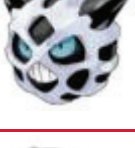

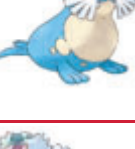

#0303		Mawile	Steel	Fairy
#0304		Aron	Steel	Rock
#0305		Lairon	Steel	Rock
#0306		Aggron	Steel	Rock
#0307		Meditite	Fighting	Psychic
#0308		Medicham	Fighting	Psychic
#0309		Electrike	Electric	
#0310		Manetric	Electric	
#0311		Plusle	Electric	
#0312		Minun	Electric	
#0313		Volbeat	Bug	





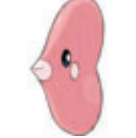

#0314		Illumise	Bug	
#0315		Roselia	Grass	Poison
#0316		Gulpin	Poison	
#0317		Swalot	Poison	
#0318		Carvanha	Water	Dark
#0319		Sharpedo	Water	Dark
#0320		Wailmer	Water	
#0321		Wailord	Water	
#0322		Numel	Fire	Ground
#0323		Camerupt	Fire	Ground
#0324		Torkoal	Fire	





#0325		Spoink	Psychic	
#0326		Grumpig	Psychic	
#0327		Spinda	Normal	
#0328		Trapinch	Ground	
#0329		Vibrava	Ground	Dragon
#0330		Flygon	Ground	Dragon
#0331		Cacnea	Grass	
#0332		Cacturne	Grass	Dark
#0333		Swablu	Normal	Flying
#0334		Altaria	Dragon	Flying
#0335		Zangoose	Normal	

#0336		Seviper	Poison	
#0337		Lunatone	Rock	Psychic
#0338		Solrock	Rock	Psychic
#0339		Barboach	Water	Ground
#0340		Whiscash	Water	Ground
#0341		Corphish	Water	
#0342		Crawdaunt	Water	Dark
#0343		Baltoy	Ground	Psychic
#0344		Claydol	Ground	Psychic
#0345		Lileep	Rock	Grass
#0346		Cradily	Rock	Grass





#0347		Anorith	Rock	Bug
#0348		Armaldo	Rock	Bug
#0349		Feebas	Water	
#0350		Milotic	Water	
#0351		Castform Normal	Normal	
		Castform Sunny Form	Fire	
		Castform Rainy Form	Water	
		Castform Snowy Form	Ice	
#0352		Kecleon	Normal	
#0353		Shuppet	Ghost	
#0354		Banette	Ghost	

#0355		Duskull	Ghost	
#0356		Dusclops	Ghost	
#0357		Tropius	Grass	Flying
#0358		Chimecho	Psychic	
#0359		Absol	Dark	
#0360		Wynaut	Psychic	
#0361		Snorunt	Ice	
#0362		Glalie	Ice	
#0363		Spheal	Ice	Water
#0364		Sealeo	Ice	Water
#0365		Walrein	Ice	Water





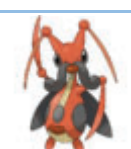


#0366		Clamperl	Water	
#0367		Huntail	Water	
#0368		Gorebyss	Water	
#0369		Relicanth	Water	Rock
#0370		Luvdisc	Water	
#0371		Bagon	Dragon	







#0372		Shelgon	Dragon	
#0373		Salamence	Dragon	Flying
#0374		Beldum	Steel	Psychic
#0375		Metang	Steel	Psychic
#0376		Metagross	Steel	Psychic










GENERATION 4












Ndex	MS	Pokémon	Type	
#0387		Turtwig	Grass	
#0388		Grotle	Grass	
#0389		Torterra	Grass	Ground
#0390		Chimchar	Fire	


#0391		Monferno	Fire	Fighting
#0392		Infernape	Fire	Fighting
#0393		Piplup	Water	
#0394		Prinplup	Water	



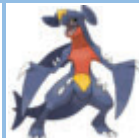
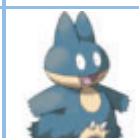
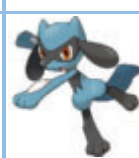

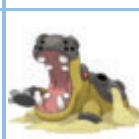
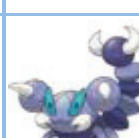


#0395		Empoleon	Water	Steel
#0396		Starly	Normal	Flying
#0397		Staravia	Normal	Flying
#0398		Staraptor	Normal	Flying
#0399		Bidoof	Normal	
#0400		Bibarel	Normal	Water
#0401		Kricketet	Bug	
#0402		Kricketune	Bug	
#0403		Shinx	Electric	
#0404		Luxio	Electric	
#0405		Luxray	Electric	

#0406		Budew	Grass	Poison
#0407		Roserade	Grass	Poison
#0408		Cranidos	Rock	
#0409		Rampardos	Rock	
#0410		Shieldon	Rock	Steel
#0411		Bastiodon	Rock	Steel
#0412		Burmy Plant Cloak	Bug	
		Burmy Sandy Cloak	Bug	
		Burmy Trash Cloak	Bug	
#0413		Wormadam Plant Cloak	Bug	Grass
		Wormadam Sandy Cloak	Bug	Ground

		Wormadam Trash Cloak	Bug	Steel
#0414		Mothim	Bug	Flying
#0415		Combee	Bug	Flying
#0416		Vespiqueen	Bug	Flying
#0417		Pachirisu	Electric	
#0418		Buizel	Water	
#0419		Floatzel	Water	
#0420		Cherubi	Grass	
#0421		Cherrim Overcast Form	Grass	
		Cherrim Sunshine Form	Grass	
#0422		Shellos West Sea	Water	

		Shellos East Sea	Water	
#0423		Gastrodon West Sea	Water	Ground
		Gastrodon East Sea	Water	Ground
#0424		Ambipom	Normal	
#0425		Drifloon	Ghost	Flying
#0426		Drifblim	Ghost	Flying
#0427		Buneary	Normal	
#0428		Lopunny	Normal	
#0429		Mismagius	Ghost	
#0430		Honchkrow	Dark	Flying
#0431		Glameow	Normal	

#0432		Purugly	Normal	
#0433		Chingling	Psychic	
#0434		Stunky	Poison	Dark
#0435		Skuntank	Poison	Dark
#0436		Bronzor	Steel	Psychic
#0437		Bronzong	Steel	Psychic
#0438		Bonsly	Rock	
#0439		Mime Jr.	Psychic	Fairy
#0440		Happiny	Normal	
#0441		Chatot	Normal	Flying
#0442		Spiritomb	Ghost	Dark

#0443		Gible	Dragon	Ground
#0444		Gabite	Dragon	Ground
#0445		Garchomp	Dragon	Ground
#0446		Munchlax	Normal	
#0447		Riolu	Fighting	
#0448		Lucario	Fighting	Steel
#0449		Hippopotas	Ground	
#0450		Hippowdon	Ground	
#0451		Skorupi	Poison	Bug
#0452		Drapion	Poison	Dark
#0453		Croagunk	Poison	Fighting






#0454		Toxicroak	Poison	Fighting
#0455		Carnivine	Grass	
#0456		Finneon	Water	
#0457		Lumineon	Water	
#0458		Mantyke	Water	Flying
#0459		Snover	Grass	Ice
#0460		Abomasnow	Grass	Ice
#0461		Weavile	Dark	Ice
#0462		Magnezone	Electric	Steel
#0463		Lickilicky	Normal	
#0464		Rhyperior	Ground	Rock

#0465		Tangrowth	Grass	
#0466		Electivire	Electric	
#0467		Magmortar	Fire	
#0468		Togekiss	Fairy	Flying
#0469		Yanmega	Bug	Flying
#0470		Leafeon	Grass	
#0471		Glaceon	Ice	
#0472		Gliscor	Ground	Flying
#0473		Mamoswine	Ice	Ground
#0474		Porygon-Z	Normal	
#0475		Gallade	Psychic	Fighting












#0476		Probopass	Rock	Steel
#0477		Dusknoir	Ghost	
#0478		Froslass	Ice	Ghost
#0479		Rotom Rotom	Electric	Ghost
		Rotom Heat Rotom	Electric	Fire







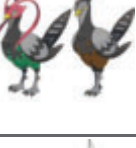

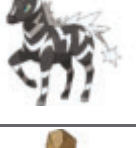


		Rotom Wash Rotom	Electric	Water
		Rotom Frost Rotom	Electric	Ice
		Rotom Fan Rotom	Electric	Flying
		Rotom Mow Rotom	Electric	Grass

GENERATION 5












Dex #	Image	Pokémon	Type(s)
#0495		Snivy	Grass
#0496		Servine	Grass
#0497		Serperior	Grass
#0498		Tepig	Fire
#0499		Pignite	Fire Fighting












#0500		Emboar	Fire	Fighting
#0501		Oshawott	Water	
#0502		Dewott	Water	
#0503		Samurott	Water	
		Samurott Hisuian Form	Water	Dark











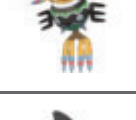
#0504		Patrat	Normal
#0505		Watchog	Normal
#0506		Lillipup	Normal
#0507		Herdier	Normal
#0508		Stoutland	Normal
#0509		Purrloin	Dark
#0510		Liepard	Dark
#0511		Pansage	Grass
#0512		Simisage	Grass
#0513		Pansear	Fire
#0514		Simisear	Fire

#0515		Panpour	Water
#0516		Simipour	Water
#0517		Munna	Psychic
#0518		Musharna	Psychic
#0519		Pidove	Normal Flying
#0520		Tranquill	Normal Flying
#0521		Unfezant	Normal Flying
#0522		Blitzle	Electric
#0523		Zebstrika	Electric
#0524		Roggenrola	Rock
#0525		Boldore	Rock




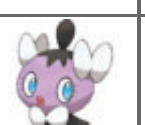
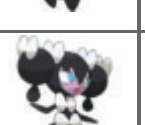






#0526		Gigalith	Rock	
#0527		Woobat	Psychic	Flying
#0528		Swoobat	Psychic	Flying
#0529		Drilbur	Ground	
#0530		Excadrill	Ground	Steel
#0531		Audino	Normal	
#0532		Timburr	Fighting	
#0533		Gurdurr	Fighting	
#0534		Conkeldurr	Fighting	
#0535		Tympole	Water	
#0536		Palpitoad	Water	Ground












#0537		Seismitoad	Water	Ground
#0538		Throh	Fighting	
#0539		Sawk	Fighting	
#0540		Sewaddle	Bug	Grass
#0541		Swadloon	Bug	Grass
#0542		Leavanny	Bug	Grass
#0543		Venipede	Bug	Poison
#0544		Whirlipede	Bug	Poison
#0545		Scolipede	Bug	Poison
#0546		Cottonee	Grass	Fairy
#0547		Whimsicott	Grass	Fairy











#0548		Petilil	Grass	
#0549		Lilliant	Grass	
		Lilliant Hisuian Form	Grass	Fighting
#0550		Basculin Red-Striped Form	Water	
		Basculin Blue-Striped Form	Water	
		Basculin White-Striped Form	Water	
#0551		Sandile	Ground	Dark
#0552		Krokorok	Ground	Dark
#0553		Krookodile	Ground	Dark
#0554		Darumaka	Fire	
		Darumaka Galarian Form	Ice	












#0555		Darmanitan Standard Mode	Fire	
		Darmanitan Zen Mode	Fire	Psychic
		Darmanitan Galarian Form	Ice	
		Darmanitan Zen Mode (Galarian Form)	Ice	Fire
#0556		Maractus	Grass	
#0557		Dwebble	Bug	Rock
#0558		Crustle	Bug	Rock
#0559		Scraggy	Dark	Fighting
#0560		Scrafty	Dark	Fighting
#0561		Sigilyph	Psychic	Flying
#0562		Yamask	Ghost	

		Yamask Galarian Form	Ground	Ghost
#0563		Cofagrigus	Ghost	
#0564		Tirtouga	Water	Rock
#0565		Carracosta	Water	Rock
#0566		Archen	Rock	Flying
#0567		Archeops	Rock	Flying
#0568		Trubbish	Poison	
#0569		Garbodor	Poison	
#0570		Zorua	Dark	
		Zorua Hisuian Form	Normal	Ghost
#0571		Zoroark	Dark	

		Zoroark Hisuian Form	Normal	Ghost
#0572		Minccino	Normal	
#0573		Cinccino	Normal	
#0574		Gothita	Psychic	
#0575		Gothorita	Psychic	
#0576		Gothitelle	Psychic	
#0577		Solosis	Psychic	
#0578		Duosion	Psychic	
#0579		Reuniclus	Psychic	
#0580		Ducklett	Water	Flying
#0581		Swanna	Water	Flying

#0582		Vanillite	Ice	
#0583		Vanillish	Ice	
#0584		Vanilluxe	Ice	
#0585		Deerling Spring Form	Normal	Grass
		Deerling Summer Form	Normal	Grass
		Deerling Autumn Form	Normal	Grass
		Deerling Winter Form	Normal	Grass
#0586		Sawsbuck Spring Form	Normal	Grass
		Sawsbuck Summer Form	Normal	Grass
		Sawsbuck Autumn Form	Normal	Grass
		Sawsbuck Winter Form	Normal	Grass

#0587		Emolga	Electric	Flying
#0588		Karrablast	Bug	
#0589		Escavalier	Bug	Steel
#0590		Foongus	Grass	Poison
#0591		Amoonguss	Grass	Poison
#0592		Frillish	Water	Ghost
#0593		Jellicent	Water	Ghost
#0594		Alomomola	Water	
#0595		Joltik	Bug	Electric
#0596		Galvantula	Bug	Electric
#0597		Ferroseed	Grass	Steel





#0598		Ferrothorn	Grass	Steel
#0599		Klink	Steel	
#0600		Klang	Steel	
#0601		Klinklang	Steel	
#0602		Tynamo	Electric	
#0603		Eelektrik	Electric	
#0604		Eelektross	Electric	
#0605		Elgyem	Psychic	
#0606		Beheeyem	Psychic	
#0607		Litwick	Ghost	Fire
#0608		Lampent	Ghost	Fire




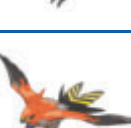
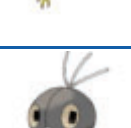
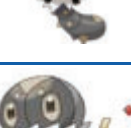





#0609		Chandelure	Ghost	Fire
#0610		Axew	Dragon	
#0611		Fraxure	Dragon	
#0612		Haxorus	Dragon	
#0613		Cubchoo	Ice	
#0614		Beartic	Ice	
#0615		Cryogonal	Ice	
#0616		Shelmet	Bug	
#0617		Accelgor	Bug	
#0618		Stunfisk	Ground	Electric
		Stunfisk Galarian Form	Ground	Steel












#0619		Mienfoo	Fighting	
#0620		Mienshao	Fighting	
#0621		Druddigon	Dragon	
#0622		Golett	Ground	Ghost
#0623		Golurk	Ground	Ghost
#0624		Pawniard	Dark	Steel
#0625		Bisharp	Dark	Steel
#0626		Bouffalant	Normal	
#0627		Rufflet	Normal	Flying
#0628		Braviary	Normal	Flying



		Braviary Hisuian Form	Psychic	Flying
#0629		Vullaby	Dark	Flying
#0630		Mandibuzz	Dark	Flying
#0631		Heatmor	Fire	
#0632		Durant	Bug	Steel
#0633		Deino	Dark	Dragon
#0634		Zweilous	Dark	Dragon
#0635		Hydreigon	Dark	Dragon
#0636		Larvesta	Bug	Fire
#0637		Volcarona	Bug	Fire

GENERATION 6












Dex #	Image	Pokémon	Type(s)
#0650		Chespin	Grass
#0651		Quilladin	Grass
#0652		Chesnaught	Grass Fighting
#0653		Fennekin	Fire
#0654		Braixen	Fire
#0655		Delphox	Fire Psychic
#0656		Froakie	Water
#0657		Frogadier	Water
#0658		Greninja	Water Dark
#0659		Bunnelby	Normal




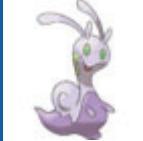


#0660		Diggersby	Normal	Ground
#0661		Fletchling	Normal	Flying
#0662		Fletchinder	Fire	Flying
#0663		Talonflame	Fire	Flying
#0664		Scatterbug	Bug	
#0665		Spewpa	Bug	
#0666		Vivillon Meadow Pattern	Bug	Flying
#0667		Litleo	Fire	Normal
#0668		Pyroar	Fire	Normal
#0669		Flabébé Red Flower	Fairy	
		Flabébé Yellow Flower	Fairy	

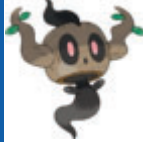
		<u>Flabébé</u> Orange Flower	Fairy
		<u>Flabébé</u> Blue Flower	Fairy
		<u>Flabébé</u> White Flower	Fairy
#0670		<u>Floette</u> Red Flower	Fairy
		<u>Floette</u> Yellow Flower	Fairy
		<u>Floette</u> Orange Flower	Fairy
		<u>Floette</u> Blue Flower	Fairy
		<u>Floette</u> White Flower	Fairy
#0671		<u>Florges</u> Red Flower	Fairy
		<u>Florges</u> Yellow Flower	Fairy
		<u>Florges</u> Orange Flower	Fairy

		<u>Florges</u> Blue Flower	Fairy	
		<u>Florges</u> White Flower	Fairy	
#0672		<u>Skiddo</u>	Grass	
#0673		<u>Gogoat</u>	Grass	
#0674		<u>Pancham</u>	Fighting	
#0675		<u>Pangoro</u>	Fighting	Dark
#0676		<u>Furfrou</u> Natural Form	Normal	
#0677		<u>Espurr</u>	Psychic	
#0678		<u>Meowstic</u> Male	Psychic	
		<u>Meowstic</u> Female	Psychic	
#0679		<u>Honedge</u>	Steel	Ghost











#0680		Doublade	Steel	Ghost
#0681		Aegislash Shield Forme	Steel	Ghost
		Aegislash Blade Forme	Steel	Ghost
#0682		Spritzee	Fairy	
#0683		Aromatisse	Fairy	
#0684		Swirlix	Fairy	
#0685		Slurpuff	Fairy	
#0686		Inkay	Dark	Psychic
#0687		Malamar	Dark	Psychic
#0688		Binacle	Rock	Water
#0689		Barbaracle	Rock	Water












#0690		Skrelp	Poison	Water
#0691		Dragalge	Poison	Dragon
#0692		Clauncher	Water	
#0693		Clawitzer	Water	
#0694		Helioptile	Electric	Normal
#0695		Heliolisk	Electric	Normal
#0696		Tyrunt	Rock	Dragon
#0697		Tyrantrum	Rock	Dragon
#0698		Amaura	Rock	Ice
#0699		Aurorus	Rock	Ice
#0700		Sylveon	Fairy	












#0701		Hawlucha	Fighting	Flying
#0702		Dedenne	Electric	Fairy
#0703		Carbink	Rock	Fairy
#0704		Goomy	Dragon	
#0705		Sliggoo	Dragon	
		Sliggoo Hisuian Form	Steel	Dragon
#0706		Goodra	Dragon	
		Goodra Hisuian Form	Steel	Dragon
#0707		Klefki	Steel	Fairy












#0708		Phantump	Ghost	Grass
#0709		Trevenant	Ghost	Grass
#0710		Pumpkaboo	Ghost	Grass
#0711		Gourgeist	Ghost	Grass
#0712		Bergmite	Ice	
#0713		Avalugg	Ice	
		Avalugg Hisuian Form	Ice	Rock
#0714		Noibat	Flying	Dragon
#0715		Noivern	Flying	Dragon












GENERATION 7











Dex #	Image	Pokémon	Type(s)	
#0722		Rowlet	Grass	Flying
#0723		Dartrix	Grass	Flying
#0724		Decidueye	Grass	Ghost
		Decidueye Hisuian Form	Grass	Fighting
#0725		Litten	Fire	
#0726		Torracat	Fire	
#0727		Incineroar	Fire	Dark
#0728		Popplio	Water	
#0729		Brionne	Water	
#0730		Primarina	Water	Fairy

#0731		Pikipek	Normal	Flying
#0732		Trumbeak	Normal	Flying
#0733		Toucannon	Normal	Flying
#0734		Yungoos	Normal	
#0735		Gumshoos	Normal	
#0736		Grubbin	Bug	
#0737		Charjabug	Bug	Electric
#0738		Vikavolt	Bug	Electric
#0739		Crabrawler	Fighting	
#0740		Crabominable	Fighting	Ice
#0741		Oricorio Baile Style	Fire	Flying

		<u>Oricorio</u> Pom-Pom Style	Electric	Flying
		<u>Oricorio</u> Pa'u Style	Psychic	Flying
		<u>Oricorio</u> Senu Style	Ghost	Flying
#0742		<u>Cutiefly</u>	Bug	Fairy
#0743		<u>Ribombee</u>	Bug	Fairy
#0744		<u>Rockruff</u>	Rock	
#0745		<u>Lycanroc</u> Midday Form	Rock	
		<u>Lycanroc</u> Midnight Form	Rock	
		<u>Lycanroc</u> Dusk Form	Rock	
#0746		<u>Wishiwashi</u> Solo Form	Water	
		<u>Wishiwashi</u> School Form	Water	

#0747		<u>Mareanie</u>	Poison	Water
#0748		<u>Toxapex</u>	Poison	Water
#0749		<u>Mudbray</u>	Ground	
#0750		<u>Mudsdale</u>	Ground	
#0751		<u>Dewpider</u>	Water	Bug
#0752		<u>Araquanid</u>	Water	Bug
#0753		<u>Fomantis</u>	Grass	
#0754		<u>Lurantis</u>	Grass	
#0755		<u>Morelull</u>	Grass	Fairy
#0756		<u>Shiinotic</u>	Grass	Fairy
#0757		<u>Salandit</u>	Poison	Fire







#0758		Salazzle	Poison	Fire
#0759		Stufful	Normal	Fighting
#0760		Bewear	Normal	Fighting
#0761		Bounsweet	Grass	
#0762		Steenee	Grass	
#0763		Tsareena	Grass	
#0764		Comfey	Fairy	
#0765		Oranguru	Normal	Psychic
#0766		Passimian	Fighting	
#0767		Wimpod	Bug	Water
#0768		Golisopod	Bug	Water







#0769		Sandygast	Ghost	Ground
#0770		Palossand	Ghost	Ground
#0771		Pyukumuku	Water	
#0772		Type: Null	Normal	
#0773		Silvally Type: Normal	Normal	
#0774		Minior Meteor Form	Rock	Flying
		Minior Red Core	Rock	Flying
#0775		Komala	Normal	
#0776		Turtonator	Fire	Dragon
#0777		Togedemaru	Electric	Steel
#0778		Mimikyu Disguised Form	Ghost	Fairy












		<u>Mimikyu</u> Busted Form	Ghost	Fairy
#0779		<u>Bruxish</u>	Water	Psychic
#0780		<u>Drampa</u>	Normal	Dragon
#0781		<u>Dhelmise</u>	Ghost	Grass

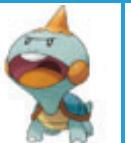


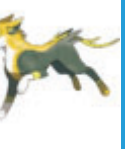



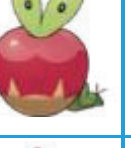


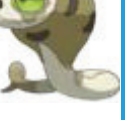
#0782		<u>Jangmo-o</u>	Dragon	
#0783		<u>Hakamo-o</u>	Dragon	Fighting
#0784		<u>Kommo-o</u>	Dragon	Fighting


GENERATION 8




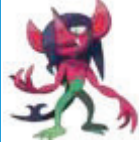

Dex #	Image	Pokémon	Type(s)
#0810		<u>Grookey</u>	Grass
#0811		<u>Thwackey</u>	Grass
#0812		<u>Rillaboom</u>	Grass
#0813		<u>Scorbunny</u>	Fire
#0814		<u>Raboot</u>	Fire
#0815		<u>Cinderace</u>	Fire

#0816		<u>Sobble</u>	Water
#0817		<u>Drizzile</u>	Water
#0818		<u>Inteleon</u>	Water
#0819		<u>Skwovet</u>	Normal
#0820		<u>Greedent</u>	Normal
#0821		<u>Rookidee</u>	Flying












#0822		<u>Corvisquire</u>	Flying	
#0823		<u>Corviknight</u>	Flying	Steel
#0824		<u>Blipbug</u>	Bug	
#0825		<u>Dottler</u>	Bug	Psychic
#0826		<u>Orbeetle</u>	Bug	Psychic
#0827		<u>Nikit</u>	Dark	
#0828		<u>Thievul</u>	Dark	
#0829		<u>Gossifleur</u>	Grass	
#0830		<u>Eldegoss</u>	Grass	
#0831		<u>Wooloo</u>	Normal	
#0832		<u>Dubwool</u>	Normal	

#0833		<u>Chewtle</u>	Water	
#0834		<u>Drednaw</u>	Water	Rock
#0835		<u>Yamper</u>	Electric	
#0836		<u>Boltund</u>	Electric	
#0837		<u>Rolycoly</u>	Rock	
#0838		<u>Carkol</u>	Rock	Fire
#0839		<u>Coalossal</u>	Rock	Fire
#0840		<u>Applin</u>	Grass	Dragon
#0841		<u>Flapple</u>	Grass	Dragon
#0842		<u>Appletun</u>	Grass	Dragon
#0843		<u>Silicobra</u>	Ground	

#0844		<u>Sandaconda</u>	Ground	
#0845		<u>Cramorant</u>	Flying	Water
		<u>Cramorant</u> Gulping Form	Flying	Water
		<u>Cramorant</u> Gorging Form	Flying	Water
#0846		<u>Arrokuda</u>	Water	
#0847		<u>Barraskewda</u>	Water	
#0848		<u>Toxel</u>	Electric	Poison
#0849		<u>Toxtricity</u> Amped Form	Electric	Poison
		<u>Toxtricity</u> Low Key Form	Electric	Poison
#0850		<u>Sizzlipede</u>	Fire	Bug
#0851		<u>Centiskorch</u>	Fire	Bug

#0852		<u>Clobbopus</u>	Fighting	
#0853		<u>Grapploct</u>	Fighting	
#0854		<u>Sinistea</u>	Ghost	
#0855		<u>Polteageist</u>	Ghost	
#0856		<u>Hatenna</u>	Psychic	
#0857		<u>Hattrem</u>	Psychic	
#0858		<u>Hatterene</u>	Psychic	Fairy
#0859		<u>Impidimp</u>	Dark	Fairy
#0860		<u>Morgrem</u>	Dark	Fairy
#0861		<u>Grimmsnarl</u>	Dark	Fairy
#0862		<u>Obstagoon</u>	Dark	Normal

#0863		Perrserker	Steel	
#0864		Cursola	Ghost	
#0865		Sirfetch'd	Fighting	
#0866		Mr. Rime	Ice	Psychic
#0867		Runerigus	Ground	Ghost
#0868		Milcery	Fairy	
#0869		Alcremie Vanilla Cream	Fairy	
#0870		Falinks	Fighting	
#0871		Pincurchin	Electric	
#0872		Snom	Ice	Bug
#0873		Frosmoth	Ice	Bug








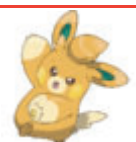



#0874		Stonjourner	Rock	
#0875		Eiscue Ice Face	Ice	
		Eiscue Noice Face	Ice	
#0876		Indeedge Male	Psychic	Normal
		Indeedge Female	Psychic	Normal
#0877		Morpeko Full Belly Mode	Electric	Dark
		Morpeko Hangry Mode	Electric	Dark
#0878		Cufant	Steel	
#0879		Copperajah	Steel	
#0880		Dracozolt	Electric	Dragon
#0881		Arctozolt	Electric	Ice












#0882		<u>Dracovish</u>	Water	Dragon
#0883		<u>Arctovish</u>	Water	Ice
#0884		<u>Duraludon</u>	Steel	Dragon
#0885		<u>Dreepy</u>	Dragon	Ghost
#0886		<u>Drakloak</u>	Dragon	Ghost
#0887		<u>Dragapult</u>	Dragon	Ghost
#0900		<u>Kleavor</u>	Bug	Rock
#0901		<u>Ursaluna</u>	Ground	Normal
		<u>Ursaluna</u> Bloodmoon	Ground	Normal
#0902		<u>Basculegion</u> Male	Water	Ghost
		<u>Basculegion</u> Female	Water	Ghost








#0903		<u>Sneasler</u>	Fighting	Poison
#0904		<u>Overqwil</u>	Dark	Poison






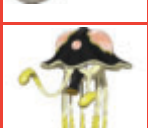

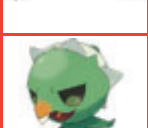


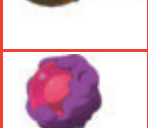
GENERATION 9



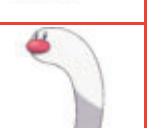


Dex #	Image	Pokémon	Type(s)
#0906		Sprigatito	Grass
#0907		Floragato	Grass
#0908		Meowscarada	Grass Dark
#0909		Fuecoco	Fire
#0910		Crocator	Fire
#0911		Skeledirge	Fire Ghost
#0912		Quaxly	Water
#0913		Quaxwell	Water
#0914		Quaquaval	Water Fighting
#0915		Lechonk	Normal

#0916		Oinkologne Male	Normal
		Oinkologne Female	Normal
#0917		Tarountula	Bug
#0918		Spidops	Bug
#0919		Nymble	Bug
#0920		Lokix	Bug Dark
#0921		Pawmi	Electric
#0922		Pawmo	Electric Fighting
#0923		Pawmot	Electric Fighting
#0924		Tandemaus	Normal
#0925		Maushold Family of Three	Normal

		Maushold Family of Four	Normal	
#0926		Fidough	Fairy	
#0927		Dachsbun	Fairy	
#0928		Smoliv	Grass	Normal
#0929		Dolliv	Grass	Normal
#0930		Arboliva	Grass	Normal
#0931		Squawkabilly Green Plumage	Normal	Flying
		Squawkabilly Blue Plumage	Normal	Flying
		Squawkabilly Yellow Plumage	Normal	Flying
		Squawkabilly White Plumage	Normal	Flying
#0932		Nacli	Rock	












#0933		Naclstack	Rock	
#0934		Garganacl	Rock	
#0935		Charcadet	Fire	
#0936		Armarouge	Fire	Psychic
#0937		Ceruleedge	Fire	Ghost
#0938		Tadbulb	Electric	
#0939		Bellibolt	Electric	
#0940		Wattrel	Electric	Flying
#0941		Kilowattrel	Electric	Flying
#0942		Maschiff	Dark	
#0943		Mabosstiff	Dark	

#0944		Shroodle	Poison	Normal
#0945		Grafiai	Poison	Normal
#0946		Bramblin	Grass	Ghost
#0947		Brambleghast	Grass	Ghost
#0948		Toedscool	Ground	Grass
#0949		Toedsruel	Ground	Grass
#0950		Klawf	Rock	
#0951		Capsakid	Grass	
#0952		Scovillain	Grass	Fire
#0953		Rellor	Bug	
#0954		Rabsca	Bug	Psychic

#0955		Flittle	Psychic	
#0956		Espathra	Psychic	
#0957		Tinkatink	Fairy	Steel
#0958		Tinkatuff	Fairy	Steel
#0959		Tinkaton	Fairy	Steel
#0960		Wiglett	Water	
#0961		Wugtrio	Water	
#0962		Bombirdier	Flying	Dark
#0963		Finizen	Water	
#0964		Palafin Zero Form	Water	
		Palafin Hero Form	Water	

#0965		Varoom	Steel	Poison
#0966		Revavroom	Steel	Poison
#0967		Cyclizar	Dragon	Normal
#0968		Orthworm	Steel	
#0969		Glimmet	Rock	Poison
#0970		Glimmora	Rock	Poison
#0971		Greavard	Ghost	
#0972		Houndstone	Ghost	
#0973		Flamigo	Flying	Fighting
#0974		Cetoddle	Ice	
#0975		Cetitan	Ice	


#0976		Veluza	Water	Psychic
#0977		Dondozo	Water	
#0978		Tatsugiri Curly Form	Dragon	Water
		Tatsugiri Droopy Form	Dragon	Water
		Tatsugiri Stretchy Form	Dragon	Water
#0979		Annihilape	Fighting	Ghost
#0980		Clodsire	Poison	Ground
#0981		Farigiraf	Normal	Psychic
#0982		Dudunsparce Two-Segment Form	Normal	
		Dudunsparce Three-Segment Form	Normal	
#0983		Kingambit	Dark	Steel






#0996		<u>Frigibax</u>	Dragon	Ice
#0997		<u>Arctibax</u>	Dragon	Ice
#0998		<u>Baxcalibur</u>	Dragon	Ice
#0999		<u>Gimmighoul</u> Chest Form	Ghost	
		<u>Gimmighoul</u> Roaming Form	Ghost	
#1000		<u>Gholdengo</u>	Steel	Ghost
#1011		<u>Dipplin</u>	Grass	Dragon
#1012		<u>Poltergeist</u>	Grass	Ghost
#1013		<u>Sinistcha</u>	Grass	Ghost
#1018		<u>Archaludon</u>	Steel	Dragon
#1019		<u>Hydrapple</u>	Grass	Dragon

LEGENDARY POKÉMON











#0144		Articuno	Ice	Flying
		Articuno Galarian Form	Psychic	Flying
#0145		Zapdos	Electric	Flying
		Zapdos Galarian Form	Fighting	Flying
#0146		Moltres	Fire	Flying
		Moltres Galarian Form	Dark	Flying
#0150		Mewtwo	Psychic	
		Mewtwo Mega Mewtwo X	Psychic	Fighting
		Mewtwo Mega Mewtwo Y	Psychic	


#0243		Raikou	Electric	
#0244		Entei	Fire	
#0245		Suicune	Water	
#0249		Lugia	Psychic	Flying
#0250		Ho-Oh	Fire	Flying
#0377		Regirock	Rock	
#0378		Regice	Ice	
#0379		Registeel	Steel	
#0380		Latias	Dragon	Psychic
#0381		Latos	Dragon	Psychic





#0382		Kyogre Kyogre	Water	
		Kyogre Primal Kyogre	Water	
#0383		Groudon Groudon	Ground	
		Groudon Primal Groudon	Ground	Fire
#0384		Rayquaza	Dragon	Flying
		Rayquaza Mega Rayquaza	Dragon	Flying
#0480		Uxie	Psychic	
#0481		Mesprit	Psychic	
#0482		Azelf	Psychic	



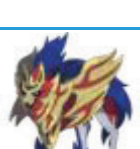

#0483		Dialga	Steel	Dragon
		Dialga Origin Forme	Steel	Dragon
#0484		Palkia	Water	Dragon
		Palkia Origin Forme	Water	Dragon
#0485		Heatran	Fire	Steel
#0486		Regigigas	Normal	
#0487		Giratina Altered Forme	Ghost	Dragon
		Giratina Origin Forme	Ghost	Dragon
#0488		Cresselia	Psychic	





#0638		Cobalion	Steel	Fighting
#0639		Terrakion	Rock	Fighting
#0640		Virizion	Grass	Fighting
#0641		Tornadus Incarnate Forme	Flying	
		Tornadus Therian Forme	Flying	
#0642		Thundurus Incarnate Forme	Electric	Flying
		Thundurus Therian Forme	Electric	Flying
#0643		Reshiram	Dragon	Fire
#0644		Zekrom	Dragon	Electric
#0645		Landorus Incarnate Forme	Ground	Flying

		Landorus Therian Forme	Ground	Flying
#0646		Kyurem Kyurem	Dragon	Ice
		Kyurem White Kyurem	Dragon	Ice
		Kyurem Black Kyurem	Dragon	Ice
0716		Xerneas Neutral Mode	Fairy	
		Xerneas Active Mode	Fairy	
#0717		Yveltal	Dark	Flying
#0718		Zygarde 50% Forme	Dragon	Ground
		Zygarde 10% Forme	Dragon	Ground
		Zygarde Complete Forme	Dragon	Ground




#0785		Tapu Koko	Electric	Fairy
#0786		Tapu Lele	Psychic	Fairy
#0787		Tapu Bulu	Grass	Fairy
#0788		Tapu Fini	Water	Fairy
#0789		Cosmog	Psychic	
#0790		Cosmoem	Psychic	
#0791		Solgaleo	Psychic	Steel
#0792		Lunala	Psychic	Ghost



#0800		Necrozma	Psychic	
		Necrozma Dusk Mane	Psychic	Steel
		Necrozma Dawn Wings	Psychic	Ghost
		Necrozma Ultra Necrozma	Psychic	Dragon

#0888		Zacian Hero of Many Battles	Fairy	
		Zacian Crowned Sword	Fairy	Steel
#0889		Zamazenta Hero of Many Battles	Fighting	
		Zamazenta Crowned Shield	Fighting	Steel
#0890		Eternatus	Poison	Dragon

#0891		Kubfu	Fighting	
#0892		Urshifu Single Strike Style	Fighting	Dark
		Urshifu Rapid Strike Style	Fighting	Water
#0894		Regieleki	Electric	
#0895		Regidrago	Dragon	
#0896		Glastrier	Ice	
#0897		Spectrier	Ghost	
#0898		Calyrex	Psychic	Grass
		Calyrex Ice Rider	Psychic	Ice
		Calyrex Shadow Rider	Psychic	Ghost

#0905		Enamorus Incarnate Forme	Fairy	Flying
		Enamorus Therian Forme	Fairy	Flying
#1001		Wo-Chien	Dark	Grass
#1002		Chien-Pao	Dark	Ice
#1003		Ting-Lu	Dark	Ground
#1004		Chi-Yu	Dark	Fire
#1014		Okidogi	Poison	Fighting
#1015		Munkidori	Poison	Psychic
#1016		Fezandipiti	Poison	Fairy
#1017		Ogerpon Teal Mask	Grass	

		<u>Ogerpon</u> Wellspring Mask	Grass	Water
		<u>Ogerpon</u> Hearthflame Mask	Grass	Fire
		<u>Ogerpon</u> Cornerstone Mask	Grass	Rock

1024		<u>Terapagos</u> Normal Form	Normal	
		<u>Terapagos</u> Terastal Form	Normal	

		<u>Hoopa</u> Hoopa Unbound	Psychic	Dark
#0721		<u>Volcanion</u>	Fire	Water
#0801		<u>Magearna</u>	Steel	Fairy
#0802		<u>Marshadow</u>	Fighting	Ghost

#0807		<u>Zeraora</u>	Electric	
#0808		<u>Meltan</u>	Steel	
#0809		<u>Melmetal</u>	Steel	
#0893		<u>Zarude</u>	Dark	Grass
#1025		<u>Pecharunt</u>	Poison	Ghost

ULTRA BEASTS

#0793

NihilegoUB-01
Symbiont

Rock Poison

#0794

BuzzwoleUB-02
Absorption

Bug Fighting

#0795

Pheromosa

UB-02 Beauty

Bug Fighting

#0796

Xurkitree

UB-03 Lighting

Electric

#0797

Celesteela

UB-04 Blaster

Steel Flying

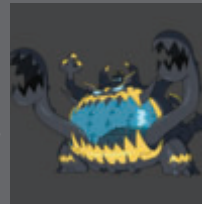
#0798

Kartana

UB-04 Blade

Grass Steel

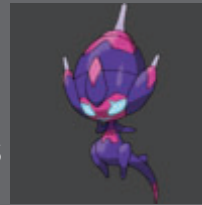
#0799

Guzzlord

UB-05 Glutton

Dark Dragon

#0803

PoipoleUB-06
Adhesive

Poison

#0804

Naganadel

UB-07 Stinger

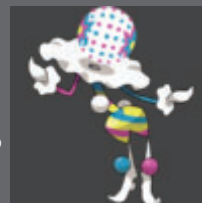
Poison Dragon

#0805

StakatakaUB-08
Assembly

Rock Steel

#0806







Blacephalon

UB-09 Burst

Fire Ghost

PARADOX POKÉMON






ANCIENT POKÉMON

#0984		Ground Fighting
	<u>Great Tusk</u>	
#0985		Fairy Psychic
	<u>Scream Tail</u>	
#0986		Grass Dark
	<u>Brute Bonnet</u>	
#0987		Ghost Fairy
	<u>Flutter Mane</u>	
#0988		Bug Fighting
	<u>Slither Wing</u>	
#0989		Electric Ground
	<u>Sandy Shocks</u>	

#1005		Dragon Dark
	<u>Roaring Moon</u>	
#1007		Fighting Dragon
	<u>Koraidon</u> "Winged King"	
#1009		Water Dragon
	<u>Walking Wake</u>	
#1020		Fire Dragon
	<u>Gouging Fire</u>	
#1021		Electric Dragon
	<u>Raging Bolt</u>	

FUTURE POKÉMON

#0990		Ground Steel
	<u>Iron Treads</u>	
#0991		Ice Water
	<u>Iron Bundle</u>	
#0992		Fighting Electric
	<u>Iron Hands</u>	
#0993		Dark Flying
	<u>Iron Jugulis</u>	
#0994		Fire Poison
	<u>Iron Moth</u>	
#0995		Rock Electric
	<u>Iron Thorns</u>	

#1006		Fairy Fighting
	<u>Iron Valiant</u>	
#1008		Electric Dragon
	<u>Miraidon</u> "Iron Serpent"	
#1010		Grass Psychic
	<u>Iron Leaves</u>	
#1022		Rock Psychic
	<u>Iron Boulder</u>	
#1023		Steel Psychic
	<u>Iron Crown</u>	

APPENDICES D: LIST OF STATUS CONDITIONS

Stat Up (x) - Your Stat Modifier increases, where (x) is the number shown.

Stat Down (x) - Your Stat Modifier decreases, where (x) is the number shown.

Paralyzed - When using a move whilst Paralyzed, roll a d6. On a 1 or 2, the Pokémon instead does not use the move. The Pokémon's Movement is also reduced by 1 until they are cured.

Burned - At the start of their first turn whilst afflicted, the Pokémon takes 1d6 damage, and each round of battle thereafter. Their Atk modifier is lowered by 2 until they are cured. Burn deals no damage outside of battle. Fire-Type Pokémon cannot be Burned.

Poisoned - At the start of their first turn, and each round of Battle thereafter when Poisoned, the Pokémon takes 1d6 damage. After every 3 turns outside of Battle, they take 1d6 damage. Steel-Type and Poison-Type Pokémon cannot be Poisoned.

Badly Poisoned - At the start of their turn, the Pokémon takes 1d6 damage, and an additional 1d6 damage for each turn they have been Badly Poisoned. Steel-Type and Poison-Type Pokémon cannot be Badly Poisoned.

Frozen - A Frozen Pokémon takes no Actions and cannot move. At the start of their first turn whilst Frozen, and the start of each subsequent turn, the Pokémon can roll the appropriate Status Resistance Check again to attempt to thaw out. Whilst Frozen, the Pokémon only takes damage from Fire type attacks. A Fire type attack, or the Burned Condition, thaws them early. Ice-Type Pokémon cannot be Frozen.

Asleep - At the start of their first turn whilst Asleep, the Pokémon rolls 1d6. They are Asleep for that many rounds. Whilst Asleep, the Pokémon does nothing. When starting subsequent turns whilst Asleep, you roll 1d6. Subtract the number of turns the Pokémon has been Asleep from 6. If the Pokémon rolls equal to or higher than the Target Number, they lose the Asleep condition. Attacking a Pokémon that is Asleep will end the Condition early.

Flinched - The Pokémon cannot use a Move this Round. This condition ends after the afflicted Pokémon's turn ends.

Confused - At the start of their first turn whilst Confused, the Pokémon rolls 1d6. On a 1-2, they are

Confused for 1 round. On a 3-4, they are Confused for 2 rounds. On a 5-6, they are Confused for 3 rounds.

When a Confused Pokémon begins using Movement, roll 1d6. Consult the following table to determine their direction:

- 1 The Pokémon moves North, if it can.
- 2 The Pokémon moves East, if it can.
- 3 The Pokémon moves South, if it can.
- 4 The Pokémon moves West, if it can.
- 5 The Pokémon has control of its movement this turn.
- 6 The Pokémon's Confused condition ends.

When a Confused Pokémon uses an Attack or Move, roll 1d6. Consult the following table to determine the action:

- 1 The Pokémon hits a nearby ally with their Attack or Move, if within range. Otherwise, it hits itself for 1d6 damage.
- 2 The Pokémon hits itself in confusion, dealing 1d6 damage to themselves.
- 3 The Pokémon hits a random target, friend or foe, within range. Designate each Pokémon in range a number, or set of numbers, and roll a d6 to determine the target. Use additional d6's as necessary. If there is an odd number in the list of available targets, include the Confused Pokémon.
- 4 The Pokémon has control of its Attack or Move this turn.
- 5 The Pokémon's Confused condition ends.
- 6 The Pokémon's Confused condition ends.

Restrained - Pokémon cannot use Movement whilst Restrained, and have Disadvantage on Movement Checks. At the start of each subsequent turn, the Pokémon can roll the appropriate Status Resistance Check, or Strength check, again to attempt to break free.

Blinded - A Blinded Pokémon cannot see. When a Pokémon with the Blinded Condition makes an Attack, it must roll a d6. On 3 or lower, the Pokémon misses. On a 4-5, the Pokémon hits. On a 6, the

target is no longer Blinded, and their attack hits. At the start of each subsequent turn, the Pokémon can roll the appropriate Status Resistance Check again to attempt to regain their vision.

Yawning - The Pokémon will be affected by the Asleep condition at the start of their next turn.

Trapped - The Pokémon is Restrained, and takes the 1d6 damage of the Move's type at the start of their next turn. At the start of each subsequent turn, the Pokémon can roll the appropriate Status Resistance Check again to attempt to break free.

Frightened - A Frightened Pokémon's Movement is halved when moving towards the Pokémon that Frightened it. It has Disadvantage on Move rolls against the Pokémon that Frightened it. At the start of each subsequent turn, the Pokémon can roll the appropriate Status Resistance Check again to attempt to overcome their fear.

Silenced - A Pokémon with this Condition cannot use Sound-based Moves. At the start of each subsequent turn, the Pokémon can roll the appropriate Status Resistance Check again to attempt to regain their voice.

Invisible - A Pokémon with this Condition cannot be seen by normal means. They roll 1 extra dice when making a Sneak Check. This effect ends once the Invisible Pokémon makes an attack.

Infatuated - When a Pokémon with this condition uses a Move against the Pokémon that Infatuated it, it has Disadvantage. Its Movement is halved when going in a direction that is away from the Pokémon that Infatuated it. At the start of each subsequent turn, the Pokémon can roll the appropriate Status Resistance Check again to attempt to clear their head.

Taunted - A Taunted Pokémon must attack the target that Taunted it. Your Movement is halved when going in a direction that is away from the Pokémon that Taunted you. At the start of each subsequent turn, the Pokémon can roll the appropriate Status Resistance Check again to attempt to no longer be Taunted.

Counter - Physical Moves targeted at a Pokémon with Counter status deal half their damage back to the attacker.

Mirror Coat - Special Moves targeted at a Pokémon with Mirror Coat status deal half their damage back to the attacker.

Magic Coat - Status Moves targeted at a Pokémon with Magic Coat status are reflected to the attacker.

Eyedrop - A Pokémon with this Condition can see the unseen - Pokémon and Traps that are Invisible are considered visible to a Pokémon with this Condition.

Insomnia - A Pokémon with Insomnia cannot fall Asleep.

Invulnerable - This Pokémon cannot take damage or be afflicted with a Status this turn.

APPENDICES E: LIST OF MOVES

★ MOVES

[Name]	[Type]	[Category]	[Power]	[PP]	Conditions	Other Effects	[Targets]	[LEVEL]
Leech Life	Bug	Physical	1	20		User heals for half the damage taken by the target	Foe in front	★
Bite	Dark	Physical	2	20		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★
Dual Chop	Dragon	Physical	1	20		Move hits twice. The second attack can be targeted at an adjacent foe. Attack Modifier is halved for each hit.	Foe(s) in front	★
Dragon Tail	Dragon	Physical	2	20		Target is pushed 2 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe in front	★
Spark	Electric	Physical	2	20	Paralysed		Foe in front	★
Spirit Break	Fairy	Physical	2	20	Sp.Atk Down 2		Foe in front	★
Mach Punch	Fighting	Physical	1	20		Has Priority	Foe in front	★
Flame Charge	Fire	Physical	1	20		Roll a d6 after damage has been dealt. On a 5-6, Spe Up 2.	Foe in front	★
Peck	Flying	Physical	2	20		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★
Dual Wingbeat	Flying	Physical	1	20		Move hits twice. The second attack can be targeted at an adjacent foe. Attack Modifier is halved for each hit.	Foe(s) in front	★
Lick	Ghost	Physical	2	20	Paralysed		Foe in front	★
Leafage	Grass	Physical	1	20		Has Priority.	Foe in front	★
Bulldoze	Ground	Physical	2	20	Spe Down 2		Foe in front	★
Ice Shard	Ice	Physical	1	20		Has Priority	Foe in front	★
Wrap	Normal	Physical	1	20	Trapped	If the target is successfully Trapped, the User is also Restrained.	Foe in front	★
Tackle	Normal	Physical	2	20		Pushes the target up to 2 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe in front	★
Quick Attack	Normal	Physical	1	20		Has Priority	Foe in front	★
Poison Sting	Poison	Physical	2	20	Poisoned		Foe in front	★
Heart Stamp	Psychic	Physical	2	20	Flinch		Foe in front	★
Rock Tomb	Rock	Physical	2	20	Spe Down 2		Foe in front	★
Bullet Punch	Steel	Physical	1	20		Has Priority	Foe in front	★
Razor Shell	Water	Physical	2	20	Def Down 2		Foe in front	★

String Shot	Bug	Physical Status	0	15	Spe Down 2		Foe up to 2-tiles ahead	★
Taunt	Dark	Physical Status	0	15	Taunted	Can use Influence vs Intuition. The target cannot use Status Moves for three turns.	Foe up to 2-tiles ahead	★
Roost	Flying	Physical Status	1	15		Heal for number rolled. User loses Flying type and/or Levitate status for 1 round.	Self	★
Mirror Move	Flying	Physical Status	0	15		User uses the same move as the target's last used move this turn.	Self	★
Ingrain	Grass	Physical Status	2	15		Heal for number rolled. User is Restrained until the end of their next turn.	Self	★
Mud Sport	Ground	Physical Status	0	15		Electric type moves do half damage for 5 turns.	Room	★
Spikes	Ground	Physical Status	1	15		The user places spikes on 3 tiles in 2-tile radius that damages if the Pokémon enters the same Tile. Spikes can be stacked up to 3 times. Flying Pokémon and those that Levitate are unaffected.	Special	★
Assist	Normal	Physical Status	---	15		The user performs the same Move as an Ally that is up to 2 tiles away's last move.	Self	★
Block	Normal	Physical Status	0	15	Restrained		Foe in front	★
Disable	Normal	Physical Status	0	15		The target cannot use the last move they used again for 3 rounds.	Foe in front	★
Defence Curl	Normal	Physical Status	0	15	Def Up 2	Rollout and Ice Ball have their Move Power increased by 1 if used next turn.	Self	★
Howl	Normal	Physical Status	0	15	Atk Up 2		Self	★
Leer	Normal	Physical Status	0	15	Def Down 2		Foe in front	★
Growl	Normal	Physical Status	0	15	Atk Down 2		Foes in Room	★
Stealth Rock	Rock	Physical Status	1	15		The user places rocks on 3 tiles in a 2-tile radius that damages if the Pokémon occupies the same tile. Can deal supereffective/not very effective damage.	Special	★
Automatize	Steel	Physical Status	0	15	Spe Up 2		Self	★
Withdraw	Water	Physical Status	0	15	Def Up 2		Self	★
Struggle Bug	Bug	Special	1	20	Sp.Atk Down 2		Foe up to 2 tiles ahead	★

Snarl	Dark	Special	1	20	Sp.Atk Down 2		Foe up to 2 tiles ahead	★
Twister	Dragon	Special	1	20	Flinch		Foe up to 2 tiles ahead	★
Thunder Shock	Electric	Special	1	20	Paralysed		Foe up to 2 tiles ahead	★
Draining Kiss	Fairy	Special	1	20		User heals for half the damage taken by the target	Foe up to 2 tiles ahead	★
Vacuum Wave	Fighting	Special	1	20		Has Priority	Foe up to 2 tiles ahead	★
Ember	Fire	Special	1	20	Burned		Foe up to 2 tiles ahead	★
Gust	Flying	Special	1	20	Confused		Foe up to 2 tiles ahead	★
Astonish	Ghost	Special	1	20	Flinch		Foe up to 2 tiles ahead	★
Absorb	Grass	Special	1	20		User heals for half the damage taken by the target	Foe up to 2 tiles ahead	★
Mud-Slap	Ground	Special	1	20	Blinded		Foe up to 2 tiles ahead	★
Powder Snow	Ice	Special	1	20	Frozen		Foe up to 2 tiles ahead	★
Round	Normal	Special	1	20		If another ally has used Round, increase move power by 1	Foe up to 2 tiles ahead	★
Acid	Poison	Special	1	20	Poisoned		Foe up to 2 tiles ahead	★
Confusion	Psychic	Special	1	20	Confused	Can use Decieve vs Intuition	Foe up to 2 tiles ahead	★
Power Gem	Rock	Special	1	20	Spe Down 2		Foe up to 2 tiles ahead	★
Mirror Shot	Steel	Special	1	20	Blinded		Foe up to 2 tiles ahead	★
Bubble	Water	Special	1	20	Spe Down 2		Foe up to 2 tiles ahead	★
Embargo	Dark	Special Status	0	15		Prevents Item Use for 3 rounds.	Foes in front	★
Torment	Dark	Special Status	0	15	Taunted	The target must use a different move each turn. Can use Influence vs Intuition	Foe up to 2 tiles ahead	★

Thunder Wave	Electric	Special Status	0	15	Paralysed		Foe in front	★
Charge	Electric	Special Status	0	15	Sp. Def Up 2	Next Electric move has its Move Power increased by 1	Self	★
Baby-Doll Eyes	Fairy	Special Status	0	15	Atk Down 2	Has Priority. Can use Influence vs Intuition	Foe up to 2 tiles ahead	★
Sweet Kiss	Fairy	Special Status	0	15	Confused	Can use Decieve vs Awareness	Foe in front	★
Will-O-Wisp	Fire	Special Status	0	15	Burned		Foe in front	★
Grudge	Ghost	Special Status	0	15		User gains the Grudge condition. The next Pokémon to attack them loses all PP of the last move they used.	Self	★
Leech Seed	Grass	Special Status	0	15		Target takes 1d6 damage at the end of their turn, and you heal for the amount rolled.	Foe in front	★
Mist	Ice	Special Status	0	15		The user and its allies cannot have stats lowered for 5 turns.	Allies in Room	★
Roar	Normal	Special Status	0	15		Pushes target up to your Influence modifier in tiles. Target takes 1d6 damage if they collide with a Pokémon or wall.	Foe in front	★
Supersonic	Normal	Special Status	0	15	Confused		Foe in front	★
Yawn	Normal	Special Status	0	15	Yawning		Foe in front	★
Smokescreen	Normal	Special Status	0	15	Blinded		Foe in front	★
Poison Powder	Poison	Special Status	0	15	Poisoned		Foe in front	★
Teleport	Psychic	Special Status	0	15		User teleports anywhere in the room, or returns to an adjacent Tile of an Ally if they are far off from their Team.	Self	★
Hypnosis	Psychic	Special Status	0	15	Asleep		Foe in front	★
Water Sport	Water	Special Status	0	15		Fire type moves deal half damage for 5 turns.	Room	★
[Name]	[Type]	[Category]	[Power]	[PP]	Conditions	Other Effects	[Targets]	[LEVEL]
Pounce	Bug	Physical	2	20	Spe Down 2		Foe up to 2 tiles ahead	★★
Bug Bite	Bug	Physical	2	20		Eats targets held Berry	Foe in front	★★

U-Turn	Bug	Physical	3	20		User switches place with an ally within 2 tiles.	Foe in front	★★
Pursuit	Dark	Physical	2	20		When this Move is used as an Opportunity Strike, its damage is doubled instead of halved.	Foe in front	★★
Sucker Punch	Dark	Physical	2	20		Has Priority.	Foe in front	★★
Beat Up	Dark	Physical	1	15		Move power increases by 1 for every ally within a 1-tile range of the target.	Foe in front	★★
Knock Off	Dark	Physical	2	20		Removes opponent's held item.	Foe in front	★★
Night Slash	Dark	Physical	2	20		Scores a Critical Hit on a 5-6.	Foe in front	★★
Dragon Claw	Dragon	Physical	2	20		Scores a Critical Hit on a 5-6.	Foe in front	★★
Thunder Fang	Electric	Physical	3	20	Paralyzed		Foe in front	★★
Volt Switch	Electric	Physical	2	20		User switches place with a nearby ally.	Foe in front	★★
Play Rough	Fairy	Physical	3	20	Atk Down 2		Foe in front	★★
Low Kick	Fighting	Physical	---	20		Power varies based on size. Power is 1d6 to Tiny, 2d6 to Small and Medium, 3d6 to Large, and 4d6 to Huge	Foe in front	★★
Rock Smash	Fighting	Physical	2	20	Def Down 2	Breaks Walls	Foe in front	★★
Power-Up Punch	Fighting	Physical	2	15		Roll a d6 after damage has been dealt. On a 5-6, Atk Up 2.	Foe in front	★★
Rolling Kick	Fighting	Physical	3	20		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★
Fire Fang	Fire	Physical	3	20	Burned		Foe in front	★★
Fire Lash	Fire	Physical	2	15		Pulls the target one tile toward the user.	Foe up to 2 tiles ahead	★★
Air Cutter	Flying	Physical	2	20		Scores a Critical Hit on a 5-6.	Foe in front	★★
Shadow Sneak	Ghost	Physical	2	20		Has Priority	Foe in front	★★
Razor Leaf	Grass	Physical	2	20		Scores a Critical Hit on a 5-6.	Foe in front	★★
Needle Arm	Grass	Physical	3	20		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★
Vine Whip	Grass	Physical	2	20		Pulls the target one tile toward the user.	Foe up to 2 tiles ahead	★★
Stomping Tantrum	Ground	Physical	1	15		Increase move power by 1 if the user did not score a Critical Hit on their previous Move.	Foes within 1-tile range	★★
Ice Fang	Ice	Physical	3	20	Frozen		Foe in front	★★
Avalanche	Ice	Physical	2	15		Increase move power by 1 if the user went last.	Foes within 1-tile range	★★

Pay Day	Normal	Physical	3	15		If target is defeated, and has been hit by this move atleast once, they drop 50-100 Poke.	Foe in front	★★
Headbutt	Normal	Physical	3	20		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★
Rapid Spin	Normal	Physical	1	15	Spe Up 2	Removes traps and hazards in the room.	Foes within 1-tile range	★★
Dizzy Punch	Normal	Physical	3	20	Confused		Foe in front	★★
Poison Fang	Poison	Physical	3	15	Badly Poisoned		Foe in front	★★
Psyshield Bash	Psychic	Physical	2	10		Roll a d6 after damage has been dealt. On a 5-6, Def Up 2.	Foe in front	★★
Rock Throw	Rock	Physical	3	15		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★
Smack Down	Rock	Physical	3	15		Target does not gain any benefit from Flying or Levitate for 1 round.	Foe in front	★★
Salt Cure	Rock	Physical	2	10		Deals 1d6 every turn. The target can make a Physical Status Check at the end of each of its turns to end the condition.	Foe in front	★★
Magnet Bomb	Steel	Physical	2	15	Restrained		Foe in front	★★
Metal Claw	Steel	Physical	2	15		Roll a d6 after damage has been dealt. On a 5-6, Atk Up 2.	Foe in front	★★
Clamp	Water	Physical	1	15	Trapped		Foe in front	★★
Flip Turn	Water	Physical	3	20		User switches place with an ally within 2 tiles.	Foe in front	★★
Aqua Cutter	Water	Physical	2	15		Scores a Critical Hit on a 5-6.	Foe in front	★★
Aqua Jet	Water	Physical	2	20		Has Priority	Foe up to 2 tiles ahead	★★
Defend Order	Bug	Physical Status	0	10	Def Up 2. Sp.Def Up 2.		Self	★★
Sticky Web	Bug	Physical Status	0	15	Spe Down 2	The user places a Sticky Web that slows if the Pokémon enters the same Tile. Webs can be stacked up to 3 times. Flying Pokémon and those that Levitate are unaffected.	Room	★★
Switcheroo	Dark	Physical Status	0	15		You replace your current Held Item with the Foe's. Can use Sneak vs Awareness	Foe up to 2 tiles ahead	★★
Hone Claws	Dark	Physical Status	0	15	Atk Up 2	The user's next Physical Move increases its range by 1 tile.	Self	★★
Torment	Dark	Physical Status	0	15		Target cannot use the same Move twice in a row. Can use Influence vs Intuition	Foe up to 2 tiles ahead	★★
Dragon Dance	Dragon	Physical Status	0	15	Atk Up 2. Spe Up 2.		Self	★★
Charm	Fairy	Physical Status	0	15	Atk Down 4	Can use Influence vs Intuition	Foe up to 2 tiles ahead	★★

Bulk Up	Fighting	Physical Status	0	15	Atk Up 2. Def Up 2.	User's size increases by one stage.	Self	★★
Feather Dance	Flying	Physical Status	0	15	Atk Down 4		Foe up to 2 tiles ahead	★★
Roost	Flying	Physical Status	2	15		User heals for the amount rolled, but is unable to be Flying or Levitating for 1 round.	Self	★★
Curse	Ghost	Physical Status	1	15		If User is Non-Ghost Type, Spe Down 2, Atk Up 2, Def Up 2. If User is Ghost Type, lose 1d6 health, but the target takes 1d6 health per turn.	Self/Foe up to 2-tiles ahead	★★
Cotton Guard	Grass	Physical Status	0	15	Def Up 4		Self	★★
Synthesis	Grass	Physical Status	2	15		User heals for the amount rolled. Healing increases by 2d6 in Harsh Sunlight. Loses 1d6 healing in other Weather.	Self	★★
Sand Attack	Ground	Physical Status	0	15	Blinded		Foes in a 1-tile range	★★
Swords Dance	Normal	Physical Status	0	15	Atk Up 4		Self	★★
Helping Hand	Normal	Physical Status	0	15		The target's next move gains 2d6 damage	Ally in front	★★
Foresight	Normal	Physical Status	0	15		Target can be hit by Normal and Fighting Moves. Target no longer benefits from Illusions or Invisibility. Can use Intuition vs Deceive.	Foe up to 2-tiles ahead	★★
Double Team	Normal	Physical Status	0	15		User makes an illusory double. Whenever attacked, roll a 1d6. If 1-3, User is hit. If 4-6, illusory double is hit and disappears.	Self	★★
Screech	Normal	Physical Status	0	15	Def Down 4		Foe up to 2-tiles ahead	★★
Growth	Normal	Physical Status	0	15	Atk Up 2. Sp.Atk Up 2.	User's size increases by one stage.	Self	★★
Minimize	Normal	Physical Status	0	15	Def Up 2. Sp. Def Up 2.	User's size decreases by one stage.	Self	★★
Toxic Spikes	Poison	Physical Status	0	15		The user places 3 spikes in a 2-tile radius that Poison if the Pokémon enters the same tile. Can be stacked, causing Badly Poisoned. Flying Pokémon and those that Levitate are unaffected.	Room	★★
Coil	Poison	Physical Status	0	15	Atk Up 2. Def Up 2.	User's size decreases by one stage.	Self	★★
Barrier	Psychic	Physical Status	0	15	Def Up 4		Self	★★
Rest	Psychic	Physical Status	0	15	Asleep	User falls Asleep, and regains full HP at the start of their next turn.	Self	★★
Agility	Psychic	Physical Status	0	15	Spe Up 4		Self	★★

Tar Shot	Rock	Physical Status	0	15	Spe Down 2	Target takes 1d6 extra damage from Fire moves until the start of your next round.	Foe up to 2-tiles ahead	★★
Rock Polish	Rock	Physical Status	0	15	Spe Up 4		Self	★★
Iron Defence	Steel	Physical Status	0	15	Def Up 4		Self	★★
Shift Gear	Steel	Physical Status	0	15	Atk Up 2. Spe Up 2.		Self	★★
Signal Beam	Bug	Special	2	15	Confused		Foe up to 4 tiles ahead	★★
Infestation	Bug	Special	2	15	Trapped		Foe up to 4 tiles ahead	★★
Dark Pulse	Dark	Special	2	15		Roll a d6 after damage has been dealt. On a 6, the target(s) is Flinched.	Foes in a 1-tile range	★★
Dragon Breath	Dragon	Special	2	15	Paralysed		Foe up to 4 tiles ahead	★★
Electroweb	Electric	Special	2	15	Spe Down 2		Foe up to 4 tiles ahead	★★
Electro Ball	Electric	Special	2	15		Move power increases by 1 if faster than the target.	Foe up to 4 tiles ahead	★★
Charge Beam	Electric	Special	1	15		Roll a d6 after damage has been dealt. On a 5-6, Sp.Atk Up 2.	Foe up to 4 tiles ahead	★★
Overdrive	Electric	Special	1	15	Frightened		Foes in a 1-tile range	★★
Disarming Voice	Fairy	Special	1	15			Foes in a 1-tile range	★★
Dazzling Gleam	Fairy	Special	2	15	Blinded		Foe up to 4 tiles ahead	★★
Aura Sphere	Fighting	Special	2	15		Scores a Critical Hit on a 5-6.	Foe up to 4 tiles ahead	★★
Fire Spin	Fire	Special	2	15	Trapped		Foe up to 4 tiles ahead	★★
Flame Burst	Fire	Special	2	15		*If there is a Pokémon adjacent to the target, it also takes damage equal to half the damage rolled.	Foe up to 4 tiles ahead*	★★
Incinerate	Fire	Special	2	15		Burns up the target's held Berry	Foe up to 4 tiles ahead*	★★
Air Slash	Flying	Special	2	15		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe up to 4 tiles ahead	★★

Hex	Ghost	Special	1	15		Increase move power by 1 if the target has a Status Condition.	Foe up to 4 tiles ahead	★★
Mega Drain	Grass	Special	2	15		User heals for half the damage taken by the target.	Foe up to 4 tiles ahead	★★
Mud Shot	Ground	Special	2	15	Spe Down 2		Foe up to 4 tiles ahead	★★
Icy Wind	Ice	Special	2	15	Spe Down 2		Foe up to 4 tiles ahead	★★
Uproar	Normal	Special	1	15		All Pokémon in the Room cannot fall Asleep for 5 turns.	Foes in a 1-tile range	★★
Sonicboom	Normal	Special	1	15		Target is pushed 2 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe up to 4 tiles ahead	★★
Echoed Voice	Normal	Special	1	15		Increase move power by 1 if used in the previous turn.	Foes in a 1-tile range	★★
Tri Attack	Normal	Special	2	15		Roll a d6 to determine Status Condition. On a 1-2, Burn. On a 3-4, Paralyzed. On a 5-6, Frozen.	Foe up to 4 tiles ahead	★★
Acid Bomb	Poison	Special	2	20	Sp.Def Down 2		Foe up to 4 tiles ahead	★★
Sludge	Poison	Special	2	15	Poisoned		Foe up to 4 tiles ahead	★★
Venoshock	Poison	Special	2	15		Move power increases by 1 if the target is Poisoned	Foe up to 4 tiles ahead	★★
Psybeam	Psychic	Special	2	15	Confused		Foe up to 4 tiles ahead	★★
Ancient Power	Rock	Special	2	15		Roll a d6 after damage has been dealt. On a 6, Atk Up 2, Sp.Atk Up 2, Def Up 2, Sp.Def Up 2, Spe Up 2.	Foe up to 4 tiles ahead	★★
Flash Cannon	Steel	Special	2	15	Blinded		Foe up to 4 tiles ahead	★★
Whirlpool	Water	Special	2	15	Trapped		Foe up to 4 tiles ahead*	★★
Octazooka	Water	Special	2	15	Blinded		Foe up to 4 tiles ahead*	★★
Water Pulse	Water	Special	2	15	Confused		Foe up to 4 tiles ahead	★★
Nasty Plot	Dark	Special Status	0	15	Sp.Atk Up 4		Self	★★
Snatch	Dark	Special Status	0	15		Has Priority. Whenever a Pokémon in the Room heals or changes their Stats this turn, you steal it for yourself.	Self	★★

Magnet Rise	Electric	Special Status	0	15		User gains Levitate for 5 turns	Self	★★
Aromatic Mist	Fairy	Special Status	0	15	Sp.Def Up 2		Ally up to 2 tiles ahead	★★
Floral Healing	Fairy	Special Status	2	15		Heals the target for the amount rolled.	Self or Ally up to 2 tiles ahead	★★
Defog	Flying	Special Status	0	15		Clears the room of all Hazards and Traps, and Screens	Room	★★
Confuse Ray	Ghost	Special Status	0	15	Confused	Can use Decieve vs Awareness	Foe up to 2 tiles ahead	★★
Spite	Ghost	Special Status	0	15		Target loses the PP of the last move they used	Foe in front	★★
Stun Spore	Grass	Special Status	0	15	Paralysed		Foes in a 1-tile range	★★
Worry Seed	Grass	Special Status	0	15		Target's Ability is changed to Insomnia.	Foe up to 2 tiles ahead	★★
Rototiller	Ground	Special Status	0	15	Atk Up 2. Sp.Atk Up 2.	Only Grass Type Pokémon can recieve this benefit.	Room	★★
Haze	Ice	Special Status	0	15		All stat changes are reset.	Room	★★
Confide	Normal	Special Status	0	15	Sp Atk Down 4	Can use Influence vs Intuition.	Foe up to 2 tiles ahead	★★
Attract	Normal	Special Status	0	15	Infatuated	Can use Influence vs Intuition.	Foe up to 2 tiles ahead	★★
Mean Look	Normal	Special Status	0	15	Frightened	Can use Influence vs Intuition.	Foe up to 2-tiles ahead	★★
Encore	Normal	Special Status	0	15		Target must use the same move again.	Foe up to 2 tiles ahead	★★
Toxic	Poison	Special Status	0	15	Badly Poisoned		Foe in front	★★
Trick	Psychic	Special Status	0	15		You replace your current Held Item with the Foe's. Can use Sneak vs Awareness	Foe up to 2 tiles ahead	★★
Ally Switch	Psychic	Special Status	0	15		User, or an Ally of their choice, swaps places with an Ally.	Room	★★
Cosmic Power	Psychic	Special Status	0	15	Def Up 2. Sp.Def Up 2.		Self	★★
Skill Swap	Psychic	Special Status	0	15		Target swaps Ability with the User.	Foe up to 2 tiles ahead	★★

Magic Coat	Psychic	Special Status	0	15		User gains Magic Coat Status for 4 turns.	Self	★★
Metal Sound	Steel	Special Status	0	15	Sp.Def Down 4		Foe up to 2 tiles ahead	★★
Aqua Veil	Water	Special Status	1	15		User heals for the amount rolled when used, and at the start of each subsequent turn for 4 rounds.	Self	★★
[Name]	[Type]	[Category]	[Power]	[PP]	Conditions	Other Effects	[Targets]	[LEVEL]
Pin Missile	Bug	Physical	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe in front	★★★
Fell Stinger	Bug	Physical	2	15		If Foe is KO'd by this move, Atk Up 2.	Foe in front	★★★
Fury Cutter	Bug	Physical	1	15		Move power increases by 1 when used in succession. This effect stacks to a maximum of Move Power 5. The move power is reset after a battle ends.	Foe in front	★★★
X-Scissor	Bug	Physical	4	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Steamroller	Bug	Physical	2	15		Move power increases by 1 if the target is smaller than you. Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★★
Assurance	Dark	Physical	3	15		Move power increases by 1 if damaged this turn.	Foe in front	★★★
Crunch	Dark	Physical	3	15	Def Down 2		Foe in front	★★★
Throat Chop	Dark	Physical	3	15	Silenced		Foe in front	★★★
Jaw Lock	Dark	Physical	2	15	Trapped	If the target is successfully Trapped, the User is also Restrained.	Foe in front	★★★
Foul Play	Dark	Physical	3	15		Move power increases by 1 if the target has increased their Attack.	Foe in front	★★★
Kowtow Cleave	Dark	Physical	3	15		Can use Deceive vs Intuition.	Foe in front	★★★
Wicked Blow	Dark	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Scale Shot	Dragon	Physical	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe in front	★★★
Dragon Darts	Dragon	Physical	2	15		Hits twice. The second Dragon Dart can be aimed at a separate target.	Foe up to 2 tiles ahead	★★★
Breaking Swipe	Dragon	Physical	2	15	Atk Down 2		Foes in a 1-tile range	★★★
Thunder Punch	Electric	Physical	3	15	Paralyzed		Foe in front	★★★
Wild Charge	Electric	Physical	4	15	Paralyzed	Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★
Alluring Voice	Fairy	Physical	2	15	Infatuated		Foes in a 1-tile range	★★★
Lumina Crash	Fairy	Physical	3	15	Sp.Atk Down 2		Foe in front	★★★

Cross Chop	Fighting	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Circle Throw	Fighting	Physical	3	15		Target is pushed 4 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe in front	★★★
Submission	Fighting	Physical	4	15		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★
Reversal	Fighting	Physical	2	15		Move power increases by 1 if the User is below 50% HP. Move power increases by 2 if the User is below 10% HP.	Foe in front	★★★
Force Palm	Fighting	Physical	3	15	Paralyzed		Foe in front	★★★
Drain Punch	Fighting	Physical	3	15		User heals for half the damage taken by the target	Foe in front	★★★
Arm Thrust	Fighting	Physical	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe in front	★★★
Brick Break	Fighting	Physical	3	15		Breaks Screens	Foe in front	★★★
Wake-Up Slap	Fighting	Physical	3	15		Move power increases by 1 if the target is Asleep.	Foe in front	★★★
Sky Uppercut	Fighting	Physical	3	15		Can hit Foes using Fly, Bounce or Sky Drop.	Foe in front	★★★
Blaze Kick	Fire	Physical	3	15		Target is pushed 4 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe in front	★★★
Fire Punch	Fire	Physical	3	15	Burned		Foe in front	★★★
Heat Crash	Fire	Physical	3	15		Move power increases by 1 if the target is two size categories smaller than you.	Foe in front	★★★
Bitter Blade	Fire	Physical	3			User heals for half the damage taken by the target	Foe in front	★★★
Acrobatics	Flying	Physical	3	15		Increase move power by 1 if the user is not holding an item.	Foe in front	★★★
Drill Peck	Flying	Physical	3	15		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★★
Fly (HM Only)	Flying	Physical	3	15		User becomes Invulnerable for 1 turn, and then damages the target on the 2nd turn. Can be used to Fly outside of the Dungeon.	Foe up to 6 tiles ahead	★★★
Sky Drop	Flying	Physical	3	15		User and target become Invulnerable for 1 turn, and then damages the target on the 2nd turn.	Foe in front	★★★
Phantom Force	Ghost	Physical	3	15		User becomes Invulnerable for 1 turn, and then damages the target on the 2nd turn.	Foe up to 6 tiles ahead	★★★
Shadow Claw	Ghost	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Shadow Punch	Ghost	Physical	2	15		Has Priority.	Foe up to 2 tiles ahead	★★★
Spirit Shackle	Ghost	Physical	3	15	Restrained		Foe in front	★★★
Leaf Blade	Grass	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Bullet Seed	Grass	Physical	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe up to 2 tiles ahead	★★★
Horn Leech	Grass	Physical	3	15		User heals for half the damage taken by the target	Foe in front	★★★

Dig	Ground	Physical	3	15		User becomes Invulnerable for 1 turn, and then damages the target on the 2nd turn. Can be used to escape the Dungeon.	Foe up to 6 tiles ahead	★★★
Bonemerang	Ground	Physical	2	15		Hits twice. The second Bonemerang can be aimed at a separate target.	Foe up to 2 tiles ahead	★★★
Drill Run	Ground	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Magnitude	Ground	Physical	---	15		Roll 1d6. On a 1-2, Move power is 2. On a 3-4, Move Power is 3. On a 5-6, Move Power is 4.	Room	★★★
High Horsepower	Ground	Physical	3	15		Roll a d6 after damage has been dealt. On a 5-6, Spe Up 2	Foe in front	★★★
Ice Ball	Ice	Physical	1	15		Roll in a direction until you hit a wall, hitting any target in the path. This move must be used for 4 turns consecutively. Move power increases by 1 for each use until it ends. Rollout ends if you do not hit a Pokémon.	All targets in path	★★★
Ice Punch	Ice	Physical	3	15	Frozen		Foe in front	★★★
Icicle Crash	Ice	Physical	3	15		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★★
Icicle Spear	Ice	Physical	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe in front	★★★
Fury Swipes	Normal	Physical	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe in front	★★★
Cut (HM Only)	Normal	Physical	3	15		Can Cut down trees in a Dungeon.	Foe in front	★★★
Strength (HM Only)	Normal	Physical	3	15		Target is pushed 4 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage. Having Strength auto-succeeds Strength checks.	Foe in front	★★★
Slash	Normal	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Chip Away	Normal	Physical	3	15		Ignores stat changes in the target's Defence	Foe in front	★★★
Take Down	Normal	Physical	4	15		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★
Mega Punch	Normal	Physical	3	15		Target is pushed 4 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe in front	★★★
Body Slam	Normal	Physical	3	15	Paralyzed		Foe in front	★★★
Flail	Normal	Physical	2	15		Move power increases by 1 if the User is below 50% HP. Move power increases by 2 if the User is below 10% HP.	Foe in front	★★★
Hyper Fang	Normal	Physical	3	15		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★★
Cross Poison	Poison	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Poison Tail	Poison	Physical	3	15		Target is pushed 4 tiles away. If they collide with a wall or a Pokémon, they are Poisoned.	Foe in front	★★★
Psychic Noise	Psychic	Physical	2	15	Silenced		Foes in a 1-tile range	★★★

Psycho Cut	Psychic	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Zen Headbutt	Psychic	Physical	3	15		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★★
Psychic Fangs	Psychic	Physical	3	15		Destroys Light Screen and Reflect if standing in the screen or attacking a foe standing in the screen.	Foe in front	★★★
Rock Slide	Rock	Physical	2	15		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foes in a 1-tile range	★★★
Stone Edge	Rock	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Rock Blast	Rock	Physical	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe in front	★★★
Rollout	Rock	Physical	1	15		Roll in a direction until you hit a wall, hitting any target in the path. This move must be used for 4 turns consecutively. Move power increases by 1 for each use until it ends. Rollout ends if you do not hit a Pokémon.	All targets in path	★★★
Anchor Shot	Steel	Physical	3	15	Restrained		Foe in front	★★★
Meteor Mash	Steel	Physical	3	15		Roll a d6 after damage has been dealt. On a 5-6, Atk Up 2	Foe in front	★★★
Iron Tail	Steel	Physical	3	15		Target is pushed 4 tiles away. If they collide with a wall or a Pokémon, Def Down 2	Foe in front	★★★
Gyro Ball	Steel	Physical	3	15		Increase move power by 1 if the target is faster.	Foe in front	★★★
Heavy Slam	Steel	Physical	3	15		Move power increases by 1 if the target is smaller than you.	Foe in front	★★★
Dive (HM Only)	Water	Physical	3	15		User becomes Invulnerable for 1 turn, and then damages the target on the 2nd turn. Can be used to Dive outside the Dungeon.	Foe up to 6 tiles ahead	★★★
Waterfall (HM Only)	Water	Physical	3	15		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★★
Fishious Rend	Water	Physical	3	15		Move power increases by 1 if damaged this turn.	Foe in front	★★★
Surging Strikes	Water	Physical	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe in front	★★★
Liquidation	Water	Physical	3	15	Def Down 2		Foe in front	★★★
Crabhammer	Water	Physical	3	15		Scores a Critical Hit on a 5-6.	Foe in front	★★★
Aqua Step	Water	Physical	3	15		Roll a d6 after damage has been dealt. On a 5-6, Spe Up 2	Foe in front	★★★
Aqua Tail	Water	Physical	3	15		Target is pushed 4 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe in front	★★★
Heal Order	Bug	Physical Status	3	10		User heals for the amount rolled.	Self or Ally up to 2 tiles away	★★★
Parting Shot	Dark	Physical Status	0	10	Atk Down 2, Sp. Atk Down 2	User also switches place with an Ally up to 4 tiles away	Foe in front	★★★

Clangorous Soul	Dragon	Physical Status	3	5	All Stats Up 2	Deals damage to User based on the number rolled.	Self	★★★
Eerie Impulse	Electric	Physical Status	0	10	Sp. Atk Down 6		Foe up to 2 tiles away	★★★
Coaching	Fighting	Physical Status	0	10	Atk Up 2, Def Up 2		Ally up to 2 tiles way	★★★
Detect	Fighting	Physical Status	0	5		User is Invulnerable this turn. If used in succession, roll a d6. On a 1-4, the move fails to activate. Using a third time in succession, or using a similar move in succession always fails. Has Priority.	Self	★★★
Quick Guard	Fighting	Physical Status	0	10		The user protects itself and its allies from priority moves this turn.	Self and Allies up to 2 tiles away	★★★
Octolock	Fighting	Physical Status	0	10	Restrained	User is also Restrained. At the beginning of each turn the target takes whilst Restrained, Def Down 2, Sp. Def Down 2.	Foe in front	★★★
Cotton Spore	Grass	Physical Status	0	15	Spe Down 4		Foes in a 1-tile range	★★★
Spore	Grass	Physical Status	0	10	Asleep		Foes in a 1-tile range	★★★
Strength Sap	Grass	Physical Status	0	10	Atk Down 2	User is healed equal to the target's Attack Modifier. This is applied before stats are lowered.	Foe in front	★★★
Shore Up	Ground	Physical Status	3	10		User heals for the amount rolled. Healing increases by 2d6 in Sandstorm.	Self	★★★
Teeter Dance	Normal	Physical Status	0	10	Confused		Foes in a 1-tile range	★★★
Belly Drum	Normal	Physical Status	4	10	Atk Up 6	User takes the number rolled in damage.	Self	★★★
Camouflage	Normal	Physical Status	0	10	Invisible		Self	★★★
Noble Roar	Normal	Physical Status	0	15	Atk Down 2, Sp. Atk Down 2	Pushes target up to your Influence modifier in tiles. Target takes 1d6 damage if they collide with a Pokémon or wall.	Foe in front	★★★
Protect	Normal	Physical Status	0	5		User is Invulnerable this turn. If used in succession, roll a d6. On a 1-4, the move fails to activate. Using a third time in succession, or using a similar move in succession always fails. Has Priority.	Self	★★★
Recycle	Normal	Physical Status	0	10		User recovers their used held item.	Self	★★★
Shell Smash	Normal	Physical Status	0	5	Def Down 4, Sp.Def Down 4	Atk Up 4, Sp.Atk Up 4, Spe Up 4	Self	★★★
Slack Off	Normal	Physical Status	4	10		User heals for the amount rolled.	Self	★★★

Stockpile	Normal	Physical Status	2	10	Def Up 2, Sp. Def Up 2	Generates 1 Stockpile.	Self	★★★
Substitute	Normal	Physical Status	4	5		User takes the damage rolled, becomes Invulnerable, and creates a Substitute. The Substitute has 1/2 maximum HP of the User, and disappears when it has no HP.	Self	★★★
Swallow	Normal	Physical Status	---	10		User expends their Stockpile, and heals 2d6 for each Stockpile they have.	Self	★★★
Tidy Up	Normal	Physical Status	0	10		Clears the room of Spikes, Stealth Rock, Sticky Web, Toxic Spikes, and Substitute. User gains Atk Up 2, Spe Up 2.	Room	★★★
Whirlwind	Normal	Physical Status	0	10		Pushes target up to your Influence modifier in tiles. Target takes 1d6 damage if they collide with a Pokémon or wall.	Foes in Room	★★★
Reflect	Psychic	Physical Status	0	10		Conjure a Reflect Screen in front of you that is 5 tiles long and 1 tile wide for 5 turns. Physical Moves from foes that pass through this barrier deal half damage.	Special	★★★
Sandstorm	Rock	Physical Status	0	10		The weather becomes a Sandstorm.	Current Floor	★★★
Wide Guard	Rock	Physical Status	0	10		The user protects itself and its allies from moves that affect more than 1 target this turn. Has Priority.	Self and Allies up to 2 tiles away	★★★
Bug Buzz	Bug	Special	3	15	Sp. Def Down 2		Foe up to 4 tiles ahead	★★★
Pollen Puff	Bug	Special	2	15		Can be targeted at an ally to heal them instead of dealing damage.	Ally or Foe up to 4 tiles ahead	★★★
Night Daze	Dark	Special	2	15	Blinded		Foes in a 1-tile range	★★★
Dragon Pulse	Dragon	Special	2	15		Scores a Critical Hit on a 5-6.	Foes in a 1-tile range	★★★
Thunderbolt	Electric	Special	3	15	Paralyzed		Foe up to 4 tiles ahead	★★★
Parabolic Charge	Electric	Special	2	15		User heals for half the damage taken by the target.	Foe up to 4 tiles ahead	★★★
Moonblast	Fairy	Special	2	15	Sp. Atk Down 2		Foe up to 4 tiles ahead	★★★
Strange Steam	Fairy	Special	2	15	Confused		Foe up to 4 tiles ahead	★★★
Sacred Sword	Fighting	Special	2	15		Damage calculated using the user's Special Attack and the target's Defense.	Foes in a 1-tile range	★★★

Flamethrower	Fire	Special	3	15	Burned		Foe up to 4 tiles ahead	★★★
Torch Song	Fire	Special	2	15		Roll a d6 after damage has been dealt. On a 5-6, Sp.Atk Up 2.	Foe up to 4 tiles ahead	★★★
Magma Storm	Fire	Special	2	15	Trapped		Foe up to 4 tiles ahead	★★★
Hurricane	Flying	Special	2	15	Confused		Foes in a 1-tile range	★★★
Bitter Malice	Ghost	Special	3	15	Frozen		Foe up to 4 tiles ahead	★★★
Shadow Ball	Ghost	Special	3	15	Sp. Def Down 2		Foe up to 4 tiles ahead	★★★
Energy Ball	Grass	Special	3	15	Sp. Def Down 2		Foe up to 4 tiles ahead	★★★
Leaf Tomado	Grass	Special	2	15	Trapped		Foe up to 4 tiles ahead	★★★
Mega Drain	Grass	Special	2	15		User heals for half the damage taken by the target	Foe up to 4 tiles ahead	★★★
Trailblaze	Grass	Special	2	15		Roll a d6 after damage has been dealt. On a 5-6, Spe Up 2.	Foe up to 4 tiles ahead	★★★
Grass Knot	Grass	Special	2	15		Move power increases by 1 if the target is larger in size. Move power decreases by 1 if the target is smaller in size.	Foe up to 4 tiles ahead	★★★
Scorching Sands	Ground	Special	3	15	Burned		Foe up to 4 tiles ahead	★★★
Mud Bomb	Ground	Special	3	15	Blinded		Foe up to 4 tiles ahead	★★★
Glaciate	Ice	Special	2	15	Spe Down 2		Foes in a 1-tile range	★★★
Ice Beam	Ice	Special	3	15	Frozen		Foe up to 4 tiles ahead	★★★
Frost Breath	Ice	Special	2	15		Scores a Critical Hit on a 5-6.	Foe up to 4 tiles ahead	★★★
Revelation Dance	Normal	Special	2	15		Always matches the user's primary Type. Target is pushed 4 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe up to 4 tiles ahead	
Spike Cannon	Normal	Special	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe up to 4 tiles ahead	★★★
Hyper Voice	Normal	Special	2	15	Frightened	Targets are silenced for this round.	Foes in a 1-tile range	★★★

Razor Wind	Normal	Special	2	15		Charges on the first turn, Restraining the User. Attacks on the second turn.	Foes in Room	★★★
Snore	Normal	Special	3	15		User must be Asleep. Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foes in a 1-tile range	★★★
Spit Up	Normal	Special	---	10		User expends their Stockpile, and Move Power increase by 2 for each Stockpile they have.	Foe up to 4 tiles ahead	★★★
Terrain Pulse	Normal	Special	2	10		Move Power increases by 1 if there is Terrain in effect. Type changes based on the Terrain.	Foes in a 1-tile range	★★★
Weather Ball	Normal	Special	2	15		Move power increases by 1 in Weather, and damage type changes based on Weather. Fire-type during Harsh Sunlight, Water-type during Rain, Ice-type during Snow, Rock-type during Sandstorm.	Foe up to 4 tiles ahead	★★★
Sludge Bomb	Poison	Special	3	15	Poisoned		Foe up to 4 tiles ahead	★★★
Dream Eater	Psychic	Special	3	15		Target must be Asleep. Restores HP to the user equal to ½ the damage inflicted.	Foe up to 4 tiles ahead	★★★
Psychic	Psychic	Special	3	15	Sp. Def Down 2		Foe up to 4 tiles ahead	★★★
Psyshock	Psychic	Special	3	15		Damage calculated using the user's Special Attack and the target's Defense.	Foes in a 1-tile range	★★★
Flash Cannon	Steel	Special	3	15	Blinded		Foe up to 4 tiles ahead	★★★
Brine	Water	Special	2	15		Move power increases by 1 if the target is below 50% HP.	Foe up to 4 tiles ahead	★★★
Scald	Water	Special	3	15	Burned		Foe up to 4 tiles ahead	★★★
Water Shuriken	Water	Special	1	15		Roll a d6. This move attacks that many times. Reroll 6's.	Foe up to 4 tiles ahead	★★★
Rage Powder	Bug	Special Status	0	15	Taunted	Can use Influence vs Intuition.	Foes in a 1-tile range	★★★
Powder	Bug	Special Status	0	15		Primes the target to explode for 1 round. If the target takes Fire damage, the target and any Pokémon in a 1-tile radius takes 2d6 Fire damage.	Foe up to 4 tiles ahead	★★★
Quiver Dance	Bug	Special Status	0	5	Sp.Atk Up 2, Sp.Def Up 2, Spe Up 2		Self	★★★
Quash	Dark	Special Status	0	15		The target moves last this round.	Foe up to 4 tiles ahead	★★★
Electric Terrain	Electric	Special Status	0	15		Electric-Type Moves have their Move Power increased by 1. Pokémon on the ground no longer fall Asleep.	Room	★★★

Misty Terrain	Fairy	Special Status	0	15		This protects Pokémon on the ground from status conditions and halves damage from Dragon-type moves for five turns.	Room	★★★
Moonlight	Fairy	Special Status	3	15		User heals for the amount rolled. Loses 1d6 healing in Weather.	Self	★★★
Sunny Day	Fire	Special Status	0	15		The weather becomes Harsh Sunlight	Current Floor	★★★
Tailwind	Flying	Special Status	0	15	Spe Up 2	Lasts for 5 rounds.	Self & Allies in room	★★★
Destiny Bond	Ghost	Special Status	0	15		After using this move, if the user faints, the Pokémon that landed the knockout hit also faints. If used in succession, roll a d6. On a 1-4, the move fails to activate. Using a third time in succession always fails.	Foe up to 2 tiles ahead	★★★
Grassy Terrain	Grass	Special Status	0	15		Allies heal 1d6 at the start of their turn, and Grass type-moves increase in Move Power by 1.	Allies in Room	★★★
Snowscape	Ice	Special Status	0	15		The weather becomes a Snowstorm.	Current Floor	★★★
Wish	Normal	Special Status	6	15		User heals for the amount rolled at the end of their 2nd turn from when this move is used.	Self	★★★
Baton Pass	Normal	Special Status	0	15		The user switches places with an Ally, and passes along any stat changes and Wish.	Ally up to 6 tiles ahead	★★★
Flash	Normal	Special Status	0	10	Blinded		Room	★★★
Heal Bell	Normal	Special Status	0	10		User and Allies have their Status Condition healed.	Self & Allies in Room	★★★
Lucky Chant	Normal	Special Status	0	15		Foe Pokémon cannot land Critical Hits for five turns.	Room	★★★
Gastro Acid	Poison	Special Status	0	10		The target has its Ability nullified.	Foe up to 2 tiles ahead	★★★
Purify	Poison	Special Status	0	15		Target has their Status Condition healed. If a Status Condition is healed, the target also heals 2d6.	Self or Ally up to 4 tiles ahead	★★★
Venom Drench	Poison	Special Status	0	15	Atk Down 2, Sp. Atk Down 2, Spe Down 2	Target must be Poisoned	Foe up to 2 tiles ahead	★★★
Trick Room	Psychic	Special Status	0	15		Initiative order is reversed.	Room	★★★
Gravity	Psychic	Special Status	0	15		Flying-type or Levitating Pokémon can be hit by Ground-type moves. Moves that cause the User to fly can't be used. Fall damage increases by 2d6.	Room	★★★
Heal Pulse	Psychic	Special Status	4	10		Target is healed by the amount rolled.	Self or Ally up to 4 tiles away	★★★

Light Screen	Psychic	Special Status	0	10		Conjure a Light Screen in front of you that is 5 tiles long and 1 tile wide for 5 turns. Special Moves from foes that pass through this barrier deal half damage.	Special	★★★
Power Trick	Psychic	Special Status	0	15		User's Attack and Defence stats swap.	Self	★★★
Psychic Terrain	Psychic	Special Status	0	15		Psychic-Type Moves have their Move Power increased by 1. Priority Moves fail.	Room	★★★
Life Dew	Water	Special Status	1	15		User and Allies heal for the amount rolled at the end of their turns. This effect lasts for 5 rounds. It cannot be stacked.	Self and Allies in room	★★★
Rain Dance	Water	Special Status	0	15		The weather becomes Rain.	Current Floor	★★★
[Name]	[Type]	[Category]	[Power]	[PP]	Conditions	Other Effects	[Targets]	[LEVEL]
Megahorn	Bug	Physical	4	10		Target is pushed 6 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe in front	★★★★
Brutal Swing	Dark	Physical	3	10			Foes in a 1-tile range	★★★★
Ceaseless Edge	Dark	Physical	4	10		After damage is dealt, choose 3 tiles within 1-tile range of the target. Spikes are scattered at the chosen location(s).	Foe in front	★★★★
Darkest Lariat	Dark	Physical	4	10		Ignores changes to the target's Defence.	Foe in front	★★★★
Outrage	Dragon	Physical	2	10		Roll a d6. On a 1-2, the target is hit 1 time. On a 3-4, the target is hit 2 times. On a 5-6, the target is hit 3 times. User is Confused for 1 turn afterwards.	Foe in front	★★★★
Dragon Rush	Dragon	Physical	3	10	Frightened	If the User attacks from 2-tiles away, they move 1 tile toward the target.	Foe up to 2-tiles away	★★★★
Volt Tackle	Electric	Physical	5	10		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★★
Plasma Fists	Electric	Physical	4	10		For the remainder of this round, all Normal-type Moves become Electric-Type.	Foe in front	★★★★
Hi Jump Kick	Fighting	Physical	5	10		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★★
Close Combat	Fighting	Physical	5	10		After damage is dealt, User Def Down 2, Sp.Def Down 2	Foe in front	★★★★
Hammer Arm	Fighting	Physical	5	10	Spe Down 2		Foe in front	★★★★
Dynamic Punch	Fighting	Physical	4	10	Confused		Foe in front	★★★★
Flare Blitz	Fire	Physical	5	10		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★★
Sacred Fire	Fire	Physical	4	10	Burned		Foe in front	★★★★

Raging Fury	Fire	Physical	2	10		Roll a d6. On a 1-2, the target is hit 1 time. On a 3-4, the target is hit 2 times. On a 5-6, the target is hit 3 times. User is Confused for 1 turn afterwards.	Foe in front	★★★★
Brave Bird	Flying	Physical	5	10		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★★
Power Whip	Grass	Physical	3	10		Target is pulled up to 3 tiles to the User.	Foe up to 4 tiles ahead	★★★★
Wood Hammer	Grass	Physical	5	10		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★★
Solar Blade	Grass	Physical	5	10		Charges on the first turn, Restraining the User for 1 round, attacks on the second. Attacks on the first turn in Harsh Sunlight.	Foe in front	★★★★
Headlong Rush	Ground	Physical	3	10	Def Down 2	If the User attacks from 2-tiles away, they move 1 tile toward the target.	Foe up to 2-tiles away	★★★★
Earthquake	Ground	Physical	3	10			Room	★★★★
Ice Hammer	Ice	Physical	4	10	Spe Down 2		Foe in front	★★★★
Glacial Lance	Ice	Physical	4	10		Target is pushed 6 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe in front	★★★★
Skull Bash	Normal	Physical	5	10		Charges on the first turn, Restraining the User for 1 round, and gives the User Def Up 2. Attacks on the second turn.	Foe in front	★★★★
Double-Edge	Normal	Physical	5	10		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★★
Mega Kick	Normal	Physical	4	10		Target is pushed 6 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe in front	★★★★
Thrash	Normal	Physical	2	10		Roll a d6. On a 1-2, the target is hit 1 time. On a 3-4, the target is hit 2 times. On a 5-6, the target is hit 3 times. User is Confused for 1 turn afterwards.	Foe in front	★★★★
Hyper Drill	Normal	Physical	4	10		Can hit Invulnerable targets.	Foe in front	★★★★
Self-Destruct	Normal	Physical	6	10		User is KO'd after using this Move.	Foes in a 1-tile range	★★★★
Gunk Shot	Normal	Physical	4	10	Poisoned		Foe in front	★★★★
Psyblade	Psychic	Physical	3	10		Increase Move Power by 1 if in Electric Terrain	Foes in a 1-tile range	★★★★
Mighty Cleave	Rock	Physical	3	10			Foes in a 1-tile range	★★★★
Stone Axe	Rock	Physical	3	10		After damage is dealt, choose 3 tiles within 1-tile range of the target. Stealth Rocks are scattered at the chosen location(s).	Foe in front	★★★★
Metal Burst	Steel	Physical	---	10		Always goes last. The user deals damage equal to half of all damage they have taken this round.	Foes in a 1-tile range	★★★★
Iron Head	Steel	Physical	4	10		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe in front	★★★★

Steel Roller	Steel	Physical	4	10		Fails if there is no Terrain. Removes Terrain affecting the Room.	Foes in a 1-tile range	★★★★
Jet Punch	Water	Physical	3	10		Has Priority.	Foe up to 2-tiles away	★★★★
Wave Crash	Water	Physical	5	10		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★★
Silk Trap	Bug	Physical Status	0	5		User is Invulnerable this turn. If attacked this turn, the Foe gets Spe Down 2. If used in succession, roll a d6. On a 1-4, the move fails to activate. Using a third time in succession, or using a similar move in succession always fails. Has Priority.	Self	★★★★
Obstruct	Dark	Physical Status	0	5		User is Invulnerable this turn. If attacked this turn, the Foe gets Def Down 2. If used in succession, roll a d6. On a 1-4, the move fails to activate. Using a third time in succession, or using a similar move in succession always fails. Has Priority.	Self	★★★★
Burning Bulwark	Fire	Physical Status	0	5		User is Invulnerable this turn. If attacked this turn, the Foe is Burned. If used in succession, roll a d6. On a 1-4, the move fails to activate. Using a third time in succession, or using a similar move in succession always fails. Has Priority.	Self	★★★★
Spiky Shield	Grass	Physical Status	0	5		User is Invulnerable this turn. If attacked this turn, the Foe takes 1d6 damage. If used in succession, roll a d6. On a 1-4, the move fails to activate. Using a third time in succession, or using a similar move in succession always fails. Has Priority.	Self	★★★★
Baneful Bunker	Poison	Physical Status	0	5		User is Invulnerable this turn. If attacked this turn, the Foe is Poisoned. If used in succession, roll a d6. On a 1-4, the move fails to activate. Using a third time in succession, or using a similar move in succession always fails. Has Priority.	Self	★★★★
King's Shield	Steel	Physical Status	0	5		User is Invulnerable this turn. If attacked this turn, the Foe gets Atk Down 2. If used in succession, roll a d6. On a 1-4, the move fails to activate. Using a third time in succession, or using a similar move in succession always fails. Has Priority.	Self	★★★★
Draco Meteor	Dragon	Special	5	10		After damage has been dealt, User's Sp.Atk Down 4	Foe up to 6 tiles away	★★★★
Zap Cannon	Electric	Special	4	10	Paralyzed		Foe up to 6 tiles away	★★★★
Thunder	Electric	Special	3	10	Paralyzed	Choose a location within 6 tiles. This move deals damage to Foes in a 1-tile range of that location. Move power increases by 1 in Rain.	Special	★★★★
Wildbolt Storm	Electric	Special	3	10	Trapped		Foe up to 6 tiles away	★★★★
Springtide Storm	Fairy	Special	3	10	Trapped		Foe up to 6 tiles away	★★★★

Fleur Cannon	Fairy	Special	5	10		After damage has been dealt, User's Sp.Atk Down 4	Foe up to 6 tiles away	★★★★
Focus Blast	Fighting	Special	4	10	Sp. Def Down 2		Foe up to 6 tiles away	★★★★
Infernal Parade	Fire	Special	3	15	Burned	Move power increases by 1 if the target has a Status Condition.	Foe up to 4 tiles ahead	★★★★
Overheat	Fire	Special	5	10		After damage has been dealt, User's Sp.Atk Down 4	Foes up to 1-tile away	★★★★
Fire Blast	Fire	Special	3	10	Burned	Choose a location within 6 tiles. This move deals damage to Foes in a 1-tile range of that location.	Special	★★★★
Bleakwind Storm	Flying	Special	3	10	Trapped		Foe up to 6 tiles away	★★★★
Astral Barrage	Ghost	Special	4	10	Frightened		Foe up to 6 tiles away	★★★★
Giga Drain	Grass	Special	4	10		User heals for half the damage taken by the target	Foe up to 6 tiles away	★★★★
Solar Beam	Grass	Special	5	10		Charges on the first turn, Restraining the User for 1 round. Attacks on the second turn. Attacks on the first turn in Harsh Sunlight.	Foe up to 6 tiles away	★★★★
Petal Dance	Grass	Special	5	10		Roll a d6. On a 1-2, the target is hit 1 time. On a 3-4, the target is hit 2 times. On a 5-6, the target is hit 3 times. User is Confused for 1 turn afterwards.	Foe in front	★★★★
Leaf Storm	Grass	Special	5	10		After damage has been dealt, User's Sp.Atk Down 4	Foe up to 6 tiles away	★★★★
Earth Power	Ground	Special	3	10			Room	★★★★
Sandsear Storm	Ground	Special	3	10	Trapped		Foe up to 6 tiles away	★★★★
Freeze-Dry	Ice	Special	3	10		Move power increases by 1 if the target is Water-type	Foe up to 6 tiles away	★★★★
Boomburst	Normal	Special	4	10		Target is pushed 6 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe up to 6 tiles away	★★★★
Belch	Poison	Special	5	10		User must eat a held Berry to use this move.	Foe up to 6 tiles away	★★★★
Psystrike	Psychic	Special	4	10		Damage calculated using the user's Special Attack and the target's Defense.	Foe up to 6 tiles away	★★★★
Luster Purge	Psychic	Special	3	10	Blinded		Foes up to 1-tile away	★★★★
Mist Ball	Psychic	Special	4	10	Blinded		Foe up to 6 tiles away	★★★★

Future Sight	Psychic	Special	5	10		The target takes the damage of this move at the end of their 2nd turn from when this move is used. Cannot score a Critical Hit.	Foe up to 6 tiles away	★★★★
Psycho Boost	Psychic	Special	5	10		After damage has been dealt, User's Sp.Atk Down 4	Foe up to 6 tiles away	★★★★
Meteor Beam	Rock	Special	5	10		Charges on the first turn, Restraining the User for 1 round and gives User Sp.Atk Up 2. Attacks on the second turn.	Foe up to 6 tiles away	★★★★
Steel Beam	Steel	Special	5	10		Deals half the damage dealt back to the User as Recoil.	Foe up to 6 tiles away	★★★★
Hydro Pump	Water	Special	4	10		Target is pushed 6 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe up to 6 tiles away	★★★★
[Name]	[Type]	[Category]	[Power]	[PP]	Conditions	Other Effects	[Targets]	[LEVEL]
Hyperspace Fury	Dark	Physical	6	5	Def Down 2	Ignores Invulnerability	Foes in a 1-tile range	★★★★★
Glaive Rush	Dragon	Physical	6	5		User moves 6 tiles ahead, taking any Foe in their path with them. Any Foe hit in the charge takes the damage rolled. User takes double damage from Moves afterwards for 1 round.	All targets in path	★★★★★
Bolt Strike	Electric	Physical	6	5	Paralyzed	Choose a location within 6 tiles. This move deals damage to Foes in a 1-tile range of that location, and moves the User to that location, or an unoccupied space within 1-tile afterwards.	Special	★★★★★
Fusion Bolt	Electric	Physical	5	5	Paralyzed	Move Power increases by 1 if Fusion Flare has been used this turn.	Foe in front	★★★★★
Focus Punch	Fighting	Physical	7	5		Always goes last. This move fails if User is hit before using the move.	Foe in front	★★★★★
V-Create	Fire	Physical	7	5		After damage has been dealt, User's Def Down 4, Sp. Def Down 4, Spe Down 4	Foe in front	★★★★★
Sky Attack	Flying	Physical	5	5		Charges on the first turn, Restraining the User for 1 round. Attacks on the second turn. Scores a Critical Hit on a 5-6. Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foe up to 6 tiles ahead	★★★★★
Dragon Ascent	Flying	Physical	7	5		After damage has been dealt, User's Def Down 4, Sp. Def Down 4.	Foe in front	★★★★★
Shadow Force	Ghost	Physical	7	5		User becomes Invulnerable for 1 turn, and then damages the target on the 2nd turn. Can hit Invulnerable targets. Moves the User to an unoccupied space within 1-tile of the target afterwards.	Foe up to 6 tiles ahead	★★★★★
Petal Blizzard	Grass	Physical	4	5	Blinded		Foes in Room	★★★★★
Precipice Blades	Ground	Physical	6	5		Roll a d6 after damage has been dealt. On a 6, the target is Flinched.	Foes in a 1-tile range	★★★★★
Thousand Waves	Ground	Physical	4	5	Restrained		Foes in Room	★★★★★
Fissure	Ground	Physical	---	5		Roll a d6. On a 6, the target is KO'd.	Foe up to 6 tiles ahead	★★★★★

Freeze Shock	Ice	Physical	7	5	Paralyzed	Charges on the first turn, Restraining the User for 1 round, and gives User Atk Up 2. Attacks on the second turn.	Foe in front	★★★★★
Giga Impact	Normal	Physical	7	5		User cannot use a Move for 1 round after this Move.	Foe in front	★★★★★
Explosion	Normal	Physical	8	5		User is KO'd after using this Move.	Foes in a 2-tile range	★★★★★
Last Resort	Normal	Physical	7	5		This move can only be used if there is no remaining PP on any other Move.	Foe in front	★★★★★
Rock Wrecker	Rock	Physical	7	5		User cannot use a Move for 1 round after this Move.	Foe in front	★★★★★
Head Smash	Rock	Physical	7	5		Deals half the damage dealt back to the User as Recoil.	Foe in front	★★★★★
Gigaton Hammer	Steel	Physical	7	5		This move can't be used twice in a row.	Foe in front	★★★★★
Behemoth Bash	Steel	Physical	6	5	Def Up 2	Move power increases by 1 if the target is bigger.	Foe in front	★★★★★
Behemoth Blade	Steel	Physical	6	5	Atk Up 2	Move power increases by 1 if the target is bigger.	Foe in front	★★★★★
Silver Wind	Bug	Special	4	5		Roll a d6 after damage has been dealt. On a 6, Atk Up 2, Sp.Atk Up 2, Def Up 2, Sp.Def Up 2, Spe Up 2.	Foes in Room	★★★★★
Dark Void	Dark	Special	0	5	Asleep		Foes in Room	★★★★★
Dragon Energy	Dragon	Special	7	5		Move power reduces by 1 for each 10% of Health missing.	Foes in a 2-tile range.	★★★★★
Roar of Time	Dragon	Special	4	5	Restrained		Foes in Room	★★★★★
Spacial Rend	Dragon	Special	3	5		Scores a Critical Hit on a 5-6. Target is teleported to the User's choice of location in the Room.	Foes in Room	★★★★★
Core Enforcer	Dragon	Special	6	5		If the target has already used a move or used an Item in the same turn, suppresses the target's Ability while it remains in battle.	Foe up to 10 tiles ahead	★★★★★
Etemabeam	Dragon	Special	7	5		User cannot use a Move for 1 round after this Move.	Foe up to 10 tiles ahead	★★★★★
Dynamax Cannon	Dragon	Special	6	5		Move power increases by 1 if the target is bigger.	Foe up to 10 tiles ahead	★★★★★
Discharge	Electric	Special	4	5	Paralyzed		Foes in Room	★★★★★
Electroshot	Electric	Special	7	5		Charges on the first turn, Restraining the User for 1 round and gives User Sp.Atk Up 2. Attacks on the second turn. Hits on the first turn in Rain.	Foe up to 10 tiles ahead	★★★★★
Light of Ruin	Fairy	Special	7	5		Deals half the damage dealt back to the User as Recoil.	Foe up to 10 tiles ahead	★★★★★
Misty Explosion	Fairy	Special	7			User is KO'd after using this Move.	Foes in Room	★★★★★

Blast Burn	Fire	Special	7	5		User cannot use a Move for 1 round after this Move.	Foe up to 10 tiles ahead	★★★★★
Eruption	Fire	Special	7	5		Move power reduces by 1 for each 10% of Health missing.	Foes in a 2-tile range.	★★★★★
Mind Blown	Fire	Special	8	5		Choose a location within 4 tiles. This move deals damage to Foes in a 1-tile range of that location. Deals half the damage dealt back to the User as Recoil.	Special	★★★★★
Fusion Flare	Fire	Special	5	5	Burned	Move Power increases by 1 if Fusion Flare has been used this turn.	Foe up to 10 tiles ahead	★★★★★
Blue Flare	Fire	Special	6	5	Burned	Choose a location within 6 tiles. This move deals damage to Foes in a 1-tile range of that location.	Special	★★★★★
Heat Wave	Fire	Special	4	5	Burned		Foes in Room	★★★★★
Aeroblast	Flying	Special	5	5		Scores a Critical Hit on a 5-6. Target is pushed 10 tiles away. If they collide with a wall or a Pokémon, they take 1d6 damage.	Foe up to 10 tiles ahead	★★★★★
Oblivion Wing	Flying	Special	5	5		User heals for half the damage taken by the target.	Foe up to 10 tiles ahead	★★★★★
Ominous Wind	Ghost	Special	4	5		Roll a d6 after damage has been dealt. On a 6, Atk Up 2, Sp.Atk Up 2, Def Up 2, Sp.Def Up 2, Spe Up 2.	Foes in Room	★★★★★
Frenzy Plant	Grass	Special	7	5		User cannot use a Move for 1 round after this Move.	Foe up to 10 tiles ahead	★★★★★
Chloroblast	Grass	Special	7	5		Deals half the damage dealt back to the User as Recoil.	Foe up to 10 tiles ahead	★★★★★
Blizzard	Ice	Special	4	5	Frozen	Move Power increases by 1 in a Snowstorm.	Foes in Room	★★★★★
Ice Burn	Ice	Special	7	5	Burned	Charges on the first turn, Restraining the User for 1 round, and gives User Sp. Atk Up 2. Attacks on the second turn.	Foe up to 10 tiles ahead	★★★★★
Hyper Beam	Normal	Special	7	5		User cannot use a Move for 1 round after this Move.	Foe up to 10 tiles ahead	★★★★★
Sludge Wave	Poison	Special	4	5	Poisoned		Foes in Room	★★★★★
Prismatic Laser	Psychic	Special	7	5		User cannot use a Move for 1 round after this Move.	Foe up to 10 tiles ahead	★★★★★
Photon Geyser	Psychic	Special	5	5		This move inflicts damage using the Attack or Sp. Atk stat—whichever is higher for the user.	Foe up to 10 tiles ahead	★★★★★
Doom Desire	Steel	Special	7	5		The target takes the damage of this move at the end of their 2nd turn from when this move is used. Cannot score a Critical Hit. Ignores Invulnerability.	Foe up to 10 tiles ahead	★★★★★
Hydro Cannon	Water	Special	7	5		User cannot use a Move for 1 round after this Move.	Foe up to 10 tiles ahead	★★★★★
Origin Pulse	Water	Special	6	5	Confused		Foes in a 2-tile range.	★★★★★

Water Spout	Water	Special	7	5		Move power reduces by 1 for each 10% of Health missing.	Foe up to 10 tiles ahead	★★★★★
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MOVE GROUPS

BALL AND BOMBS MOVES

Move	Type	Category
Pollen Puff	Bug	Special
Electro Ball	Electric	Special
Zap Cannon	Electric	Special
Aura Sphere	Fighting	Special
Focus Blast	Fighting	Special
Shadow Ball	Ghost	Special
Energy Ball	Grass	Special
Mud Bomb	Ground	Special
Ice Ball	Ice	Physical
Weather Ball	Normal	Special
Acid Spray	Poison	Special
Sludge Bomb	Poison	Special
Mist Ball	Psychic	Special
Rock Wrecker	Rock	Physical
Gyro Ball	Steel	Physical
Magnet Bomb	Steel	Physical
Octazooka	Water	Special

BITING MOVES

Move	Type	Category
Bite	Dark	Physical

Move	Type	Category
Crunch	Dark	Physical
Jaw Lock	Dark	Physical
Thunder Fang	Electric	Physical
Fire Fang	Fire	Physical
Ice Fang	Ice	Physical
Hyper Fang	Normal	Physical
Poison Fang	Poison	Physical
Psychic Fangs	Psychic	Physical
Fishious Rend	Water	Physical

DANCE MOVES

Move	Type	Category
Quiver Dance	Bug	Status
Clangorous Soul	Dragon	Status
Dragon Dance	Dragon	Status
Feather Dance	Flying	Status
Petal Dance	Grass	Special
Swords Dance	Normal	Status
Teeter Dance	Normal	Status
Aqua Step	Water	Physical

SOUND-BASED MOVES

Move	Type	Category
Bug Buzz	Bug	Special
Parting Shot	Dark	Status
Snarl	Dark	Special
Clangorous Soul	Dragon	Status
Overdrive	Electric	Special
Alluring Voice	Fairy	Special
Disarming Voice	Fairy	Special
Torch Song	Fire	Special
Boomburst	Normal	Special
Confide	Normal	Status
Echoed Voice	Normal	Special
Growl	Normal	Status
Heal Bell	Normal	Status
Howl	Normal	Status
Hyper Voice	Normal	Special

Move	Type	Category
Noble Roar	Normal	Status
Roar	Normal	Status
Round	Normal	Special
Screech	Normal	Status
Snore	Normal	Special
Supersonic	Normal	Status
Uproar	Normal	Special
Psychic Noise	Psychic	Special
Metal Sound	Steel	Status

EXPLOSIVE MOVES

Move	Type	Category
Self-Destruct	Normal	Physical
Explosion	Normal	Physical
Mind Blown	Fire	Special
Misty Explosion	Fairy	Special

POWDER AND SPORE MOVES

Move	Type	Cat.
Powder	Bug	Status
Rage Powder	Bug	Status
Cotton Spore	Grass	Status
Sleep Powder	Grass	Status
Spore	Grass	Status
Stun Spore	Grass	Status
Poison Powder	Poison	Status

PULSE MOVES

Move	Type	Cat.
Dark Pulse	Dark	Special
Dragon Pulse	Dragon	Special
Aura Sphere	Fighting	Special
Terrain Pulse	Normal	Special
Heal Pulse	Psychic	Status
Origin Pulse	Water	Special
Water Pulse	Water	Special

PUNCHING MOVES

Move	Type	Cat.
Wicked Blow	Dark	Physical
Plasma Fists	Electric	Physical
Thunder Punch	Electric	Physical
Drain Punch	Fighting	Physical
Dynamic Punch	Fighting	Physical
Focus Punch	Fighting	Physical

Move	Type	Cat.
Hammer Arm	Fighting	Physical
Mach Punch	Fighting	Physical
Power-Up Punch	Fighting	Physical
Sky Uppercut	Fighting	Physical
Fire Punch	Fire	Physical
Shadow Punch	Ghost	Physical
Headlong Rush	Ground	Physical
Ice Hammer	Ice	Physical
Ice Punch	Ice	Physical
Comet Punch	Normal	Physical
Dizzy Punch	Normal	Physical
Mega Punch	Normal	Physical
Bullet Punch	Steel	Physical
Meteor Mash	Steel	Physical
Crabhammer	Water	Physical
Jet Punch	Water	Physical

SLICING MOVES

Move	Type	Category
Fury Cutter	Bug	Physical
X-Scissor	Bug	Physical
Ceaseless Edge	Dark	Physical
Kowtow Cleave	Dark	Physical
Night Slash	Dark	Physical
Sacred Sword	Fighting	Physical
Bitter Blade	Fire	Physical
Air Cutter	Flying	Special
Air Slash	Flying	Special
Leaf Blade	Grass	Physical
Razor Leaf	Grass	Physical
Solar Blade	Grass	Physical
Cut	Normal	Physical
Slash	Normal	Physical
Cross Poison	Poison	Physical
Psyblade	Psychic	Physical
Psycho Cut	Psychic	Physical
Mighty Cleave	Rock	Physical
Stone Axe	Rock	Physical
Behemoth Blade	Steel	Physical
Aqua Cutter	Water	Physical
Razor Shell	Water	Physical

WIND MOVES

Move	Type	Cat.
Twister	Dragon	Special
Wildbolt Storm	Electric	Special
Springtide Storm	Fairy	Special
Heat Wave	Fire	Special
Aeroblast	Flying	Special
Air Cutter	Flying	Special
Bleakwind Storm	Flying	Special
Gust	Flying	Special
Hurricane	Flying	Special
Tailwind	Flying	Status
Petal Blizzard	Grass	Physical
Sandsear Storm	Ground	Special
Blizzard	Ice	Special
Icy Wind	Ice	Special
Whirlwind	Normal	Status
Sandstorm	Rock	Status

APPENDICES F: LIST OF RARE QUALITIES

REQUIRES LEVEL 3

[Name]	[Effect]	[Prerequisite]	[Level Prerequisite]
Aerilate	Normal-Type Moves used by this Pokémon are now Flying-Type.	Flying-Type Pokémon	3
Anger Shell	Whenever this Pokémon takes damage from Physical Moves, this Pokémon gets Def Down 2, Sp.Def Down 2, Atk Up 2, Sp. Atk Up 2.	Pokémon with a shell	3
Bad Dreams	Whenever a Foe Pokémon is Asleep in the same Room as this Pokémon, they take 1d6 damage at the start of their turn.	Must know atleast 1 Move that causes the Asleep condition	3
Berserk	Whenever this Pokémon is reduced below 50% HP, the Pokémon has Sp.Atk Up 2.		3
Big Pecks	This Pokémon cannot have their Defence lowered.	Flying-Type Pokémon	3
Brick-Tough	When you take this Rare Quality, you add 5 x your Current Level to your HP total. You gain 5HP extra per Level Up from here-on.		3
Charismatic	This Pokémon gains Influence as a Major Skill.		3
Cheek Pouch	Whenever this Pokémon eats a Berry, they heal for 2d6 in addition to the Berry's effect.		3
Chlorophyll	This Pokémon doubles their Speed Stat when the Weather is Harsh Sunlight.	Grass-Type Pokémon	3
Compound-Eyes	This Pokémon cannot be Blinded. Whenever this Pokémon makes an Awareness Check, they get an additional 1d6 to their roll. This Pokémon's Visible Range in Dungeons is increased by 5.	Pokémon with segmented or more than two eyes	3
Corrosion	This Pokémon can afflict the Poisoned condition even on Steel-type and Poison-type Pokémon.	Poison-Type Pokémon	3
Curious Medicine	Whenever this Pokémon enters a Battle, Stat changes are reset for themselves and Team Members.		3
Deceptive	This Pokémon gains Deceive as a Major Skill.		3
Defeatist	This Pokémon has their Physical and Special Moves power increased by 1 when above 50% HP. When below 50% HP, their Move Power is decreased by 1.		3

Drunken Step	If this Pokémon is attacked whilst Confused, roll a d6. On a 1-3, the Move misses.		3
Dry Skin	If the Weather is Harsh Sunlight, this Pokémon takes 1d6 damage at the end of its turn. If the Weather is Rain, this Pokémon heals 1d6 at the end of its turn		3
Early Bird	This Pokémon wakes up from the Asleep at the start of their first turn whilst having the condition.		3
Ecologist	This Pokémon gains Ecology as a Major Skill.		3
Effect Spore	Whenever this Pokémon is attacked by a Physical Move, roll a d6. On a 5-6, the attacker gets a Status. Roll another d6 to determine Status. 1-2 is Poisoned, 3-4 is Paralyzed, 5-6 is Asleep.	Grass-Type Pokémon	3
Flame Body	Whenever this Pokémon is attacked by a Physical Move, roll a d6. On a 5-6, the attacker is Burned.	Fire-Type Pokémon	3
Flare Boost	Whenever this Pokémon is Burned, their Special Moves have their Move Power increased by 1.		3
Flash Fire	Whenever this Pokémon is attacked by a Fire-Type Move, they take no damage, and the Move Power of their Fire Type Moves increases by 1.	Fire-Type Pokémon	3
Frisk	Whenever this Pokémon enters a Battle, this Pokémon can check all Foe Pokémon's held item(s).		3
Galvanize	Normal-Type Moves used by this Pokémon are now Electric-Type.	Electric-Type Pokémon	3
Gluttony	Held berries are eaten at 75% HP or lower rather than 50%.		3
Goopy	Whenever this Pokémon is attacked by a Physical Move, the attacker gets Spe Down 2.	Pokémon that naturally emit slime or goo.	3
Grass Pelt	Whenever this Pokémon is on Grassy Terrain, they get Def Up 2.	Grass-Type Pokémon	3
Harvest	Whenever this Pokémon uses their Berry, roll a d6. On a 4-6, this Pokémon regains their Berry.	Grass-Type Pokémon	3
Healer	This Pokémon's Healing-based Moves have their Move Power increased by 1.	Must have atleast 1 move that restores HP.	3
Heatproof	This Pokémon takes half damage from Fire-Type Moves.		3
Honey Gather	Whenever this Pokémon finishes a Battle, roll a d6. On a 5-6, this Pokémon finds Honey.		3

Hustle	Whenever this Pokémon makes an Influence Check, they get an additional 1d6 to their roll.		3
Hydration	This Pokémon's Status Conditions are cured at the end of their turn when the Weather is Rain.	Water-Type Pokémon	3
Hyper Cutter	This Pokémon cannot have its Attack stat lowered.		3
Ice Body	If the Weather is a Snowstorm, this Pokémon gains 1d6 health at the end of their turn.	Ice-Type Pokémon	3
Immovable Object	This Pokémon cannot be pushed or teleported against their will.		3
Immunity	This Pokémon cannot be Poisoned.		3
Inner Focus	This Pokémon cannot be Flinched or affected by Intimidate.		3
Insomnia	This Pokémon cannot be Yawning or fall Asleep.		3
Intuitive	This Pokémon gains Intuition as a Major Skill.		3
Iron Fist	This Pokémon's Punching Moves have their Move Power increased by 1.		3
Justified	Whenever this Pokémon is damaged by a Dark-type Move, are Taunted or affected by Intimidate, this Pokémon gets Atk Up 2.		3
Keen Eye	Whenever this Pokémon makes an Awareness Check, they get an additional 1d6 to their roll. This Pokémon's Visible Range in Dungeons is increased by 5.		3
Klutz	Prevents the effects of the Held Item of this Pokémon from applying.		3
Leaf Guard	If the Weather is Harsh Sunlight, this Pokémon cannot be affected by Status Conditions.	Grass-Type Pokémon	3
Leave Half	An Apple, Max Ether, or Tiny Reviver Seed will remain in the Toolbox after this Pokémon uses a Big Apple, Perfect Apple, Max Elixir, or Reviver Seed.	Must have an Exploration Skill as a Minor or Major Skill	3
Levitate	This Pokémon always levitates off the ground, is immune to Ground-Type moves, Spikes, Toxic Spikes, Sticky Web, Traps, and Terrain.	Pokémon that naturally float or have wings	3
Limber	This Pokémon cannot be Paralyzed.		3
Liquid Ooze	Pokémon that use a Move that regains HP from attacking this Pokémon, take the damage they would have healed instead.	Poison-Type Pokémon	3
Logician	This Pokémon gains Logic as a Major Skill.		3

Lonely Courage	When no teammates are in the same Room as this Pokémon, all of their Moves have their Move Power increased by 1.		3
Magma Amour	This Pokémon cannot be Frozen. Any Item thrown at this Pokémon burn up.	Fire-Type Pokémon	3
Magnet Pull	Foe Steel-Type Pokémon have halved movement moving away from this Pokémon, and have doubled movement moving towards this Pokémon.	Electric-Type or Pokémon with inherent magnetism	3
Mega Launcher	This Pokémon's Pulse Moves have their Move Power increased by 1.		3
Mind Over Matter	Whenever this Pokémon steps on a Wonder Tile, its Status Condition is also restored.	Must have an Intellect Skill as a Minor or Major Skill	3
Minus	Whenever this Pokémon starts a Battle with a Team Member that has Plus, their Special Moves have their Move Power increased by 1.	Electric-Type & Steel-Type Pokémon	3
Natural Cure	Whenever this Pokémon finishes a Battle, all Status Conditions for them and their Team are cured.		3
No Guard	This Pokémon has the Move Power of all Moves increased by 1, but all Pokémon that attack them have their Move Power increased by 1.		3
Nontraitor	This Pokémon cannot hit allies in confusion		3
Oblivious	This Pokémon cannot be Infatuated or Taunted, or affected by Intimidate.		3
Overcoat	This Pokémon cannot be affected by powders, spores, or Sandstorm	Pokémon with armour or fur	3
Pickpocket	This Pokémon steals the Held Item from Pokémon that make a Physical Attack against them. Whenever this Pokémon makes a Stealth Check, they get an additional 1d6 to their roll.	Dark-Type Pokémon	3
Pixilate	Normal-Type Moves used by this Pokémon are now Fairy-Type.	Fairy-Type Pokémon	3
Plus	Whenever this Pokémon starts a Battle with a Team Member that has Minus, their Special Moves have their Move Power increased by 1.	Electric-Type & Steel-Type Pokémon	3
Poison Heal	Whenever this Pokémon ends their turn whilst Poisoned or Badly Poisoned, they do not take damage from being Poisoned, and instead heal for 1d6.		3

Poison Point	Whenever this Pokémon is attacked by a Physical Move, roll a d6. On a 5-6, the attacker is Poisoned.	Poison-Type Pokémon	3
Poison Touch	If this Pokémon uses a Physical Move, roll a d6. On a 6, that Pokémon is Poisoned.	Poison-Type Pokémon	3
PP Pouch	Whenever this Pokémon defeats a foe, the last move used to defeat that foe has its PP restored by 5.		3
Pressure	Pokémon that use a Move against this Pokémon use 2PP instead of 1.		3
Rain Dish	This Pokémon gains 1d6 health at the end of their turn whilst in Rain.	Grass-Type & Water-Type Pokémon	3
Rattled	Whenever this Pokémon is damaged by a Ghost-Type or Bug-Type Move or Frightened, this Pokémon gets Spe Up 2.		3
Reckless	This Pokémon's Recoil-Based Moves have their Move Power increased by 1.		3
Refrigerate	Normal-Type Moves used by this Pokémon are now Ice-Type.	Ice-Type Pokémon	3
Regenerator	Whenever this Pokémon finishes a Battle, this Pokémon and its Team Members heal 1d6.		3
Rivalry	This Pokémon has the Move Power of their Moves against Pokémon with the same gender increased by 1, and Move Power of their Moves against Pokémon with the opposite gender reduced by 1.	Male or Female Gender	3
Rock Head	This Pokémon takes no damage from Recoil.		3
Run Away	This Pokémon cannot be hit by a Move triggered by an Opportunity Strike.		3
Sand Rush	Whenever the Weather is a Sandstorm, this Pokémon's Speed stat is doubled.		3
Sand Stream	Whenever this Pokémon enters a Battle, the Current Floor's Weather becomes a Sandstorm.	Rock-Type & Ground-Type Pokémon	3
Sand Veil	Whenever the Weather is a Sandstorm, and this Pokémon is attacked, roll a d6. On a 1-3, the Move misses.		3
Scholar	This Pokémon gains Memory as a Major Skill.		3
Scrappy	This Pokémon can hit Ghost-type Pokémon with Normal- and Fighting-type moves. It is also unaffected by Intimidate.	Normal-Type & Fighting-Type Pokémon	3
Sharpness	This Pokémon's Cutting Moves have their Move Power increased by 1.		3

Simple	Whenever this Pokémon has a Stat Up or Stat Down, that effect is doubled.	IQ must be the lowest stat.	3
Slush Rush	When the Weather is a Snowstorm, this Pokémon's Speed stat is doubled.	Ice-Type Pokémon	3
Sneaky	This Pokémon gains Stealth as a Major Skill.		3
Snow Cloak	Whenever the Weather is a Snowstorm, and this Pokémon is attacked, roll a d6. On a 1-3, the Move misses.	Ice-Type Pokémon	3
Solar Powered	If the Weather is Harsh Sunlight, this Pokémon takes 1d6 damage at the end of its turn, but its Special Moves have their Move Power increased by 1.		3
Soundproof	This Pokémon is not affected by Sound-based Moves.		3
Stall	This Pokémon always moves last.		3
Star of the Show	This Pokémon's Sound-Based Moves have their Move Power increased by 1.		3
Static	Whenever this Pokémon is attacked by a Physical Move, roll a d6. On a 5-6, the attacker is Paralyzed.	Electric-Type Pokémon	3
Steadfast	Whenever this Pokémon is Flinched, they gain Spe Up 2. Whenever this Pokémon makes an Intuition Check, they get an additional 1d6 to their roll.		3
Sticky Hold	This Pokémon cannot have their Held Item taken away.		3
Strong Jaw	This Pokémon's Biting Moves have their Move Power increased by 1.		3
Sturdy	This Pokémon cannot be knocked out by a single hit as long as its HP is full. One-hit KO moves will also fail to knock it out.		3
Surge Surfer	Whenever this Pokémon is on Electric Terrain, they double their Speed Stat.	Electric-Type Pokémon	3
Swift Swim	This Pokémon doubles their Speed Stat in water tiles and when the Weather is Rain.	Water-Type Pokémon	3
Synchronize	If this Pokémon is burned, paralyzed, or poisoned by another Pokémon, that Pokémon will be inflicted with the same Status Condition.		3
Tangling Hair	When this Pokémon is hit by a Physical Move, Spe Down 2 for the attacking Pokémon	Has hair or tentacles	3

Telepathy	This Pokémon can speak telepathically. Whenever a Move is used by an Ally that could damage them, they take no damage.	Psychic-Type Pokémon	3
Thermal Exchange	Whenever this Pokémon is damaged by a Fire-Type Move, Atk Up 2.	Ice-Type Pokémon	3
Toxic Boost	Whenever this Pokémon is Poisoned or Badly Poisoned, their Physical Moves have their Move Power increased by 1.		3
Tracker	This Pokémon gains Tracking as a Major Skill.		3
Trapper	This Pokémon gains Traps as a Major Skill.		3
Triage	This Pokémon's Healing-based Moves have Priority.	Must have atleast 1 move that restores HP.	3
Unburden	Whenever this Pokémon uses or loses its Held Item, the Pokémon gets Spe Up 2.		3
Volt Absorb	Whenever this Pokémon is attacked by an Electric-Type Move, they are healed for the damage rolled instead of damaged.	Electric-Type Pokémon	3
Water Absorb	Whenever this Pokémon is attacked by a Water-Type Move, they take no damage and are healed for the damage rolled.	Water-Type & Grass-Type Pokémon	3
Water Compaction	Whenever this Pokémon is attacked by a Water-Type Move, this Pokémon gets Def Up 4.	Ground-Type Pokémon	3
Water Veil	This Pokémon cannot be Burned.	Water-Type Pokémon	3
Wind Rider	Whenever this Pokémon is in Tailwind or damaged by a Wind-based Move, Atk Up 2.		3

REQUIRES LEVEL 6

[Name]	[Effect]	[Prerequisite]	[Level Prerequisite]
Aroma Veil	This Pokémon and its Team Members cannot be affected by Moves that prevent the use of Moves.	Fairy-Type Pokémon	6
Bulletproof	This Pokémon takes no damage from Ball or Bomb Moves		6
Clear Body	This Pokémon cannot have their Stats lowered.		6
Colour Change	Whenever this Pokémon is hit by a damaging Move, their Type(s) will be changed to the type of the move that it was hit by.		6
Damp	This Pokémon dampens its surroundings, preventing explosions from Powder, Self-Destruct and Explosion.		6
Dancer	Whenever a Dance-based Move is used in the same Room as this Pokémon, this Pokémon copies that Move immediately.		6
Defiant	Whenever this Pokémon's stats are lowered, this Pokémon gains Atk Up 2.		6
Drizzle	Whenever this Pokémon enters a Battle, the Current Floor's Weather becomes Harsh Sunlight.		6
Drought	Whenever this Pokémon enters a Battle, the Current Floor's Weather becomes Rain.		6
Electric Surge	Whenever this Pokémon enters a Battle, the Room has the Electric Terrain effect for 5 turns.		6
Flower Gift	If the Weather is Harsh Sunlight, the Move Power of this Pokémon and its Team Members increases by 1.		6
Fluffy	This Pokémon takes half damage from Physical Moves, but double damage from Fire-Type Moves.	Pokémon with fur	6
Gale Wings	This Pokémon's Flying-Type Moves have Priority whenever they are at 100% HP.	Flying-Type Pokémon	6
Gorilla Tactics	This Pokémon's first Move in a Battle has its Move Power increased by 1, but cannot use any other Move for the rest of the Battle.		6
Grassy Surge	Whenever this Pokémon enters a Battle, the Room has the Grassy Terrain effect for 5 turns.		6

Guts	Whenever this Pokémon has a Status Condition, this Pokémon has the Move Power of their Physical Moves increased by 1.		6
Infiltrator	This Pokémon's Moves ignore Foe's barriers, substitutes, and Invulnerability. Whenever this Pokémon makes a Stealth Check, they get an additional 1d6 to their roll.	Sneak must be a Minor or Major Skill	6
Lightningrod	Whenever a Foe's Electric-type Move is used in the same Room or Hallway as this Pokémon, it is redirected and deals no damage, and the Pokémon with this ability gets Sp.Atk Up 2.	Electric-Type & Ground-Type Pokémon, or Pokémon with a horn	6
Liquid Voice	This Pokémon's Sound-based Moves now become Water-Type Moves.	Water-Type Pokémon	6
Long Reach	This Pokémon's Physical Moves that have a range of "Foe in Front" now have their range extended to "Foe up to 2-tiles away".		6
Magic Bounce	This Pokémon has permanent Magic Coat status.	Psychic-Type Pokémon	6
Magician	Whenever this Pokémon uses a damaging Move, it steals the Foe's Held Item. Items on the Dungeon Floor can be picked up from 4 tiles away.		6
Merciless	This Pokémon's Move Power is increased by 1 against Poisoned foes.	Poison-Type Pokémon	6
Mirror Armour	This Pokémon has permanent Magic Coat status.	Steel-Type Pokémon	6
Misty Surge	Whenever this Pokémon enters a Battle, the Room has the Misty Terrain effect for 5 turns.		6
Moody	Whenever this Pokémon ends their turn in battle, roll a d6. 1 for Atk, 2 for Def, 3 for Sp.Atk, 4 for Sp.Def, 5 for Spe, 6 for IQ. That stat is raised by 4. Roll another d6, and that stat is lowered by 2. No stat can be raised this way higher than 8.		6
Motor Drive	This Pokémon takes no damage from Electric-type moves. Instead, this Pokémon gets Spe Up 2.	Electric-Type & Steel-Type Pokémon	6
Moxie	Whenever this Pokémon knocks out a Foe, this Pokémon gets Atk Up 2.		6
Multiscale	Whenever this Pokémon takes damage at 100% HP, the damage is halved.		6
Narrow Focus	Moves used by this Pokémon in a Hallway will have their Move Power increased by 1.		6

Neutralizing Gas	Whenever this Pokémon enters a Battle, all Abilities in the Room are nullified.		6
Nimble	This Pokémon gains Movement as a Major Skill.	Must have Movement as a Minor Skill	6
Normalize	All moves (including status moves) used by this Pokémon become Normal-type instead of their usual type.	Normal-Type Pokémon	6
Pastel Veil	This Pokémon and its Team Members cannot be Poisoned.	Fairy-Type Pokémon	6
Perceptive	This Pokémon gains Awareness as a Major Skill.	Must have Awareness as a Minor Skill	6
Power of Alchemy	When this Pokémon KO's a Foe, they copy that Pokémon's Ability. This effect ends after leaving the current Floor.		6
Protosynthesis	Whenever the Weather is Harsh Sunlight, this Pokémon's highest stat modifier is increased by 2. Tied stats are determined by a d6 roll.		6
Psychic Surge	Whenever this Pokémon enters a Battle, the Room has the Psychic Terrain effect for 5 turns.		6
Queenly Majesty	Pokémon in the same Room as this Pokémon cannot use Moves that have Priority.	Sassy Nature	6
Resistant	This Pokémon gains Special Status Resistance as a Major Skill.	Must have Special Status Resistance as a Minor Skill	6
Riled Up	Whenever an Ally is damaged by a foe, this Pokémon gets Atk Up 2, Sp.Atk Up 2.		6
Ripen	Berries ripen when Held by this Pokémon. Ripened Berries have their effects doubled.	Grass-Type Pokémon	6
Sand Force	Whenever the Weather is a Sandstorm, this Pokémon's Rock-Type, Ground-Type, or Steel-Type Moves have their Move Power increased by 1.	Rock-Type, Ground-Type & Steel-Type Pokémon	6
Sap Sipper	Whenever this Pokémon is damaged by a Grass-Type Move, they take no damage, and get Atk Up 2.		6
Screen Cleaner	Whenever this Pokémon walks through a Light Screen or Reflect, it ends.		6







Shadow Tag	Opposing Pokémon cannot flee from the current room or Hallway in battle.	Ghost-Type & Psychic-Type Pokémon	6
Shield Dust	This Pokémon ignores the secondary effect of Moves.	Bug-Type Pokémon	6
Snow Warning	Whenever this Pokémon enters a Battle, the Current Floor's Weather becomes a Snowstorm.		6
Speed Boost	Whenever this Pokémon finishes their turn in Battle, they get Spe Up 2.		6
Steam Engine	This Pokémon and its Team Members cannot be affected by Moves that prevent the use of Moves.	Fire-Type Pokémon	6
Stench	When this Pokémon is hit by a Physical Move, roll a d6. On a 6, the attacker is Frightened.	Poison-Type Pokémon	6
Storm Drain	Whenever a Foe's Water-type Move is used in the same Room or Hallway as this Pokémon, it is redirected and deals no damage, and the Pokémon with this ability gets Sp.Atk Up 2.	Water-Type & Grass-Type Pokémon	6
Strong	This Pokémon gains Strength as a Major Skill.	Must have Strength as a Minor Skill	6
Sweet Veil	This Pokémon and its Team Members cannot fall Asleep in battle.	Grass-Type & Fairy-Type Pokémon	6
Thick Fat	Halves the damage from Fire-Type and Ice-Type Moves.		6
Tough	This Pokémon gains Endurance as a Major Skill.	Must have Endurance as a Minor Skill	6
Toxic Debris	Whenever this Pokémon is damaged by a Physical Move, Toxic Spikes are scattered at 3 tiles chosen in a 1-tile radius.	Poison-Type Pokémon	6
Truant	This Pokémon has the Move Power of their Physical Moves increased by 2, but cannot use a Move or use their Movement for their next turn.		6
Unbreakable	This Pokémon gains Physical Status Resistance as a Major Skill.	Must have Physical Status Resistance as a Minor Skill	6
Vital Spirit	This Pokémon cannot fall Asleep and gains 1d6 to Strength checks.		6
Weak Armour	Whenever this Pokémon takes damage from Physical Moves, this Pokémon gets Def Down 2, Spe Up 4.		6

REQUIRES LEVEL 9









[Name]	[Effect]	[Prerequisite]	[Level Prerequisite]
Bastion	This Pokémon takes half damage from Physical Moves.		9
Contrary	Attempts to boost the stats of this Pokémon lower them instead, and vice versa.		9
Friend Guard	Damage dealt to Team Members deal half damage. This effect cannot stack.	Friendship Track Cleared 4 Times.	9
Huge Power	This Pokémon has the Move Power of all Physical Moves increased by 1.		9
Protean	Whenever this Pokémon uses a Move, its Type changes to match the Move's Type.		9
Resistant	This Pokémon takes half damage from Special Moves.		9
Serene Grace	This Pokémon gains 1d6 to their Status Check whenever they apply an additional effect from their Physical or Special Moves.		9
Skill Link	This Pokémon's Multistrike Moves always hit 5 times.	Must know atleast 1 Multistrike Move	9
Super Luck	This Pokémon scores a Critical Hit on their Moves on a 5-6.		9

APPENDICES G: LIST OF ITEMS












FOOD

IMAGE	NAME	EFFECT WHEN EATEN	COST
	Apple	Can be used to fill half your belly for today.	25P
	Big Apple	You do not need to eat for the next day.	50P
	Perfect Apple	You do not need to eat for the next week.	500P
	Golden Apple	You do not need to eat for the next week, and you gain 1 Minor Skill of your choice.	2000P
	Grimy Food	Causes random Status Condition. Roll a 1d6. 1 - Poisoned 2 - Paralysed 3- Asleep 4 - Burned 5 - Confused 6 - Frozen	5P
	Tasty Honey	Can be used to fill half your belly for today.	25P








BERRIES













IMAGE	NAME	EFFECT WHEN EATEN OR THROWN (STRAIGHT LINE ONLY)	COST
	Cheri Berry	Heals Paralysed Status. When held, you can use a Reaction to eat the Berry to cure the status. Can be used to fill half your belly for today.	25P
	Chesto Berry	Cures Asleep Status. When held, you can use a Reaction to eat the Berry to cure the status. Can be used to fill half your belly for today.	25P
	Oran Berry	Restores HP by 100. When held, and you fall below 50% HP, you can use a Reaction to regain 25% of your HP. Can be used to fill half your belly for today.	50P
	Pecha Berry	Cures Poisoned Status. When held, you can use a Reaction to eat the Berry to cure the status. Can be used to fill half your belly for today.	25P
	Rawst Berry	Cures Burned Status. When held, you can use a Reaction to eat the Berry to cure the status. Can be used to fill half your belly for today.	25P
	Aspear Berry	Cures Frozen Status. When held, you can use a Reaction to eat the Berry to cure the status. Can be used to fill half your belly for today.	25P
	Sitrus Berry	Restores HP fully, and permanently increases max HP by 5. When held, and you fall below 50% HP, you can use a Reaction to regain 50% of your HP. Can be used to fill half your belly for today.	150P
	Leppa Berry	One Move of your choice regains 10PP. When held, you can use a Reaction to eat the Berry to restore a Move that has 0PP. Can be used to fill half your belly for today.	50P

	Persim Berry	Cures Confused Status. When held, you can use a Reaction to eat the Berry to cure the status. Can be used to fill half your belly for today.	25P
	Lum Berry	Cures any Status. When held, you can use a Reaction to eat the Berry to cure the status. Can be used to fill half your belly for today.	100P
	Iapapa Berry	Restores HP fully, and permanently increases max HP by 10. When held, and you fall below 50% HP, you can use a Reaction to regain 50% of your HP. Can be used to fill half your belly for today.	100P
	Chople Berry	When held, you eat the Berry as a Reaction to taking damage from a Fire-Type Move. It deals half of the damage it would normally do instead.	50P
	Passho Berry	When held, you eat the Berry as a Reaction to taking damage from a Water-Type Move. It deals half of the damage it would normally do instead.	50P
	Wacan Berry	When held, you eat the Berry as a Reaction to taking damage from an Electric-Type Move. It deals half of the damage it would normally do instead.	50P
	Rindo Berry	When held, you eat the Berry as a Reaction to taking damage from a Grass-Type Move. It deals half of the damage it would normally do instead.	50P
	Yache Berry	When held, you eat the Berry as a Reaction to taking damage from an Ice-Type Move. It deals half of the damage it would normally do instead.	50P
	Chople Berry	When held, you eat the Berry as a Reaction to taking damage from a Fighting-Type Move. It deals half of the damage it would normally do instead.	50P
	Kebia Berry	When held, you eat the Berry as a Reaction to taking damage from a Poison-Type Move. It deals half of the damage it would normally do instead.	50P
	Shuca Berry	When held, you eat the Berry as a Reaction to taking damage from a Ground-Type Move. It deals half of the damage it would normally do instead.	50P
	Coba Berry	When held, you eat the Berry as a Reaction to taking damage from a Flying-Type Move. It deals half of the damage it would normally do instead.	50P
	Payapa Berry	When held, you eat the Berry as a Reaction to taking damage from a Psychic-Type Move. It deals half of the damage it would normally do instead.	50P
	Tanga Berry	When held, you eat the Berry as a Reaction to taking damage from a Bug-Type Move. It deals half of the damage it would normally do instead.	50P
	Charti Berry	When held, you eat the Berry as a Reaction to taking damage from a Rock-Type Move. It deals half of the damage it would normally do instead.	50P
	Kasib Berry	When held, you eat the Berry as a Reaction to taking damage from a Ghost-Type Move. It deals half of the damage it would normally do instead.	50P
	Haban Berry	When held, you eat the Berry as a Reaction to taking damage from a Dragon-Type Move. It deals half of the damage it would normally do instead.	50P
	Colbur Berry	When held, you eat the Berry as a Reaction to taking damage from a Dark-Type Move. It deals half of the damage it would normally do instead.	50P
	Babiri Berry	When held, you eat the Berry as a Reaction to taking damage from a Steel-Type Move. It deals half of the damage it would normally do instead.	50P








	Chilan Berry	When held, you eat the Berry as a Reaction to taking damage from a Normal-Type Move. It deals half of the damage it would normally do instead.	50P
	Roseli Berry	When held, you eat the Berry as a Reaction to taking damage from a Fairy-Type Move. It deals half of the damage it would normally do instead.	50P
	Liechi Berry	When held, and you fall below 50% HP, your Attack Modifier raises by 2.	50P
	Ganlon Berry	When held, and you fall below 50% HP, your Defence Modifier raises by 2.	50P
	Salac Berry	When held, and you fall below 50% HP, your Speed Modifier raises by 2.	50P
	Petaya Berry	When held, and you fall below 50% HP, your Special Attack Modifier raises by 2.	50P
	Apicot Berry	When held, and you fall below 50% HP, your Special Defence Modifier raises by 2.	50P
	Lansat Berry	When held, and you fall below 25% HP, your Moves score a Critical Hit on a 5-6.	250P
	Starf Berry	When held, and you fall below 50% HP, roll a d6. The corresponding Stat Modifier raises by 4. On a 1, Attack. On a 2, Defence. On a 3, Special Attack. On a 4, Special Defence. On a 5, Speed. Reroll 6's.	250P
	Enigma Berry	When held, you eat the Berry as a Reaction to taking damage from a Super Effective Move. It deals half of the damage it would normally do instead.	250P
	Custap Berry	When held, you can eat the Berry as a Reaction when a Round of Battle begins. For this round, your Moves have Priority.	250P












GUMMIES

IMAGE	NAME	EFFECT WHEN EATEN	COST
	Black Gummi	Permanently raises IQ of dark types by 5. Can be used to fill half your belly for today.	250P
	Blue Gummi	Permanently raises IQ of water types by 5. Can be used to fill half your belly for today.	250P
	Brown Gummi	Permanently raises IQ of ground types by 5. Can be used to fill half your belly for today.	250P
	Clear Gummi	Permanently raises IQ of ice types by 5. Can be used to fill half your belly for today.	250P
	Gold Gummi	Permanently raises IQ of psychic types by 5. Can be used to fill half your belly for today.	250P
	Grass Gummi	Permanently raises IQ of grass types by 5. Can be used to fill half your belly for today.	250P
	Grey Gummi	Permanently raises IQ of rock types by 5. Can be used to fill half your belly for today.	250P








	Green Gummi	Permanently raises IQ of bug types by 5. Can be used to fill half your belly for today.	250P
	Mysterious Gummi	Permanently raises IQ of all types by 10. Can be used to fill half your belly for today.	500P
	Orange Gummi	Permanently raises IQ of fighting types by 5. Can be used to fill half your belly for today.	250P
	Pink Gummi	Permanently raises IQ of poison types by 5. Can be used to fill half your belly for today.	250P
	Purple Gummi	Permanently raises IQ of ghost types by 5. Can be used to fill half your belly for today.	250P
	Red Gummi	Permanently raises IQ of fire types by 5. Can be used to fill half your belly for today.	250P
	Royal Gummi	Permanently raises IQ of dragon types by 5. Can be used to fill half your belly for today.	250P
	Silver Gummi	Permanently raises IQ of steel types by 5. Can be used to fill half your belly for today.	250P
	Sky Gummi	Permanently raises IQ of flying types by 5. Can be used to fill half your belly for today.	250P
	White Gummi	Permanently raises IQ of normal types by 5. Can be used to fill half your belly for today.	250P
	Yellow Gummi	Permanently raises IQ of electric types by 5. Can be used to fill half your belly for today.	250P
	DX Gummi	Permanently raises IQ of all types by 5, and grants a Rare Quality. Can be used to fill half your belly for today.	1000P





SEEDS

IMAGE	NAME	EFFECT WHEN EATEN OR THROWN (STRAIGHT LINE ONLY)	COST
	X-Eye Seed	Gives Blinded status.	75P
	Blast Seed	Deals 2d6 Fire-Type damage to the Pokémon 1-tile in front when used. Can be thrown to deal 2d6 Fire-Type damage to the Pokémon it hits. When held, and you are damaged by a Fire-Type Move, it explodes and deals 2d6 Fire-Type Damage to the User.	30P
	Eyedrop Seed	Gives Eyedrop status.	75P
	Vile Seed	Damage taken from the next Move deals double damage.	300P
	Violent Seed	Next Move deals double damage.	300P
	Heal Seed	Heals all Status Conditions, fills Belly by 20.	50P
	Hunger Seed	Your Belly is as if you hadn't eaten for 2 days.	100P

	Life Seed	Raises max HP by 5.	500P
	Plain Seed	No effect. Appears when a Reviver Seed or Tiny Reviver Seed has been used.	5P
	Quick Seed	Raises Battle Movement by 2 for this Floor.	50P
	Reviver Seed	Revives fainted Pokémon, and you restore all PP. Becomes Plain Seed afterwards.	300P
	Tiny Reviver Seed	Revives fainted Pokémon. Becomes Plain Seed afterwards.	200P
	Pure Seed	Warps the Team to the next dungeon floor.	500P
	Sleep Seed	Gives Asleep status.	75P
	Stun Seed	Gives Restrained status.	75P
	Totter Seed	Gives Confused status.	75P
	Vanish Seed	Gives Invisible status.	100P
	Warp Seed	Warps Pokémon to elsewhere on the Current Floor.	75P


















MEDICINES









IMAGE	NAME	EFFECT WHEN INGESTED	COST
	HP UP	Increases HP permanently by 10. Can be used to fill half your belly for today.	2000P
	Protein	Increases Attack permanently by 5. Can be used to fill half your belly for today.	2000P
	Iron	Increases Defence permanently by 5. Can be used to fill half your belly for today.	2000P
	Calcium	Increases Special Attack permanently by 5. Can be used to fill half your belly for today.	2000P
	Zinc	Increases Special Defence permanently by 5. Can be used to fill half your belly for today.	2000P
	Carbos	Increases Speed permanently by 5. Can be used to fill half your belly for today.	2000P
	Ginseng	Boosts the Move Power of a Move of your choice by 1. Can be used to fill half your belly for today.	2000P

	PP Up	Increase the Maximum PP of a Move of your choice by 25%. Can only be used a maximum of 3 times on one move.	500P
	PP Max	Increase the Maximum PP of a Move of your choice by 75%. Can only be used once on a Move. Cannot stack with PP Up.	1000P
	Elixir	Recovers all PP of one Move. Can be used to fill half your belly for today.	150P
	Max Elixir	Recovers all PP. Can be used to fill half your belly for today.	175P






ORBS
















IMAGE	NAME	EFFECT	COST
	All-Mach Orb	Raises Speed modifier by 2, range: all team members	150P
	Blowback Orb	Pushes a target back 6 tiles. If they collide with a wall or Pokémon, they take 1d6 damage, range: foe in front	100P
	Cleanse Orb	Cleans sticky and gummed up items, range: all team members	150P
	Decoy Orb	Gives foe Taunted, range: foe in front	150P
	Drought Orb	Dries up all water and magma on floor.	200P
	Escape Orb	Allows escape from dungeon, range: all team members	50P
	Foe-Seal Orb	Gives foes into Restrained status, range: foes in front	100P
	Foe-Fear Orb	Gives foes into Frightened status, range: foes in front	150P
	Snowy Orb	Starts Snowstorm weather	200P
	Identify Orb	Reveals all held items of Pokémon, range: whole floor	200P
	Invisify Orb	Gives Invisible status, range: user	150P
	Lasso Orb	Pulls the target 1 tile towards you, range: 2 tiles away	100P

	Luminous Orb	Reveals entire floor	200P
	Mobile Orb	Raises Speed Modifier by 2, range: user	150P
	Nullify Orb	Nullifies all Abilities on the current floor	200P
	One-Room Orb	Breaks down all walls in the current floor	200P
	One-Shot Orb	Roll a d6 for each foe in the Room. On a 3-6, the Foe is knocked in one hit, range: Room	500P
	Pierce Orb	Items thrown in a straight line by the Pokémon will pass through obstacles, range: user	200P
	Radar Orb	Reveals the number of foes on the current floor	100P
	Rainy Orb	Starts Rain weather on the current floor	200P
	Rebound Orb	Gives Counter and Mirror Coat status, which ends when reflecting damage for the first time, range: user	150P
	Rollcall Orb	Draws all team members next to user, range: floor	150P
	Sandy Orb	Starts Sandstorm weather on the current floor	200P
	Scanner Orb	Reveals the number of unclaimed items on floor	200P
	See-Trap Orb	Reveals all traps on floor	200P
	Silence Orb	Gives Silenced status, range: foes in a 2-tile radius	150P
	Slow Orb	Lowers foes' Speed Modifier by 2, range: foes in room	150P
	Slumber Orb	Gives Asleep status, range: foe in front	100P
	Snatch Orb	Physical moves steal the Pokémon's held item, range: user	150P

	Storage Orb	Allows you to access your Storage	150P
	Sunny Orb	Starts Sunny weather on the current floor	200P
	Switcher Orb	Switches position with another Pokémon you can see, range: user	100P
	Totter Orb	Gives Confused status, range: foe in front	100P
	Trapbust Orb	Destroys all Traps on the current floor	200P
	Trawl Orb	Draws all items to user, range: current floor	200P
	Weather Lock Orb	Ends any Weather conditions on the current floor, and it cannot be changed.	200P
	Warp Orb	Warps foe to elsewhere on the same floor, range: foe in front	150P

SCARVES & BANDS

IMAGE	ITEM NAME	EFFECT WHEN HELD	RECOMMENDED COST
	Bounce Band	Bounces off all thrown items	
	Covert Cloak	You do not suffer additional effects of Physical and Special Moves.	
	Curve Band	Makes items thrown in a straight-line ricochet off walls.	
	Def. Scarf	Boosts user's Defence Modifier by 2.	
	Detect Band	You roll 1 additional Skill Die when making an Awareness Check.	

	Friend Bow	You gain 2 Friendship Dice whenever you clear your Friendship Track. You roll 1 additional Skill Die when recruiting a Pokémon to your Team.	5000P
	Focus Band	If the User would be reduced to 0HP, roll a d6. On a 3-6, you drop to 1HP instead. You can only use this Item once per battle.	
	Gold Bow	High priced item.	10,000P
	Choice Band	Your first Physical Move in a Battle has its Move Power increased by 1, but you cannot use any other Move for the rest of the Battle.	5000P
	Choice Scarf	The first Move you use in a Battle becomes a Priority Move, but you cannot use any other Move for the rest of the Battle.	
	Heal Ribbon	When you use a Move that heals, you roll an additional dice.	1000P
	Mobile Scarf	Boosts user's Speed Modifier by 2, and allows the user to walk on any surface.	10,000P
	Munch Band	Boosts user's Attack and Special Attack modifier by 5, but you need to eat twice as much per day.	
	No-Stick Cap	Prevents Items from being Sticky.	
	Pass Scarf	Passes added effects of Moves and Status Conditions to adjacent Pokémon, but your Belly lowers twice as fast.	
	Pecha Scarf	Prevents Poisoned and Badly Poisoned conditions.	
	Persim Band	Prevents Confused condition.	
	Pierce Band	Makes items thrown in a straight-line Pierce through everything without stopping until it hits a Wall.	
	Power Band	Boosts user's Attack modifier by 2.	
	Racket Band	Prevents Asleep condition.	



Sneak Scarf

You roll 1 additional Skill Die when making a Sneak Check.



Special Ribbon

Boosts user's Special Attack modifier by 2.



Stamina Band

You roll 1 additional Skill Die when making an Endurance Check.



Tracker Band

Your Team always knows your location.



Trap Scarf

Prevents traps from going off if stepped on.



Twist Band

Prevents Attack and Special Attack from lowering.



Warp Scarf

Every 10 steps, warps the bearer to elsewhere on the same floor.



Weather Band

The user ignores weather effects



Zinc Band

Boosts user's Special Defense modifier by 2.

SCOPES

IMAGE	NAME	EFFECT WHEN HELD	COST
	Choice Specs	Your first Special Move in a Battle has its Move Power increased by 1, but you cannot use any other Move for the rest of the Battle.	



Goggle Specs

Reveals hidden traps and Invisible Pokémon

3500P



Insomniscopes

Prevents Asleep and Yawning conditions.

1250P



Scope Lens

Your all Moves score a Critical Hit on a 5-6.

5000P



Whiff Specs

When the bearer throws an Item or uses a Move with a Range greater than 1 tile, they roll a d6. On a 1-3, they miss the target.

2500P



Wide Lens

Prevents Blinded condition.

1250P



















X-Ray Specs





Enables Pokémon to see through walls.

5000P














BATTLE ITEMS

IMAGE	NAME	EFFECT WHEN HELD	COST
	Ability Shield	Your Ability cannot be affected or changed in any way.	2500P
	Air Balloon	You are Immune to Ground-Type Moves until you are hit by a non-Ground Type Move, whereupon it pops.	500P
	Amulet Coin	You earn 10% more Poké from Mission Rewards.	5000P
	Assault Vest	Your Sp.Def modifier increases by 3, but you cannot use Status Moves.	2500P
	Big Root	When you heal from Moves that drain foes of HP, restore an additional 1d6.	2000P
	Binding Band	Whenever you inflict the Trapped Condition, the target takes an additional 1d6 per turn.	2000P
	Bright Powder	Whenever you are targeted by a Move, roll a d6. On a 5-6, the attacker is Blinded. Has 10 uses, before it is consumed. <i>"Pocket Sand!"</i> .	2500P
	Clear Amulet	Your Stats cannot be lowered by another Pokémon.	3000P
	Destiny Knot	If you become Infatuated, the Pokémon that Infatuated you is now Infatuated by you.	2500P

	Eject Button	If your Stats are lowered, you can use a Reaction to leap 2 tiles away without provoking Opportunity Strikes.	3000P
	Expert Belt	Your Super-Effective Moves deal an additional 1d6 damage. This additional Die cannot score a Critical Hit. However, your Not Very Effective Moves deal 1d6 less (to a minimum of 1).	4000P
	Flame Orb	User has the Burned Condition when they hold it.	2500P
	Float Stone	User has the Levitate Rare Quality when they hold it.	3000P
	Grip Claw	Whenever you inflict the Trapped Condition, the target cannot make a Status Resist Check for the first turn they are trapped.	2000P
	Heavy-Duty Boots	You cannot be affected by Spikes, Toxic Spikes, Stealth Rocks, or Traps.	2500P
	Iron Ball	You cannot benefit from Flying or Levitating.	1000P
	Lagging Tail	You always go last in a Round of Battle.	1500P
	Leek	Farfetch'd and Sirfetch'd holding this item Score a Critical Hit on a 5-6 on all their Physical Moves.	2000P
	Life Orb	You take 1d6 damage per Round of Battle you hold this (taken at end of turn), but your Moves have their Move Power increased by 1.	3500P
	Light Clay	Your Reflects and Light Screens persist for 10 Rounds instead of 5.	2000P
	Lucky Punch	Chansey and Blissey holding this item Score a Critical Hit on a 5-6 on all their Physical Moves.	2000P
	Protective Pads	You suffer no effects from Abilities that trigger off you dealing Physical Damage.	2500P
	Quick Claw	When you start a Round of Battle, roll a d6. On a 6, your Moves have Priority.	2000P
	Red Card	If you are damaged by a Pokémon, present this Item as a Reaction. They are warped away to a different part of the Floor. This consumes the Item.	500P
	Rocky Helmet	Attackers that damage you with a Physical Move take 1d6 damage.	3000P
	Shed Shell	You do not trigger Opportunity Strikes by moving out of range of a Foe.	2500P
	Sticky Barb	Holder takes 1d6 damage at the start of their turn in Battle.	1500P

	Terrain Extender	Your Terrain Moves persist for 10 Rounds instead of 5.	2000P
	Throat Spray	After using a Sound-Based Move, you use this Item as a Reaction, and gain Sp.Atk Up 2. You can only use this Item once per Battle, and it has 10 total uses before it is consumed.	2000P
	Toxic Orb	User has the Poisoned Condition when they hold it.	2500P
	Utility Umbrella	You are unaffected by Rain and Harsh Sunlight.	1500P











RIBBONS

IMAGE	NAME	EFFECT	COST
	Blue Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with blue aura by 2 (Quiet Nature)	1000P
	Brown Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with brown aura by 2 (Mild Nature)	1000P
	Green Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with green aura by 2 (Relaxed Nature)	1000P
	Sapphire Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with sapphire aura by 2 (Lonely Nature)	1000P
	Magenta Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with magenta aura by 2 (Impish Nature)	1000P
	Mint Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with mint aura by 2 (Gentle Nature)	1000P
	Olive Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with olive aura by 2 (Calm Nature)	1000P
	Orange Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with orange aura by 2 (Adamant Nature)	1000P
	Pink Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with pink aura by 2 (Jolly Nature)	1000P
	Purple Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with purple aura by 2 (Careful Nature)	1000P
	Red Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with red aura by 2 (Hasty Nature)	1000P
	Silver Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with silver aura by 2 (Brave Nature)	1000P
	Lime Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with lime aura by 2 (Quirky Nature)	1000P

	Violet Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with violet aura by 2 (Bold Nature)	1000P
	Turquoise Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with turquoise aura by 2 (Modest Nature)	1000P
	Yellow Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with yellow aura by 2 (Sassy Nature)	1000P
	Pearl Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with pearl aura by 2 (Rash Nature)	1000P
	Black Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with black aura by 2 (Serious Nature)	1000P
	Scarlet Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with scarlet aura by 2 (Hardy Nature)	1000P
	Diamond Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with diamond aura by 2 (Docile Nature)	1000P
	White Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with white aura by 2 (Naive Nature)	1000P
	Platinum Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with platinum aura by 2 (Lax Nature)	1000P
	Gold Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with gold aura by 2 (Bashful Nature)	1000P
	Ruby Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with ruby aura by 2 (Naughty Nature)	1000P
	Emerald Ribbon	Raises Attack, Defense, Special Attack and Special Defense modifiers of users with emerald aura by 2 (Timid Nature)	1000P







GEMS

All Gems are Held Items that sell for 350P. When held, and a Move of its Corresponding Type is used, it raises the Move Power of that Move by 1 for this turn only.


















	Name	Corresponding type
	Fire Gem	Fire
	Water Gem	Water
	Electric Gem	Electric
	Grass Gem	Grass
	Ice Gem	Ice
	Fighting Gem	Fighting
	Poison Gem	Poison
	Ground Gem	Ground
	Flying Gem	Flying
	Psychic Gem	Psychic

















	Bug Gem	Bug
	Rock Gem	Rock
	Ghost Gem	Ghost
	Dragon Gem	Dragon
	Dark Gem	Dark
	Steel Gem	Steel
	Normal Gem	Normal
	Fairy Gem	Fairy

THROWN ITEM

Image	Name	Effect	Cost
	Ancient Fossil	Arcs and hits target for 3d6 damage. Deals damage as Rock Type.	25P
	Geo Pebble	Arcs and hits target for 1d6 damage Deals damage as Rock Type.	5P
	Gravelerock	Arcs and hits target for 2d6 damage Deals damage as Rock Type.	10P
	Smoke Ball	Arcs and hits a target Tile, whereupon it explodes, causing a smoke to erupt that Blinds Pokémon in a 1-Tile Range. The smoke clears after 2 Rounds of Battle.	250P
	Cacnea Spike	Hits target for 3d6 Damage. Deals damage as Grass Type. Thrown in a straight line.	10P
	Corsola Twig	Hits target for 3d6 Damage. Deals damage as Rock Type. Thrown in a straight line.	10P
	Gold Spike	Hits target for 4d6 damage. Deals damage as Steel Type. Thrown in a straight line.	25P
	Iron Spike	Hits target for 2d6 damage. Deals damage as Steel Type. Thrown in a straight line.	10P
	Silver Spike	Hits target for 3d6 damage. Deals damage as Steel Type. Thrown in a straight line.	25P
	Wooden Spike	Hits target for 1d6 damage. Deals damage as Grass Type. Thrown in a straight line.	5P







EVOLUTION ITEMS











IMAGE	NAME	EFFECT	COST
	Auspicious Armour	Evolves Charcadet into Armarouge	1000P
	Black Augurite	Evolves Scyther into Kleavor	1000P
	Chipped Pot	Evolves Antique Form Sinistea into Chipped Pot Polteageist	1000P
	Cracked Pot	Evolves Phony Form Sinistea into Cracked Pot Polteageist	1000P
	Dawn Stone	Evolves certain Pokémon	1000P
	Deepseascale	Evolves Clamperl into Gorebyss	1000P
	Deepseatooth	Evolves Clamperl into Huntail	1000P
	Dragon Scale	Evolves Seadra into Kingdra	1000P
	Dubious Disc	Evolves Porygon2 into Porygon-Z	1000P
	Dusk Stone	Evolves certain Pokémon	1000P
	Electrizer	Evolves Electabuzz into Electivire	1000P
	Fire Stone	Evolves certain Pokémon	1000P
	Galarica Cuff	Evolves Galarian Slowpoke into Galarian Slowbro	1000P
	Galarica Wreath	Evolves Galarian Slowpoke into Galarian Slowking	1000P
	Ice Stone	Evolves certain Pokémon	1000P
	King's Rock	Evolves certain Pokémon	1000P
	Leaf Stone	Evolves certain Pokémon	1000P

	Link Cable	Evolves certain Pokémon	1000P
	Magmarizer	Evolves Magmar into Magmortar	1000P
	Malicious Armour	Evolves Charcadet into Ceruledege	1000P
	Masterpiece Teacup	Evolves Artisan Form Poltchageist into Masterpiece Form Sinistcha	1000P
	Metal Alloy	Evolves Duraludon into Archaludon	1000P
	Metal Coat	Evolves certain Pokémon	1000P
	Moon Stone	Evolves certain Pokémon	1000P
	Oval Stone	Evolves Happiny into Chansey	1000P
	Peat Block	Evolves Ursaring into Ursaluna	1000P
	Prism Scale	Evolves Feebas into Milotic	1000P
	Protector	Evolves Rhydon into Rhyperior	1000P
	Razor Claw	Evolves Sneasel into Weavile, and Hisuian Sneasle into Sneasler	1000P
	Razor Fang	Evolves Gligar into Gliscor	1000P
	Reaper Cloth	Evolves Dusclops into Dusknoir	1000P
	Sachet	Evolves Spritzee into Aromatisse	1000P
	Shiny Stone	Evolves certain Pokémon	1000P
	Sun Stone	Evolves certain Pokémon	1000P

	Sweet Apple	Evolves Applin into Appletun	1000P
	Syrupy Apple	Evolves Applin into Dipplin	1000P
	Tart Apple	Evolves Applin into Flapple	1000P
	Thunder Stone	Evolves certain Pokémon	1000P
	Unremarkable Teacup	Evolves Counterfeit Form Poltchageist into Unremarkable Form Sinistcha	1000P
	Upgrade	Evolves Porygon into Porygon2	1000P
	Water Stone	Evolves certain Pokémon	1000P
	Whipped Dream	Evolves Swirlx into Slurpuff	1000P

FORM-CHANGING ITEMS

IMAGE	NAME	EFFECT	COST
	Adamant Crystal	Changes Dialga between its Regular and Origin Formes. Dialga holding this Item has its Move Power of all Moves increased by 1.	---
	DNA Splicers	Fuses Reshiram or Zekrom with Kyurem	---
	Gracidea	Changes Shaymin between Land and Sky Formes	---
	Griseous Core	Changes Giratina between its Altered and Origin Formes. Giratina holding this Item has its Move Power of all Moves increased by 1.	---
	Lustrous Globe	Changes Palkia between its Regular and Origin Formes	---
	Meteorite	Acts as a Mega Stone for Rayquaza. Changes Deoxys between its Normal, Attack, Defence and Speed Formes	---

	N-Lunarizer	Fuses Lunala with Necrozma	---
	N-Solarizer	Fuses Solgaleo with Necrozma	---
	Pink Nectar	Changes Oricorio into Pa'u Style.	
	Purple Nectar	Changes Oricorio into Senu Style.	
	Red Nectar	Changes Oricorio into Baile Style.	
	Yellow Nectar	Changes Oricorio into Pom-Pom Style.	
	Prison Bottle	Changes Hoopa between its Confined and Unbound Forms.	
	Reins of Unity	Fuses Glastrier or Spectrier with Calyrex	
	Reveal Glass	Changes Tornadus, Thundurus, Landorus and Enamorus between Incarnate and Therian Forms	
	Rotom Catalog	Changes Rotom between its Standard, Heat, Wash, Frost, Fan and Mow Forms.	

TM AND HM



TM

Teaches the User a new Move, even if they do not meet the Level Prerequisite

Varies



HM Teaches the User a new Hidden Technique Move. They must meet the Level Prerequisite. Varies

APPENDICES H: QUICK REFERENCE SHEETS

QUICK-START CHEAT SHEET

BASICS

EXPLODING CRITICAL HITS

Critical Hits happen on a 6. Add the 6 to your total, and roll again.

ADVANTAGE

Roll 3's and below, take new result.

DISADVANTAGE

Roll 3's and above, take new result.

SKILL CHECKS

Unskilled = 1d6+Stat Modifier
Minor Skill = 2d6+Stat Modifier
Major Skill = 3d6+Stat Modifier

CIRCUMSTANCE DIE

Sometimes the GM will award you a 1d6 bonus based on the situation.

ADVENTURE TOKEN

Increase the face value of the number you roll on a die by 1.
You get one when you:

- Fail a skill check.
- Find an item.
- Uncover a secret.
- Fail to land a Status Condition with a Status Move.
- Fail to deal damage with a damaging Move.
- Good roleplaying

You can have up to 1+Level in Adventure Tokens at a time.

ALWAYS ROUND DOWN

Round down when halving.

MYSTERY DUNGEONS

BEING KO'D

If one Team Member is KO'd and not Revived, you exit the Dungeon.

ROOM

Whilst you are in a Room, your Visibility is contained to the entire Room, you are able to see the entire Room, and one Tile outside of any entrance to the Room.

HALLWAY

Connects Rooms together. Organize a marching order. Tiny and Small Pokemon can inhabit the same space. Large and Huge Movement reduced.

BATTLE MECHANICS

YOUR TURN

You can take 1 Action, and Movement per Turn, and you can use a Reaction once per Round.

ACTIONS

USE A MOVE

You execute one Move from your current Move List.

USE AN ITEM

You pull out an Item from your Treasure Bag and Use it.

PERFORM A SKILL CHECK

You choose one Skill appropriate for the situation at hand, and roll your Skill Dice.

DASH

You double your Movement for this turn.

ESCAPE

Step away from a Pokémon without incurring an Opportunity Strike.

GUARD

You cannot be forcibly moved from your Tile, and you take only half damage from attack this turn. You also gain 1d6 to Status Resist Checks.

BASIC ATTACK

You perform a Basic Attack, rolling 1d6 and adding your ATK modifier. This move has no Type, and is unaffected by Type Effectiveness or Abilities, and costs no PP.

MOVEMENT

You can move up to your Movement in Tiles. Your Movement Skill determines the number of Tiles you can move.

REACTIONS

REACTION-SPEED ABILITIES

You use a Feature, Ability or Rare Quality that allows you to perform it as a Reaction, provided the specified trigger is met.

OPPORTUNITY STRIKE

When a Foe steps out of a 1-tile range, you can choose to quickly perform a Move as they retreat. The foe is considered within a 1-tile range when you use the Move.

If this is a damaging Move, you deal half damage on this attack, and the target gains 1d6 on their Check to resist the secondary effect, if the Move has one. If this is a Status Move, you only roll 1 die to apply the Status Condition. You can also choose to perform a Basic Attack. The damage from a Basic Attack is not halved.

CALCULATING DAMAGE

ATTACKING

Roll your Move Power Dice, and add your ATK or SP.ATK modifier. If a Move is in the Physical Category, apply Attack (ATK) Modifier. If a Move is in the Special Category, apply Special Attack Modifier (SP.ATK).

DEFENDING

The target of a Move subtracts the damage taken by their Defence (DEF) Modifier for Physical Moves, or Special Defence (SP.DEF) Modifier for Special Moves. The final total results in damage taken to HP.

TYPE EFFECTIVENESS

SUPER-EFFECTIVE

A Super Effective Move increases Move Power by 1 for this attack.
A "4x Effective" increases Move Power by 1 and deals double damage for this attack.

NOT EVERY EFFECTIVE

A Not Very Effective Move decreases Move Power by 1 (or half damage instead if Move Power 1).
If a Pokémon has a "4x Resistance", the Move decreases in Move Power by 1, and deals half damage (or ¼ of its damage if Move Power is 1).

IMMUNE

A Pokémon that is Immune to a Move due to its Type takes no damage.

SAME-TYPE ATTACK BONUS (STAB)

If you use a Move and share the same Type as the Move, you get Advantage.

STATUS CONDITIONS

ATTACKING

The Pokémon that applied this Condition rolls a d6 if it was from a Physical or Special Move, or 2d6 if it was from a Status Move, and then adds their Atk or Sp.Atk Modifier.

DEFENDING

When a Condition or Effect is applied, the target rolls a d6. This is a Status Check. The target rolls either a Physical Status or Special Status check based on the category. They add their Physical Status Resist (PSR) or Special Status Resist (SSR) modifier.

PRIORITY

If you have Priority, you can use your Movement, and then a Move that has Priority. You cannot use your Movement afterwards, however.

TYPE-EFFECTIVENESS CHART

TYPE EFFECTIVENESS CHART		Defending type																	
		Normal	Fighting	Flying	Poison	Ground	Rock	Bug	Ghost	Steel	Fire	Water	Grass	Electric	Psychic	Ice	Dragon	Dark	Fairy
Attacking type	Normal	1x	1x	1x	1x	1x	½x	1x	0x	½x	1x	1x	1x	1x	1x	1x	1x	1x	1x
	Fighting	2x	1x	½x	½x	1x	2x	½x	0x	2x	1x	1x	1x	1x	½x	2x	1x	2x	½x
	Flying	1x	2x	1x	1x	1x	½x	2x	1x	½x	1x	1x	2x	½x	1x	1x	1x	1x	1x
	Poison	1x	1x	1x	½x	½x	½x	1x	½x	0x	1x	1x	2x	1x	1x	1x	1x	1x	2x
	Ground	1x	1x	0x	2x	1x	2x	½x	1x	2x	2x	1x	½x	2x	1x	1x	1x	1x	1x
	Rock	1x	½x	2x	1x	½x	1x	2x	1x	½x	2x	1x	1x	1x	1x	2x	1x	1x	1x
	Bug	1x	½x	½x	½x	1x	1x	1x	½x	½x	½x	1x	2x	1x	2x	1x	1x	2x	½x
	Ghost	0x	1x	1x	1x	1x	1x	1x	2x	1x	1x	1x	1x	1x	2x	1x	1x	½x	1x
	Steel	1x	1x	1x	1x	1x	2x	1x	1x	½x	½x	½x	1x	½x	1x	2x	1x	1x	2x
	Fire	1x	1x	1x	1x	1x	½x	2x	1x	2x	½x	½x	2x	1x	1x	2x	½x	1x	1x
	Water	1x	1x	1x	1x	2x	2x	1x	1x	1x	2x	½x	½x	1x	1x	1x	½x	1x	1x
	Grass	1x	1x	½x	½x	2x	2x	½x	1x	½x	½x	2x	½x	1x	1x	1x	½x	1x	1x
	Electric	1x	1x	2x	1x	0x	1x	1x	1x	1x	1x	2x	½x	½x	1x	1x	½x	1x	1x
	Psychic	1x	2x	1x	2x	1x	1x	1x	1x	½x	1x	1x	1x	1x	½x	1x	1x	0x	1x
	Ice	1x	1x	2x	1x	2x	1x	1x	1x	½x	½x	½x	2x	1x	1x	½x	2x	1x	1x
	Dragon	1x	1x	1x	1x	1x	1x	1x	1x	½x	1x	1x	1x	1x	1x	1x	2x	1x	0x
	Dark	1x	½x	1x	1x	1x	1x	1x	2x	1x	1x	1x	1x	1x	2x	1x	1x	½x	½x
	Fairy	1x	2x	1x	½x	1x	1x	1x	1x	½x	½x	1x	1x	1x	1x	1x	2x	2x	1x

Thank you so much for playing "Explorers! A PMD RPG!"