

POKÉMON

Tabletop Adventures Game Master's Guide

3

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Welcome to the world of Pokémon: Tabletop Adventures!

Some Preface...

In 1996, Pokémon came out in Japan and began a worldwide craze. Pikachu is a pop culture icon. Hundreds of games have come out surrounding the Pokémon franchise. It's absurd we don't have an official tabletop role-playing game yet, but it is my hope that Pokémon: Tabletop Adventures suffices and finds a way into your game night or as a part of ongoing sessions that you and your party can enjoy.

If you've played tabletop games before, great! If not, that's fine too! Pokémon: Tabletop Adventures 3 tries its best to be accessible to any player. Either way, you're going to need some things:

Players

As a Player, you'll create a Trainer, who will choose to take up a profession, or Class, and you will capture and train Pokémon to fight alongside your Trainer. Like the protagonists in the Pokémon franchise's games, manga, or anime, Players will be the center of the game's action. It's ideal that you play with friends who you can be comfortable with. Playing a tabletop game is like collaborative story writing and overly-critical groups can lead to very unfun game experiences. It's important as a player to be supportive of other players since everyone has different levels of comfort. If anything does come up that makes any players feel like anything is really unfun, talk about it. The best way to keep a campaign together and fun is to communicate.

A Game Master

One person must fill the special role of Game Master, or GM, who controls every non-Player Trainer or Pokémon. They must build adventures, narrate, control non-Player Trainers, non-Player Pokémon and referee and make judgements for any rules that are not perfectly clear. You don't have to memorize the rules, or be an amazing imaginative writer— but it helps if you're willing to use every bit of creativity that you have. As the GM you should often check in with players after sessions to see where they are feeling the campaign could be going or if there's any concerns about the direction. This can be crucial to keeping players engaged and having more fun together.

Books, Paper, Pencil and Dice

Players will need access to the Player's Handbook and whatever Pokédex books are being used. Players have restricted access to the Pokédex books and should avoid metagaming by only looking up a Pokémon's Pokédex entry when they've used the Pokédex on a particular Pokémon. The GM should have access to the Player's Handbook, all Pokédex books and the Game Master's Handbook. Players should use the Character Sheets to help organize information relating to their Trainers and Pokémon. Always use a pencil when writing on your character sheets! Information for your Trainer and Pokémon are constantly changing! You will also need gaming dice (d4, d6, d8, at least 2 d10 for use in a d100 roll, d12, d20). When rolling dice in Pokémon: Tabletop Adventures, you always want to roll high, the only exception is when you roll two d10s to generate a d100 roll. Whenever you roll a d100 roll in Pokémon: Tabletop Adventures, you will want to roll as low as possible.

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What's the Game Master's Guide For?

You're reading the Game Master's Guide, so if you're not going to be the game master for your group's play this book isn't for you. Looking through this book without being the GM is not breaking any rules necessarily, but it makes it very easy for a player to accidentally metagame (Metagaming is when a player uses information from outside of the game in order to give players an advantage in game). So- players should go and find the player's handbooks to read through instead.

As the game master, you will be the primary story provider, a referee, a director, and a sort of player as well. The first thing to keep track of is the most important rule in tabletop gaming: fun. As the GM, have fun and make sure your players are having fun. The best way to do this is to talk to everyone about expectations before a campaign begins and to occasionally check in with players to make sure they're enjoying game sessions.

You are the creator behind your PTA games. You provide space for players to explore and interact with scenarios you write and for the players to combat and solve. A single session can be something simple, like rescuing a stolen Pokémon or stopping a rampaging Gyarados. However, by tying several individual sessions together you could construct an overarching plot to create a campaign. Maybe those Pokémon in need are just a symptom of an evil organization that is trying to take over the world?

As players roleplay and act as the voice of their characters, you will give a voice to each and every non-player character they encounter. You will also control the behavior and actions of the wild Pokémon and Pokémon owned by the non-player trainers. When it comes to your player's Pokémon, you will also sometimes sway the Pokémon's actions if you've determined that the Pokémon wishes to disobey their trainer. Maybe the Pokémon doesn't trust their trainer, or the Pokémon knows something your player's trainer doesn't know?

As the GM runs the game, you will ask players for skill checks and accuracy checks, rolled on the player's dice to determine success. Whenever players try anything, you must determine if the action merits a roll. You are the GM, you can decide that everything requires a check, or only things you believe to be difficult require checks. A trainer trying to climb a cliffside or a trainer throwing a Poké Ball doesn't always have to be a check if you determine that the trainers can easily climb the heavily sloped cliff or the Pokémon in the Poké Ball is too weak to resist capture. Players will enact special abilities to gain advantages during rolls as well and after some time, you could choose to stop challenging players with a task they never fail.

The reason talking to players about expectations during play is important is because of how many different kinds of play there is. This is Pokémon Tabletop Adventures, but maybe your players want to play a game where they are constantly battling or almost never battling. Discussion can prevent a four-hour session of non-player interrogation from happening if you find out that none of your players are interested in play that involves interrogation.

Running a game where players are Pokémon poachers is a valid way to play, running a game where players want to know every non-player character's story and help them with even the smallest tasks is fine, even players fighting amongst themselves is okay. As long as players and the GM talk together about game expectations, there will be no surprises that a player has not been having fun which often results in campaigns falling apart.

Talking about expectations does not mean telling players what plot points will come up, but discussing themes is helpful. If your players are expecting to play in the Pokémon anime setting and you are throwing murderous non-player characters at them, they will not be okay with the scenarios they find themselves in.

Creating scenarios involves some writing before play, then storytelling during play, and then improvisation once things go to unexpected places during play. If you find that you don't like writing scenarios, borrow from the massive existing Pokémon canon. There's the anime, the many different kinds of video games, all of the different manga, many novelizations, and then even the hundreds of thousands of fan-made stories.

If you struggle with the rules of the game, you can tell your players that you want to roll with the punches and make up quick fix rules to keep game flow going or tell players that your group will always look up rules when necessary. Again, discussion is key. There is no winning or losing in tabletop gaming, even if your players can find victory in a Pokémon battle during game. The main goal of a GM is to provide a story for players to play in. Your sessions are chapters in a greater story that your players should want to continue acting in every time you play to journey towards your plot's conclusion.

The Game Master's Guide is here to help in all of these aspects. This book will provide several non-player character examples to work into various scenarios you will design, or to build on top of with your original non-player characters for play. It will also discuss gaming with players and the different types of challenges your players might like to encounter. Hopefully each of the sections in this guide get your creativity flowing as you generate hours of fun for yourself and others.

Creating Play

In order to create play, you need to know what play looks like. For players, and not GMs, play looks like this...

- Build a character you want to play.
- Show up to your session, knowledgeable about your character's capabilities.
- Interact with the GM's scenarios and play without being intentionally disruptive to gameplay.

For game master's gameplay looks more like this...

- Build a world for your players to play in using whatever setting you decide.
- Inform players of the world so their characters fit within the setting you've designed.
- Create obstacles for players to encounter and overcome during play. This includes stating out foes, friendly or otherwise, and researching what the non-player characters you will use are capable of.
- Narrate descriptions of the spaces your players are currently interacting with, or speak for your NPCs.
- React to your player's reactions and continue play until you've found a place where the game can end for the day.

As you can see, the GM is doing a little bit more than the players. Before you begin to feel overwhelmed, know this: You don't have to plan out everything. You don't have to know what will happen in ten sessions, you don't even have to know what your players will do when they get to a room you've meticulously planned. Also know that if anything you put work into isn't used, nothing is lost! Just save that work for a future session or scenario for another day.

So with everything you need to do in terms of research and building before play with your players even starts, what should you do? There's basically an infinite amount of scenarios you can create from playing through Ash's journey in the anime to your players being sent through an extra-dimensional portal with their Pokémon to a world without Pokémon. If you already have a clear idea of what story you want to write, that's great! Go for it and have fun, but if you're struggling consider your players to know what you should be writing.

A good way to write scenarios that you know your players will enjoy, consider the many different kinds of players in tabletop gaming. Some players are explorers, some are combatants, other enjoy solving puzzles, telling their own character's story within the scenarios you'll create, or some who just like to make things happen.

Here are some ideas when writing for players:

For storytellers who want to explore the plot and people of the world you create...

- Incorporate their origins into the world and if you can, the story you're writing.
- Make NPCs complex when possible, with goals and flaws so players can create play opportunities.

For puzzle-solving players who like to resolve obstacles with their wit...

- Create rooms with solutions that are not strictly combative or diplomatic.
- Reward players who plan ahead of upcoming encounters with small bonuses during checks.

For players who like combat and enjoy showing off their character's prowess...

- Ambush players with threats to combat.
- Reward trainer battles with useful items and credits

For explorers who want to know about the Pokémon world and turn over every stone...

- Describe the wilds they are exploring with as much detail as possible— sights, sounds, and smells.
- Hide secrets to discover when possible— hidden items under tree roots and stones, Pokémon eggs, or hiding wild Pokémon.

One of the most useful things to do when building a story your players will actively engage with is to ask players to give you a list of ten Pokémon they'd like to train during the campaign. You should from there, pick maybe three of them from each player's list for them to encounter at one point or another. Avoid letting players encounter an individual Pokémon who appears on multiple player's lists.



The World of Pokémon

In most Pokémon canon, the world of Pokémon is physically identical to earth. The main difference is that Pokémon exist. There are no animals, instead there are Pokémon everywhere you would find animals. Next to Pokémon, the next biggest difference is the massive technological advancement compared to modern-day earth. The Pokémon world has many types of teleportation technology, technology that allows matter to be quantified as light and stored within pieces of technology, among many other advancements.



In the following section, the world of Pokémon will be fleshed out so you may build your sessions within general things that many people who are not new to Pokémon might expect to be able to find. If these things are not available, communicate that with your players.

The world you sculpt is ultimately yours to define, so if you find your players saying, “we’ll go call a PokéRide to our destination,” when there are no PokéRide services where they are, just inform them. At the same time, if a player makes an assumption about the world that isn’t unreasonable, like looking for a move tutor in a small rural village, you can just whip one up and make them have a limited amount of moves they are teaching.



Most people respect and love Pokémon, but there are many who hate Pokémon, do not treat them as anything more than tools, or simply exploit them for personal gain and dominance. There are law enforcement agencies throughout the world, as numerous and varied in strength and integrity as the real world. Many places do not have a traditional real-world government, instead having major Pokémon leagues serving as the sponsor of law protection and enforcement, medical treatment, and public works among other things. These league bodies replace what might be found in many real-world countries.

Many real-world places have Pokémon world equivalents, but very rarely have the same name. Regions replace a country’s states or even entire countries, sometimes. For example, the Kalos region coincides almost perfectly with the country of France. The Alola region on the other hand is the equivalent of Hawaii, a state located in the middle of the ocean.



Even natural mountain ranges in the real world like the Ezo Mountain Chain in Hokkaido have Pokémon world equivalents, in this case Mt. Coronet. This means that while players cannot necessarily visit London, Wyndon exists and has many great places to see. One thing to note however is that unlike the real world, much more space on a map is claimed by the wilds. Wild Pokémon do not really allow highways to be built through their homes, even railroads are destroyed by wilds who wish to maintain their space as they see fit. The world of Pokémon therefore is a little less connected through conventional travel, unless you’re using Pokémon to get from place to place.

History

There is a great deal of history and mythology in the Pokémon world throughout the many different Pokémon media canon. In most history, there was a creation event that started the universe in motion and through the creation of various Pokémon who would control different aspects of reality, more and more of the world came to be.



There is lore that indicates that humans and Pokémon were once not so different, though the details are left up to interpretation. When humans first appeared in history is also not very specific. There were ancient Pokémon, now extinct and fossilized from millions of years ago. There was an ice age 10,000 years prior to modern times. There were cultures that were as diverse as the real world's becoming civilizations throughout the Pokémon world. Pokémon were used in war to conquer or to defend different countries in history.

At some point, Pokémon were able to be captured through ritual, sealing them into relics. Some were staffs, others resembled small orbs. As recently as 1925, the first modern Poké Balls began to be used. They magically captured Pokémon. Before this portable way of capturing them, they were brought around with their partners as any real-world animal would be.

The modernization of Pokémon training, beginning with the first Poké Balls, rapidly advanced technology around the world. While energy is so plentiful it's free almost everywhere and scientific advancements in the medical field, war is almost nonexistent in the modern Pokémon world.

Still, the world's population rises and begins to strain resources, the world gets warmer and affects Pokémon habitats worldwide, and individuals who put themselves before the whole world aim to conquer what they see as weak. The Pokémon world is not without strife and struggle. By setting your campaign in a more medieval time, you could have adventures without the modern Poké Ball. You could play through the conquest of Japan during Nobunaga's campaign. You could even play in a future where travel between dimensions is not commonplace and many new Pokémon training opportunities exist.

Humans

Humans in the Pokémon world are very similar to... humans. The relationship between your player's human trainers and their partner Pokémon will be the center of your campaign. Humans in the Pokémon world are a little more hardy than humans in the real world. While an electrocution will often leave a real person permanently affected, if not outright killed, in the Pokémon world a trip to a hospital will fix them within hours. A broken bone that might leave someone in a wheelchair for months might have someone in the Pokémon world in crutches for a week at most.

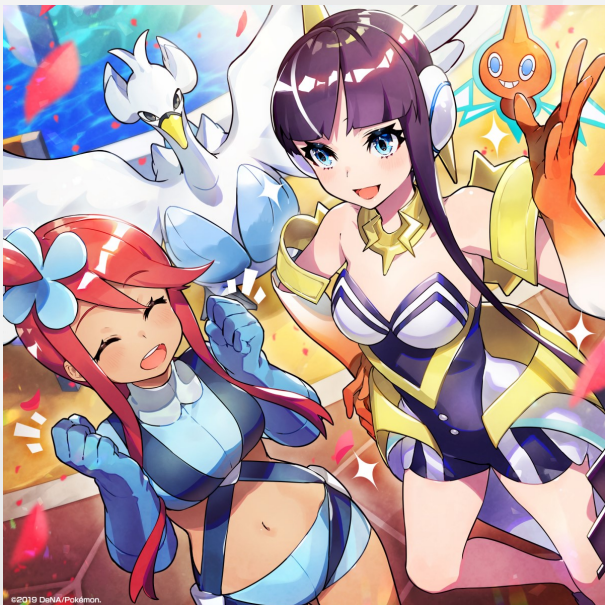
The most obvious difference however is the innate human abilities of psionic telepathy, telekinesis, or other various forms of spontaneous elemental creation. While not every human actively displays this power, it comes out in strange passive ways—such as how most Pokémon species seemingly just understand human speech regardless of the language being spoken. In addition, through rigorous training there are humans who develop their toughness enough to fight Pokémon hand to hand and shatter even steel with their bare fists. It is no wonder there is lore that describe humans as being almost Pokémon-like. Humans in the Pokémon world are capable of great feats of strength and incredible supernatural powers.



Humans are technically the dominant species on the planet. They've essentially created technology that can subjugate other species and the technology explicitly does not work on humans. There are those who wish to subjugate other humans, and some who wish to enjoy luxuries in life without direct subjugation, instead ruling with fear and mayhem. In most canon lore, humans create the problems that other humans solve together with Pokémon.

Pokémon

From the beginning, Pokémon have been friends and partners to the humans of the Pokémon world, helping them with various tasks from constructing buildings to exploration to farming to peaceful coexistence. Many people in the Pokémon world take Pokémon with them on a journey to compete in the various Pokémon Leagues as trainers, using them in battles against Pokémon both owned by other trainers and found in the wild. In addition, there are many different tournaments in which Trainers can compete together with their Pokémon, such as Pokémon Contests and the Pokéathlon.



Inherent to Pokémon are several fantastic powers not demonstrated by real-world animals, such as the manipulation of electricity or fire. Pokémon exist instead of real-world animals in the Pokémon world. Many Pokémon are able to evolve from or into other Pokémon, a process that typically makes them larger and stronger, and more closely resembles growth and development or metamorphosis rather than evolution in the real world. Pokémon typically know several techniques that they can use in battle or elsewhere, either to defend themselves or their Trainer, or to perform a task.

Pokémon are feeling beings and are intelligent. Some species easily outsmart humans and some are computer-like in their intelligence. Still, Pokémon value human insight and passion for competition and will join humans and trust their leadership to guide Pokémon to victory. They are feeling beings, which means cruelty and abuse is very frowned upon. Rangers and other law-enforcement agencies exist to find those who would steal and abuse Pokémon and stop them from perpetuating that harm.



Pokémon choose their human trainers just as much a trainer chooses their Pokémon. Their trust and aligned goals meld together to become bonds that are unlike any found in humans and animals in the real world. As a Game Master, you want to try and encourage these bonds in moments of roleplay. Tell you players that their Pokémon smile while being encouraged and proudly stand triumphant next to their trainers in victory.

Governing Bodies

Some basics that should be understood is that Pokémon can be captured by Poké Balls, then trained by humans. Regions around the world differentiate in how they choose to interact with Pokémon— some regions work in harmony towards common competitive goals as trainer and Pokémon, others ban Pokémon battles, others ban Pokémon, some require Pokémon partners.

In the Pokémon world, each region's Pokémon League serves as the highest form of government, allocating resources to gym leaders, Pokémon Centers, and professors who research Pokémon and Pokémon phenomena. There are individuals that organize events and manage the organization at an executive office, others who deal with the league's finances all of the various facilities located throughout the regions, and league members who serve as the Elite 4, as Gym Leaders, or as various other referees, and gym support staff.

The Pokémon League is a international organization, and while individual regions may have slightly different rules concerning how their Pokémon Centers are run, or how many Pokémon you can carry around at a time, there are some basic rules that are consistent throughout the world.

- Pokémon can get free health care at Pokémon centers
- There is a limit to how many Pokémon you are allowed to carry with you at a time (usually three or six)
- Owned Pokémon cannot be captured by Poké Balls
- Attacking another trainer with your Pokémon is illegal

Legendary Pokémon

Natural forces in the world are thought to be controlled by legendary Pokémon; greater forces that are Pokémon, but far exceed the strength of other Pokémon more commonly encountered in the wilds. Some legendary Pokémon are unique, with only one existing while others may have tens of them throughout the world. Many different legendary Pokémon exist and control many natural aspects of the natural world. There are four categories of "legendary" Pokémon.

Some are not unique, as they are often made or remade in a lab, such as Type: Null, Mewtwo and Genesect. These *Human-made* Legendary Pokémon are dangerous because they are often made just for power. *Ultra Beasts* are from another place of existence like the world on the other sides of ultra wormholes. Both groups are sometimes considered legendary because of the lack of information regarding them. Because they don't belong or were made in a lab, there isn't much infor-

mation regarding them unlike other legendary Pokémon who have centuries of legends and lore about them.

Being of Nature or oddities, like the legendary bird trio of Articuno, Zapdos, and Moltres or the eon duo of Latias and Latios are rare and powerful Pokémon who are not absolutely necessary to the well being of the surrounding habitat, but nonetheless influence the land around them. Articuno for example makes cold places even colder, or Heatran can choose when a nearby volcano does or does not have volcanic activity. These Legendary Pokémon are not necessarily as powerful or influential as other Pokémon but may be exceedingly rare.



Divine legendary Pokémon are on a completely different level compared to any other kind of Pokémon. They have godly power and directly influence various aspects of life on a planetary, or even interdimensional scale. While many people might believe in the existence of legendary oddities or mythical legendary Pokémon, a large amount of people plainly do not believe in the existence of divine legendary Pokémon. This is mostly because they do not need to interact with the world directly, instead remaining in millennia of stasis at the bottom of the deepest sea, like Kyogre, or are simply observing the world of Pokémon from another dimension, like Giratina.

Many legendary Pokémon, mythical or divine in nature, have worshippers and spiritualists who spend time pay homage to these greater Pokémon beings. Through offerings at shrines, prayer, or ceremonial ritual, humans and even other Pokémon species believe that these divine Pokémon witness these acts and appreciate the offerings in their names, even if the legendary Pokémon never actively do anything for their followers in return.

Science and Technology

The Pokémon world has a sort super science that at time is indistinguishable from magic. Something as simple as a Squirtle displacing a massive burst of water from its mouth that is more than a pool full of water when Squirtle barely takes up more than 2 cubic feet of space is an example of that. For the most part, there is no logical reason many Pokémon can do the things they do. However, it's safe to assume that there probably is some handwavy explanation for how each Pokémon does the things they can do.

Another thing worth scientific explanation is the existence of humans who, like Pokémon, can manipulate martial auras, telepathic powers, and even elemental forces. There is no evidence that people must be born as a psychic in order to manipulate the world around them which suggests that anyone has the biological potential to tap into their innate supernatural human abilities.

The reason humans can do this is handwavy as well, but there are many ways to do it. You could summon forth the inner fire from your heart, or empty your mind of superfluous waste that gets in the way of your innate powers, or just get really angry at something. There are hundreds of ways to make it happen.

It is believed that in a time long past, humans and Pokémon were not very different. This could explain the innate, often inactive abilities humans have, but for whatever reason, humans do not evolve like so many Pokémon and they also quickly developed tools and technologies that made them the dominant species.



Human technology is extremely advanced. The most advanced piece of technology is probably the Poké Ball. Within this one piece of technology there are so many absurd abilities. Transformation of matter into compressible light, a laser pointing technology that registers specific things before rendering them into light, a sort of hologram stasis where matter-compressed Pokémon still experience something within the Poké Ball, remote teleportation of matter from anywhere when a Poké Ball catches a seventh Pokémon, a return-to-sender engine that pops a Poké Ball back to its thrower after sending out a Pokémon from a thrown ball, and so many more features are some of the extremely advanced technology available in the Pokémon world just in this one device.



There's more technology that is used everyday, too. Short-range teleportation is possible and even used in places of business at times. Objects as large as motorcycles have also been made to seemingly appear and disappear with handheld devices for compact use and carry. Clean limitless energy is available in most regions. Hologram communication is a handheld convenience. Scientists can reanimate long-extinct Pokémon by extracting information from their fossils. With small objects like the Poké Ball, even worldwide teleportation is possible.

It's no wonder the Pokémon world is relatively peaceful when everyone has access to clean water and plentiful food, there is unlimited energy everywhere, and with the help of Pokémon, living spaces are readily made in no time. This is also why so many careers have to do with Pokémon. Without Pokémon, so many of these things would not be possible.

Services in the Pokémon World

In the Pokémon world, there are many places that players expect to have access to. As a game master, you should know about these basic locales in case your players seek them out to use their services.

Pokémon Centers

Pokémon Centers exist to heal Pokémon. They have incredible technology that can restore a Pokémon's health and cure it of all afflictions while the Pokémon are still in their Poké Balls. Many regions in the world don't even charge a fee to restore Pokémon to health!



Pokémon Centers are also equipped to heal Pokémon who are not in their Poké Balls. Doctors and nurses will work as long as it takes to heal your Pokémon, though it only takes a couple of minutes if the Pokémon is within its Poké Balls. In larger cities, Pokémon Centers also double as hospitals. In smaller towns, Pokémon Centers are usually separate from any medical centers that would work on healing humans.

Like Pokémon centers, many hospitals will also work to heal those who need it. Some regions do have bills, however.



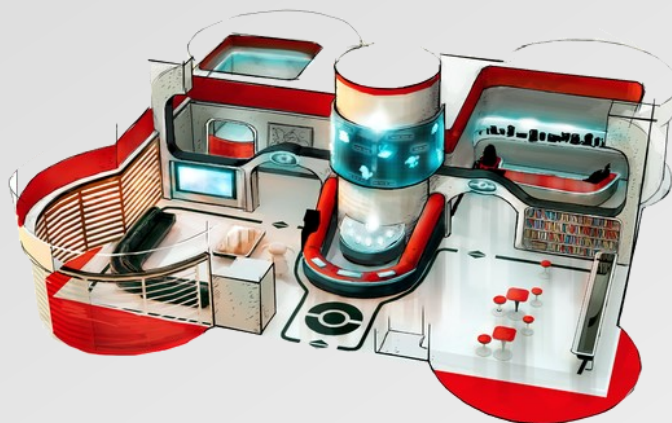
Pokémon Centers will never charge more than 100 P to fully restore your whole Pokémon team, and most do it for free, but hospital visits might cost something for a trainer, though most regions in the world have free health care.

Poké Marts

Poké Marts are often found in the corner of a Pokémon Center. Many Poké Marts found in Pokémon Centers have a pretty limited selection focused on medical items for travel, but Poké Marts that have their own storefronts have a great selection of items to use in the Pokémon World.



Many Poké Marts also double as supermarkets that have food and goods for your home, or on the go. These larger Poké Marts also will have kits and other trainer pack bundles. Larger department stores will have even more options, from clothes, to tools, or even various tech you might need on the road, or just in your home office. As the GM, you don't need to provide every item in every Poké Mart.



A Pokémon Center with a Poké Mart inside.

Pokémon Computer Terminals (PCTs)

Located in almost every Pokémon Centers, Poké Mart, League Gym, or almost anywhere else that is important to Pokémon training are Pokémon Computer Terminals, or PCTs. They serve as a way to connect to a trainer's Pokémon Bank and access their digital storage of Pokémon when a trainer has exceed the six that trainers are legally allowed to carry at once.



When accessing PCTs, you can use attached devices to teleport your Pokémon within Poké Balls to a digital storage space and withdraw other stored Pokémon (you can store as many Pokémon this way as you wish). Poké Balls teleport to your Pokémon Bank when capturing a Pokémon that would be the seventh one with you since you can only ever carry six at a time.



PCTs are also useful to connect to the Global Trade System. On the GTS, trainers can browse for Pokémon from all over the world who are up for trades and even place your own Pokémon into the trade system. Your players can also trade in person at PCTs, they often have trade machines directly linked to them at most Pokémon Centers. When your players keep searching for specific types of Pokémon on the GTS, think of an interesting nearby wild for them to need to capture before trading for their desired Pokémon.



Professor Research Laboratories

In nearly every region that has a Pokémon league, there is at least one regional acclaimed professor who is appointed to distribute starter Pokémon to trainers. Each region's professors have different specialties of fields of study, but for the most part are extremely knowledgeable about all things Pokémon.

Professors with good relationships with your players will let them use their massive fields to store extra Pokémon that they've captured if they have the space. Professors will keep stored Pokémon happy, but will also play with and study them. Unless the professor is sinister for some reason, reward good roleplaying by having the professor care about your player's successes, especially if they are helping the professor by providing research materials.



Professor's laboratories are sometimes outfitted with even more services. Some may have reanimation labs to restore fossils. Others may have incubation holds where you can leave eggs and pick them up after your Pokémon have hatched. Many have comprehensive labs that players could potentially use as a safe and clean workshop to tinker with inventions you're working on or some concoctions that you're brewing. Many professors also keep massive libraries focusing on their fields of study that they may let players use for research.



Battle Courts

While trainers are generally allowed to battle against each other anywhere they want, there may be some places that are explicitly battle-free zones. Generally, in the middle of a mall or busy street you would immediately be told to stop by a Ranger because of the risk of injury or property damage. In busier cities, trainers will flock to battle courts to test their skills against other trainers with their Pokémon.



Some battle courts are rather small and you can judge based on its size whether or not attacks like earthquake or hyper beam will destroy something nearby. Some parks will also have fields that are unmarked, but a good size for skirmishes as others take a stroll through the park.

Larger cities have battle courts inside of public buildings so others may go and enjoy watching or participating in battles. Fill courts with random NPCs for players to challenge if your players like spending time at battle courts.



Think of unique battle courts with streams flowing through them, giant open skies above, or trees overhanging the court to surprise your players with unique strategies that your NPCs will use.

League Gyms and Stadiums

The pride of any gym leader is their league supported gym. Gym leaders represent the best of the region, hired by and support financially by the Pokémon league.

Typically gym leaders have to accept challenges from anyone who is taking any given region's league challenge but they don't have to do so without any kind of screening. Due to the sheer number of battles they might receive, they can make trainers complete tasks before accepting, refuse to accept a challenge until you have a certain amount of specific honors, or even make you get into a waitlist line and make an appointment.



You might want a gym leader's facilities to have some other special features such as scheduled tournaments, a contest stage, various types of schools or academies, specialty stores or galleries, Pokémon and human gymnasiums, geological phenomena, public works, athletic sports fields and courts, eateries, concert halls, work offices, laboratories, gaming centers, and much more. Each gym leader even customizes their gym battle court with various custom terrain and obstacles.



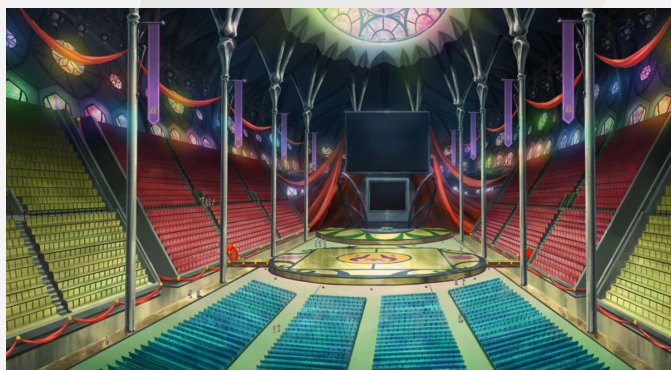
Gym leaders are really allowed to run their facilities however they'd like and many put a great deal of effort into showing off their personalities. Some make sure that trainers who visit them leave with a lesson, badge or not. Others ruthlessly defeat challengers, serving as a gatekeeper to the league championships. Each region has different prerequisites for regionals at the end of each year's season so make sure your players know if the league has a six, eight, or even ten badge requirement if you players are looking to enter the regional league championship.

Contest Halls

Not every town has a contest hall, but most cities do. Sponsored by the Pokémon Circuit, a league-adjacent organization, contests are held at least three times a week and generally feature multiple groups of five trainers competing one after another with each group having a winner, second runner-up, and third runner-up announced at the end of the whole show.



Competing trainers tend to be paired with like-accomplished trainers. When you earn your first ribbon, you are registered within that region's contest circuit whose final grand festivals are often held a week or two before the region's league championships. Different regions have different prerequisites for joining regionals, may it be a ribbon count or winning against certain coordinators. Most region's contest circuit have strict expectations for attire and how you carry yourself so don't join a circuit without knowing how you're expected to perform.



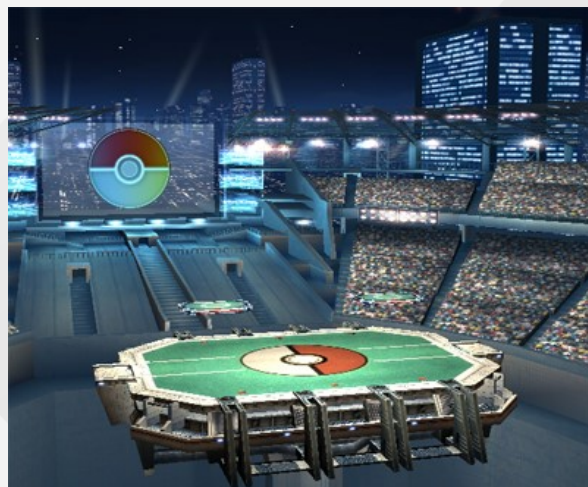
At grand halls, audience sizes rival the Pokémon league's finals. It is a great honor to stand on the stage of a grand final and many trainers aim for world fame by becoming a coordinator who performs during a grand festival's grand finals. You should create a handful of coordinators if your players plan to actively join the contest circuit.

Championship Facilities

Often the location of each region's Pokémon League executive offices, championship facilities boast tens of large stadiums to hold regional championships and are also often capable of hosting world championships.



Each of these facilities have at least sixteen stadiums with massive outdoor stadiums boast seats for at least twenty-five thousand seats with the grand stadiums having at least one-hundred thousand seats. Also found on their campuses are many human and Pokémon training gyms of all sorts. High-end spas, and health recovery clinics. Many even have amusement parks, malls, and other entertainment facilities connected to the campus.



The Pokémon League prides itself as being the center of the Pokémon world, driving the entire structure of Pokémon battles and the technology that surrounds Pokémon. If your players are planning to head to the regional championships, make sure your Elite 4 is established so that your players have someone to aim for.

Battle Facilities

The Pokémon League has a greatly dominant hand on everything Pokémon battle, however there are still many respected, independently run organizations who aim to test Pokémon trainers in battle.

Battle Chateau

The Battle Chateau prides itself as being a classy form of the Pokémon league with members holding noble titles such as Baron, Countess, Marchioness, or Duke. They expect a certain décor and poise of their trainers, above the shouting rabble of the Pokémon League. Not all regions have Chateaus.



If your trainers decide to pursue a rank in a Battle Chateau, they'll first need to prove their worth after talking to the head of that establishment. If your players have at least four honors and carry themselves with poise the house should be okay with them entering. They start as a Baron or Baroness and gain ranks from there. The battles do not have to take place at the Chateau, and ranked members are everywhere. Sometimes, if players can't find battles at the Chateau, inform them on their phone that a recent battle against an NPC has raised their ranking. The NPCs that are associated with the Battle Chateau should act like they are— it's a means of showing off your social class.

<u>Rank</u>	<u>Requirements</u>
1 Baron / Baroness	At least four honors
2 Viscount / Viscountess	Beat two rank 2 or above
3 Earl / Countess	Beat four rank 3 or above
4 Marquis / Marchioness	Beat six rank 4 or above
5 Duke / Duchess	Beat ten rank 5 or above
6 Grand Duke / Grand Duchess	Defeated one of the ten Grand ranking members while at least rank 5

Keep track of who your players defeat, it's possible for them to work towards a higher rank, such as Duke, by defeating a Duke while still acting as a Countess for example. Think about how you'd like to award honors from the Battle Chateau as well.

Battle Frontier

Appearing as a sort of amusement park, the Battle Frontier is a place of wondrous and out-of-norm competition. Frontier Brains concoct strange rules for battle, pushing trainers to solve near-impossible odds in battle and still come out on top. Frontier Brains tend to hate having their time wasted by overzealous trainers. Decide on how many facilities your region's Battle Frontier has, if any.



If your players are interested in a battle frontier consider the following tournaments for them to participate in. Tournaments should not have more than sixteen competitors, eight is probably the ideal, however.

<u>Facility</u>	<u>Conditions</u>
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Battle Arcade Trainers take three Pokémon with them into a tournament where random things happen to Pokémon at the beginning of each round, whether its all Pokémon starting with an affliction, or the same held item. The tournament leads to a battle against the Arcade Star.

Battle Arena Trainers will pick three Pokémon and choose an order to battle them in. Trainers must send out their Pokémon in that order every time during the whole tournament, leading to the Arena Tycoon.

Battle Castle Trainers participate in a tournament with three Pokémon. Pokémon are not healed between rounds, depending on how many Pokémon you still have at the end of a battle, you earn castle credits which are used for recovery or held items to use in battle. The tournament leads to a battle against the Castle Valet.

Battle Dome Trainers take three Pokémon during the tournament, then before battle find out what three Pokémon the opponent has with them. The trainers then only battle with two of the three they brought with them during the tournament, leading to the Dome Ace.

Facility

Conditions

Battle Factory Trainers will be given randomly generated teams of three Pokémon in a tournament leading to the Factory Head.

Battle Hall Trainers will take just one Pokémon into a tournament. Sometimes special restriction will be made, like a specific Pokémon type being required or a level of evolution. The tournament leads to a battle against the Hall Matron.

Battle Palace Trainers battle in a tournament leading to the Palace Maven. Their Pokémon will battle independently without their trainer's commands. You will choose their actions based on how your players usually use whichever Pokémon they choose and based on natures.

Battle Pike Trainers participate in a tournament with three Pokémon. Pokémon are not healed between rounds. Before facing the Pike Queen at the end of the tournament, Pokémon are healed.

Battle Pyramid Trainers enter a reserve with three Pokémon and nothing from their bags. The reserve is filled with healing items and even wild Pokémon. Competitors who earn four wins without leaving can face the Pyramid King, they may even use wilds they have just captured during their battles.

Battle Tower This is just a regular bracket tournament, leading to the opportunity to battle the Tower Tycoon.

Battle Maison

At the Battle Maison, four Battle Chatelaine or Chatelain lead a castle of battle. Each of the four house leaders use different rules when hosting their tournaments which lead to battles against their specialized teams, made for their modified battles.

A Battle Maison will usually host three Pokémon per trainer tournaments that lead to one of the castle's Chantelaine with one of these twists.

Type

Conditions

Single Battle Normal tournament.

Double Battle Single trainers using two Pokémon at a time.

Triple Battle Single trainers using three Pokémon at a time. Avoid running these tournaments if players or NPCs have the Dual Wielding feature.

Tag Team Two trainers each command one Pokémon at a time.

Battle Subways

Battle Subways are elaborate tunnels of battle after battle that often lead to battles against their station masters. In such limited spaces, trainers need to find creative ways to win.



Battle Subways tournaments are usually done in a Tag Team or Triple Tag Team tournament on a limited space court. The final battle against Station Masters should be on a greater court.

Battle Towers

Climbing high into the sky by battling floor after floor is the goal of any region's Battle Tower. They don't often have special rules, but they are almost never associated with the region's Pokémon League. Instead, they act as a private means of testing skills as a trainer without the glitz and glamour of a stadium.



Ranger Stations

The Ranger Union has stations located throughout the world. Led by region captains, each ranger serves together under a giant global union. They also tend to serve as a Pokémon Center for police and rangers, though they wouldn't turn away a trainer in need.



Depending on their captain or regional law, rangers might need to check in with different stations as they journey around. They're helpful for rangers who need a quick charge for their styler or for leads concerning suspicious activity. It's also not a bad place to report criminal activity that players would like solved.



While rangers do care about people being in danger, they are primarily tasked with protecting the Pokémon world and its balance of human and Pokémon coexisting. For this reason, sometimes it's better to just tell a police officer. Luckily, police stations are often connected directly to ranger stations in larger cities since the two organizations often work together to protect everyone that they can. You should have a Ranger Captain in mind for your region, especially if your players have a Ranger in the group.

Game Corners

Gambling halls for games of chance and skill are found all over the world. Whether its slot machines, roulette, poker tables, or mahjong rooms, the world is filled with people who do not believe that Pokémon is the only thing to care about in the world. Regardless, these casinos still allow betting on winners of league battles, exhibition matches between powerful rivals, or even for who might get best in show at a grand contest.



It could just be pointless rumors and nonsense but many game corners have criminal connections—sometimes without the actually establishment owners even knowing about it! Infamously, Celadon's Game Corner ended up having ties to the ruthless Team Rocket! Who knows what other kinds of connections other casino-type gambling centers might have.



Sport Parks and Safari Zones

Different cities or town may hold contests in reserves weekly or even monthly. It can feature catching sprees, or specific captures contests where you seek specific Pokémon, or even see who can fish up the Magikarp or catch the largest Bug-type.



Generally, these spaces will with specific types of Poke Balls, these Poke Balls are more capable of capturing Pokémon in these reserves while also serving as a way to indicate Pokémon who were in fact caught during the competition and not brought from home.

Grooming Parlors and Pokémon Salons

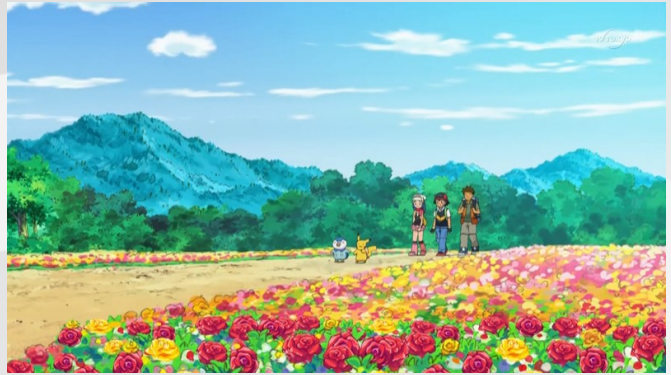
Different Pokémon parlors and salons can give your Pokémon a spa day of rest and cleaning. Pokémon with fur can be shaped and Pokémon with stone carapaces or blades can be polished. Entire buildings can potentially be many different groomer's store fronts for various types of Pokémon.



Pokémon love being pampered, but it's important that players are not leaving an ill-tempered or Pokémon who is too young with a stranger. That might make what's supposed to be a relaxing experience into a terrible one for everyone, include the groomers they left your Pokémon with.

Routes

The space between villages, towns, and cities are wild. Pokémon make their homes in all manner of habitats and when they claim a space as their territory it can be dangerous to go anywhere you please. Rangers have set up routes that connect human civilization that are usually dirt paths in safer parts of the wild.



However, some spaces are much more loosely labeled, sometimes without a real path— maybe just a clear shot across a vast valley or canyon serves as a route?



Routes help to connect human settlements, but not all settlements are connected by real ranger-made routes. Sometimes what becomes a route is just trailblazes made by hundreds of trainers who have passed through before



Acting as a Game Master...

In Pokémon Tabletop Adventures, you are in charge of some aspects of your player's characters and need to do some book keeping in order to help their play and growth. You're also in charge of every single non-player character and Pokémon. The following sections should help get your game rolling with tips and suggestions for play as the Game Master.

Non-player Characters

The main things you'll have to keep track of during play most often are the hit points of your NPCs, Pokémon or otherwise, and their stats. In order to do that, it'll help to have a sheet of scratch paper or a tab open on your screen where you've pulled some character stat blocks from.

As the Game Master, you're filling an entire world with non-player characters. When you're acting as a voice for each of these non-player characters, but struggle with literally acting out their dialects and voices differently, you can quickly give your NPCs a way to make them appear different by giving them different skill sets.

To quickly supply NPCs with abilities to make them less identical consider that most NPCs are level 0 and should have only one of the Origin features, if any feature at all. This means that at the lowest level, most of the people they encounter actually won't have any mechanically unique traits unless you give it to them. Any skill check this kind of NPC makes should just add 0.

NPC Trainers can be level 1 however and you should give them access to what all level 1s of their class have access to. Make your NPC Ace Trainers do a little more damage with Improved Attacks. Your NPC Researchers should know all Pokémon on sight. Use some of these blocks for simple trainer stat blocks in case your players happen to use skills against them and you need their modifiers.

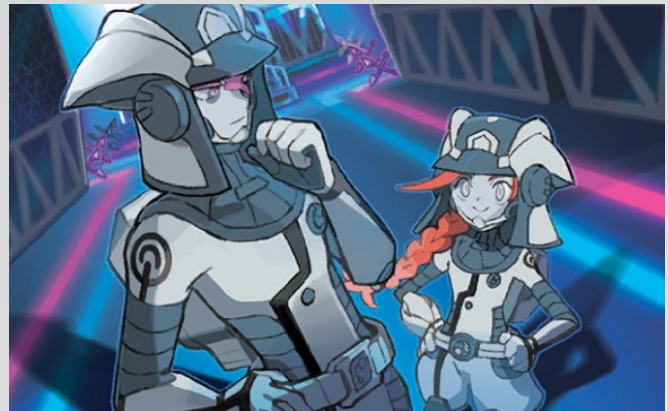
Junior Trainer

	Atk	Def	SpAtk	SpDef	Speed
Ace Trainer	4 (+2)	3 (+1)	4 (+2)	3 (+1)	4 (+2)
Breeder	3 (+1)	4 (+2)	3 (+1)	4 (+2)	4 (+2)
Coordinator	4 (+2)	3 (+1)	3 (+1)	4 (+2)	4 (+2)
Ranger	4 (+2)	4 (+2)	3 (+1)	3 (+1)	4 (+2)
Researcher	3 (+1)	4 (+2)	4 (+2)	4 (+2)	3 (+1)
Martial Artist	4 (+2)	4 (+2)	3 (+1)	3 (+1)	4 (+2)
Psychic	3 (+1)	3 (+1)	4 (+2)	4 (+2)	4 (+2)

For more complicated NPCs, level them up a bit. Pull a level 5 or higher out for Gym Leaders, maybe you've built a rival and they're growing at the same rate as your player's characters? Here are some starting point stat blocks for slightly stronger NPCs. These are all great starting points and you should adjust them as needed by lowering a stat as you raise other stats. Consider keeping a whole character sheet for a character who will be recurring very often if it will help flesh them out and set them aside from other NPCs your players interact with.

Experienced Trainer

	Atk	Def	SpAtk	SpDef	Speed
Ace Trainer	6 (+3)	3 (+1)	6 (+3)	3 (+1)	4 (+2)
Breeder	3 (+1)	6 (+3)	3 (+1)	6 (+3)	4 (+2)
Coordinator	4 (+2)	3 (+1)	3 (+1)	6 (+3)	6 (+3)
Ranger	4 (+2)	6 (+3)	3 (+1)	3 (+1)	6 (+3)
Researcher	3 (+1)	4 (+2)	6 (+3)	6 (+3)	3 (+1)
Martial Artist	6 (+3)	6 (+3)	3 (+1)	3 (+1)	4 (+2)
Psychic	3 (+1)	3 (+1)	6 (+3)	4 (+2)	6 (+3)



Veteran Trainer

	Atk	Def	SpAtk	SpDef	Speed
Ace Trainer	8 (+4)	3 (+1)	8 (+4)	4 (+2)	4 (+2)
Breeder	3 (+1)	8 (+4)	4 (+2)	8 (+4)	4 (+2)
Coordinator	4 (+2)	4 (+2)	3 (+1)	8 (+4)	8 (+4)
Ranger	4 (+2)	8 (+4)	3 (+1)	4 (+2)	8 (+4)
Researcher	3 (+1)	4 (+2)	8 (+4)	8 (+4)	4 (+2)
Martial Artist	8 (+4)	8 (+4)	3 (+1)	4 (+2)	4 (+2)
Psychic	3 (+1)	4 (+2)	8 (+4)	4 (+2)	8 (+4)

Wild Pokémon have Appeared!

Pokémon stat blocks are already all provided and only need slight tweaks when you decide it's important that a specific Pokémon is fully built. An example of when you might decide it's important is when it is a rival character who is recurring. Then their Charizard should have a nature applied—this specific detail might also help give the NPC more character since you now can describe how the Pokémon tends to act and how your NPC interacts with that Pokémon and its nature.

When using a wild Pokémon, it's usually not important to roll its nature and you can just play with whatever you pull out of the Pokédex. However once it's captured, you'll need to give it a nature for your players. Roll d20 to assign a Nature to a wild if it's captured.

<u>Nature Name</u>	<u>Increased Stat</u>	<u>Decreased Stat</u>
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01 Lonely	Attack	Defense
02 Brave	Attack	Speed
03 Adamant	Attack	Special Attack
04 Naughty	Attack	Special Defense
05 Bold	Defense	Attack
06 Relaxed	Defense	Speed
07 Impish	Defense	Special Attack
08 Lax	Defense	Special Defense
09 Timid	Speed	Attack
10 Hasty	Speed	Defense
11 Jolly	Speed	Special Attack
12 Naïve	Speed	Special Defense
13 Modest	Special Attack	Attack
14 Mild	Special Attack	Defense
15 Quiet	Special Attack	Speed
16 Rash	Special Attack	Special Defense
17 Calm	Special Defense	Attack
18 Gentle	Special Defense	Defense
19 Sassy	Special Defense	Speed
20 Careful	Special Defense	Special Attack

You can also decide its sex during an encounter, if it matters for its appearance per species, but for example either a male or female could be protecting its nest or hunting, so just roll evens or odds for sex once captured by a player.

Other Ways to Vary Your Wild Pokémon

Held Items

Give the wild Pokémon an item that it found somewhere, or just an uncommon berry. It can even be something that usually isn't found in the wild like an unused Poké Ball. You can choose from the items list in the PHB or PHB2.

Shiny Pokémon

While exceedingly rare, some Pokémon are completely identical in abilities, stats, and types to the rest of their species, but simply look different. There could be an orange Pikachu, a pink Charizard, or a silver-scaled Ekans. There are thousands of unique shiny Pokémon per species that for some unknown reason were born with a different appearance.



Size

While this is a less common way to mix it up, sometimes a Pokémon is larger than usual or smaller, enough so that it's noticeable. You could make a small Pokémon a medium size, or even shrink a large Pokémon down to medium.

Unique Passives

Mixing up passives to give a Pokémon something different could give it some unique traits. Take away one passive and give a wild an appropriate passive, like giving an Electric-type the Static passive, or giving an avian Pokémon the Keen Eye passive.

Unique Moves

You can give the wild Pokémon a little more to stand out by giving it an attack you pull from the move index, but remember that any Pokémon you're using in a wild encounter is one good roll away from being captured.

What Does a Wild Encounter Look Like?

In many Pokémon games, commonly only one wild Pokémon appears at any given time. In *Pokémon: Tabletop Adventures*, wild groups can and sometimes should appear.



Most often, your players will encounter a group of wilds, maybe two to five Pokémon who are all the same species and are traveling together. They could be gathering food, or even hunting. Sometimes one is clearly a leader and might even be evolved while the rest of the group is not.

Another scenario you could create is an active battle between rival species that are fighting for territory, that your players come upon. It might not even be an even fight, perhaps a Staraptor is taking away some Caterpie for dinner! Your players could even arrive after conflict where recent victors in a battle now see a group of trainers arrive.

A wild encounter never needs to be a wild one. A wild Pokémon could be curious about a trainer's cane and try to examine it, or maybe a Tailow keeps trying to take a trainer's sandwich. This gives players an opportunity for a social encounter with the wild Pokémon where your players simply make a Pokémon wild friend, or even convince the Pokémon to join them on their adventures.



Keeping Exploration Exciting

As your players continue to explore in the wild, their Pokémon will eventually grow tired from battle. It's important that they can keep going, unless your story intends to end in the middle of a forest. You can provide trainer with the fairly common Oran Berry which recovers the HP of a Pokémon.

For scenarios where they are battling other trainers often, offer the trainers to make wagers where your players gain credits to purchase more potions for travel. If your trainers are exploring underground caverns or remote ruins, allow them to find rare items, evolutionary stones, or even precious gems that they can sell in towns to fund potions for extended periods of adventure in the wild.

When in a city, your players could be in considerably less danger because they're always near a Pokémon Center, but trainers can still desire battles and challenge your players in the city. While there is no obligation for your players to engage in those battles, it can still be tempting for a trainer who wants to be the best.



Wild Pokémon can be encountered in the forest, in the city, or even diving down from above. They can wait in trees to attack from above, hide in shallow water, or slightly underground. Thinking ahead about the wild Pokémon that could appear in the wild between cities and towns that your players are visiting will help to create unique encounters so you aren't always scrambling to pull a random wild from the Pokédex.

Finding the Past Underground

Some players, especially Archeologists, will spend time digging around the ground for items. If a trainer passes what you deem to be a meaningful Investigate or Nature skill check, or if they are using an Archeologist Feature, have them roll 1d100 and refer to this list:

<i>Feature</i>	<i>Roll</i>	<i>Goods</i>
Stone	51-100	Weather Rock or Valuable Stone
	26-50	Evolutionary Rock
	3-25	Elemental Plate
	1-2	Mega Stone or Z-Crystal
Fossil	66-100	Fossil of a local species
	26-66	Fossil of a rare, not necessarily local species
	1-25	Fossil of an exceedingly rare, "extinct" species
Stone M	51-100	Species-specific Z-Crystal or Mega Stone
	11-50	Mega Stone or Z-Crystal
	1-10	Key Stone, Sparkling Stone, Wishing Star

Non-Archeologists will usually only pull from the Stone list unless you're feeling generous.

Capture Rates

Players will have access to Poké Balls and throw them at your wild Pokémon to capture them. Whether its to remove a threat on the field of battle, or because that player just can't wait to start their partnership with the wild, each Pokémon has a capture rate that the player will need to roll under.

Capture rates are split into groups based on their base stage's rarities. Base rarities refer to the first stage's rarity in the wild as defined by the symbols found in the Pokédex.



When wild Pokémon are evolved, their capture rate changes. The following guide helps to identify what the base capture rates are for each wild Pokémon are.

	First Stage	Second Stage	Final Stage
●	50	35	20
◆	40	25	10
★	30	15	0



If a Pokémon has only evolved once, but is already its final stage, use the final stage column. Sometimes a Pokémon like Magikarp is a commonly recurring Pokémon but its final stage evolution Gyarados is notoriously powerful and terrifying. In this case you can decide that its base capture rate is 0 as if it's the final stage of a star-rarity Pokémon family. It's not wrong to use 20 or 0, just make these kinds of decisions consciously and align future decisions for consistency (Don't make a Gyarados a 0 base capture check and then another Gyarados a 20 base capture check later in the same campaign). If a Pokémon does not evolve, and has not evolved, choose First Stage or Final Stage for the capture rate, but keep it consistent throughout play.

Since players are rolling under the capture rate in order to successfully capture a wild, you also need to modify its capture rate based on the wild's current state during the encounter. Players will modify their capture throw's check with the Poké Ball they use. You need to add or subtract from the base capture rate based on the Pokémon family's rarity with the following modifiers.

Wild Pokémon's Health:	Capture Rate Modifier
Wild Pokémon is at Max HP	-25
Wild Pokémon is not at Max HP	-10
Wild Pokémon is below half of its Max HP	+0

Wild Pokémon is damaged and below 10 HP +20

Wild Pokémon is at 0 or lower HP	+75
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Combat Initiation:	Capture Rate Modifier
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Wild Pokémon was ambushed	-25
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Wild Pokémon initiated combat	+0
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Players initiated combat against wild that knew the players were there	+10
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Afflictions:	Capture Rate Modifier
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Wild Pokémon is afflicted with... Burn, Confusion, Infatuation, Poison/Toxin	+10
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Wild Pokémon is afflicted with... Freezing, Paralysis, Sleep	+15
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Only the best applicable bonus from each of the above category is applied during a capture check.

Here are a few examples of a Pokémon's capture rate:

A Greedent is a final stage Pokémon of a common (circle) family. Its base capture rate is 20. However, this Greedent is at 48/72 HP, so its base rate is modified -10 to 10. A trainer needs to roll under a 10 to capture this Greedent.

Then the Greedent takes another hit and is Paralyzed! At 9/72 health, with Paralysis, its capture rate is 20 +20 +15 for a total of 55. Now your trainer needs to roll under a 55.

A Lampent is the second stage of an uncommon (diamond) family. Its base capture rate is 25. this Lampent was ambushed and is extra guarded, so its base capture rate is -25. It's currently at 28/36, meaning its capture rate is also -10. At a total of -10, your player will need a powerful Poké Ball modifier to get a result in the negatives.

After the Lampent is put to 11/36, the HP modifier is +0. Then when Confused, the modifier is +10. At a total of 25 +0 +10, the 35 capture rate is attainable, despite the rude beginning of the encounter by your player.

!!! If a Pokémon is captured while knocked out, the relationship and loyalty will start poorly for that Pokémon and player.

Loyalty

A Pokémon's loyalty represents what a Pokémon's relationship is with its trainer. Players caring about their Pokémon is important and affects many aspects of their Pokémon's growth. Natures, likes, dislikes, and the habits of each Pokémon species are all things you'll want to try to pay attention to in order better build interesting scenes and exciting moments of game-play.

Loyalty is measured on a scale from 0 to 5. Loyalty represents how well the Pokémon listens to your players or how defiant they may become when they command a Pokémon who isn't on the best terms with their. Cruel conduct and bitter medicine, even in the pursuit of being the best, can have major consequences if one of your trainers go overboard.

When a player captures a Pokémon, note what level of loyalty the Pokémon will begin with just in case the player immediately begins to use it in play. The following values help to determine where they start. Loyalty is not public to players, you alone keep track of your players' Pokémon and their loyalties.

Loyalty Values

0 - Pokémon at loyalty 0 are constantly trying to escape their trainers. If they aren't trying to actively flee, they're ignoring any comment from their trainers, or even trying to attack their own trainers. Loyalty 0 is earned— you have to be really awful to your Pokémon for them to be here. Pokémon who are captured while unconscious always start here.

1 - Pokémon at loyalty 1 do not trust their trainers, but are not outwardly hostile towards them. Pokémon here might occasionally ignore their trainer's commands, choosing to try something else during combat. Many newly captured Pokémon who believe their trainers are unworthy of their strength will be at loyalty 1.

2 - Loyalty 2 is marked by obedient Pokémon who are not really close to you. Most loyalty 2 Pokémon like their trainers but may see their relationship mostly as a means to an end. Their obedience and performance in battle gets them food and a safe place to rest. To improve their relationship, it helps to have Pokémon that are interacting with both them and you together. Most hatched Pokémon start at loyalty 2 once they imprint onto you.

3 - In general, loyalty 3 is a great place for your Pokémon to be. Pokémon at loyalty 3 obey commands in battle and perform the best they can to protect their friends and allies. They value their trainers as much as their trainers value them. You might find that this is a place that many of Pokémon settle, as it's difficult to maintain loyalty of many Pokémon at the same time.

4 - Loyalty 4 often represents the closest relationship that a trainer might have. Most often, trainers will have Pokémon with loyalty 4 be their first Pokémon, their Pokémon who is always out of their Poké Ball, or maybe a starter that grew particularly close to their trainer. Pokémon with Loyalty 4 often know everything their trainer would expect of them. While a Pokémon might quickly grow to care for their trainer, loyalty 4 is usually only found in partnerships that are at least three months long.

5 - A trainer might spend their whole life with loving partnerships with their Pokémon and never have a Pokémon with loyalty 5. Pokémon with loyalty 5 have perfect understandings of their trainer's needs and desires. Pokémon with loyalty 5 are often proactive, almost acting without command— sometimes it's hard to tell if a trainer is commanding their loyalty 5 Pokémon or simply narrating their Pokémon's actions.

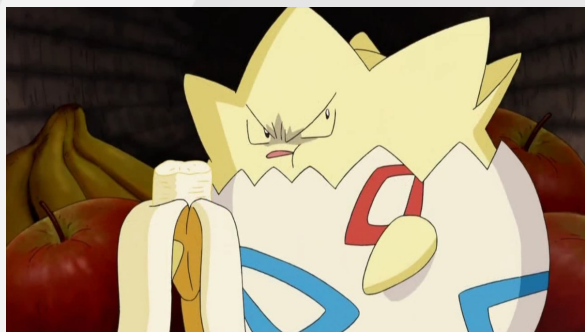
In general, match starting loyalty for Pokémon your players have with the following scenarios: Starting Value

A Pokémon is caught while unconscious	0
A Pokémon is abused in some way before capture	0
A Pokémon is caught with a lucky 00 roll when it was still full of battle	1
A Pokémon is caught while completely outnumbered	1
A Pokémon is acquired in a trade	1
A Pokémon is coerced to join you with threats	1
A Pokémon is caught after a evenly matched battle	2
A Pokémon is hatched	2
A Pokémon is received from a breeding center	2
A Pokémon is received as a starter	2
A Pokémon is coerced to join you with friendship	2
A Pokémon is rescued and then joins a player	2

With these starting points in mind, let's move onto what Pokémon behavior looks like at each level, before discussing how trainers raise their Pokémon's loyalties.

Loyalty 0

Pokémon are disobedient at level 0. Players have no control over these Pokémon and you will have to control them almost as if they are NPCs. When not being watched, they will often try to quietly leave the player's line of sight. If large than their trainer, and some kind of carnivore, the Pokémon might even try to attack its owner, or fellow Pokémon. When commanded in battle, these Pokémon will act only if they perceive the foe as a threat. If it is significantly weaker, or significantly stronger, the Pokémon will attempt a move that is sometimes overkill, or will just flee a field of battle. If a Pokémon at loyalty 0 perceives a foe as potential prey in the wild, they may even try to consume the foe, even during a league match. If given food, these Pokémon will take the food and try to eat it away from everyone else. When resting outside of a Poké Ball, it might not get restful sleep. When interacting with other owned Pokémon, these Pokémon might treat others poorly, believing them to be coddled or too subservient— unless the loyalty 0 Pokémon fears any of them in which case it would just avoid interaction entirely.



Loyalty 1

Pokémon are unfriendly at loyalty 1. These Pokémon will eat with their trainers, but might not share with other Pokémon or might even try to take food that isn't theirs. In battle, loyalty 1 Pokémon might battle how it would in the wild— not always as commanded. They do not try to escape but will occasionally do things to undermine their trainer. They might, for example, walking front of their trainer in a way that causes them to trip, or pretend they can't hear a simple command such as, "fly up there and get that shiny rock in the tree." The main difference between loyalty 0 and 1 is the hostility. Pokémon at loyalty 1 will only very rarely attack their trainers or allies, instead choosing a kind of civil disobedience to show its disinterest in its trainer.

Loyalty 2

This is a great place for your trainer's Pokémon to be. At this point, you will not need to control them too much as NPCs, instead allowing players to describe how their Pokémon might respond to anything they are doing with their loyalty 2 Pokémon. These Pokémon might even appear as happy as higher level loyalty Pokémon, but have relationships with their trainers more akin to what you see in human work-place associates. The Pokémon has the same goals as their trainer and so are content to do as their trainer advises and in turn, they are fed, get safe rest, and grow stronger.



Loyalty 3

Once here, you should only very rarely be interjecting with what you want Pokémon to be doing— instead take a backseat to your players and let them roleplay for their Pokémon.

Loyalty 4

Loyalty 4 marks a Pokémon who should be very happy all the time. You should only be interjecting to control these Pokémon as NPCs if they know something your player doesn't and are aiming to protect their trainers from harm. Continue to let your trainers play up any interactions during rest for roleplay moments if you have those kinds of players.

Loyalty 5

This is a difficult loyalty to roleplay differently than loyalty 4, but has some key differences and requirements that you'll be looking for in order to reward a Pokémon with loyalty 5.

Loyalty matters not only for roleplaying with Pokémon, but also for Pokémon evolution. For this reason, keep track of your players' Pokémon's loyalties on a sheet. The following section will show what to look for in order to grant higher loyalties and eventually, evolution.

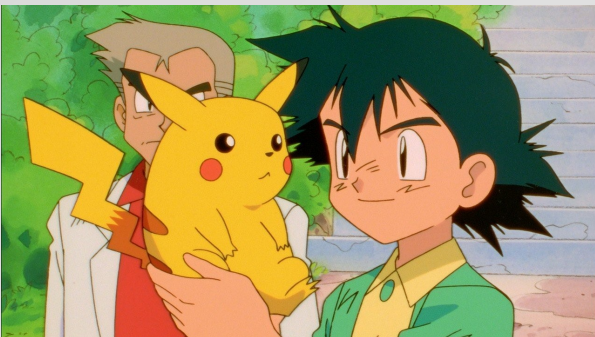
Awarding Higher Loyalties

When looking to award higher loyalties to your player's Pokémon, consult these lists. Keep in mind that not all of these bullet points need to be checked off to raise a Pokémon's loyalty. Loyalty is something you keep track of and if you think a dramatic moment is possible in play that you want to create, feel free to award a higher loyalty to enable a memorable moment in game-play.

Loyalty 0 to Loyalty 1

- Trainer gives appropriate amount of food without any urging by Pokémon.
- Trainer has worked with Pokémon for at least one hour a day for at least a week.
- Trainer has worked with Pokémon for ten hours total over the week.
- Patience by the trainer. Almost a tolerance and acceptance of misbehavior, without encouraging it.
- Trainer rewards good behavior with treats or words of praise.
- Trainer does not berate or punish with removal of basic needs, through any kind of humiliation, or comparison to other Pokémon.
- Trainer removes triggers for bad behavior when working with Pokémon.
- Trainer gives outlet for Pokémon, such as exercise or time to socialize with similarly strong Pokémon.

The main thing to look for here is your player putting in the time to earn this Pokémon's trust. It was essentially captured in a way that made its opinion of its trainer very unfavorable and the player has to prove that their desire to have the Pokémon goes beyond a checklist or a species name on their character's sheet



Loyalty 1 to Loyalty 2

- Trainer gives basic needs to their Pokémon.
- Trainer pays attention to the Pokémon's favored flavors and disliked flavors.
- Trainer rewards good behavior and talks to Pokémon about unwanted behaviors.
- Trainer has worked with Pokémon for at least one hour a day for at least four days.

At this point, you'll be doing less NPC control with their Pokémon, instead just talking about the Pokémon's enjoyment of any activity or interaction. Once a Pokémon's loyalty is at Loyalty 2, you can let them evolve!



Loyalty 2 to Loyalty 3

- Trainer gives basic needs to their Pokémon.
- Trainer pays attention to the Pokémon's favored flavors and disliked flavors.
- Trainer has worked with Pokémon for at least one hour a day for at least four days.

Pokémon tend to naturally grow to Loyalty 3 from Loyalty 2. At this point, just make sure your players are still maintaining the relationship with their Pokémon.

!!! A Pokémon should not have its loyalty lowered unless a trainer is abusing their Pokémon or repeatedly feeding it bitter medicines and foods. A trainer who is apologizing for mistakes should not be punished unless they continue to put their Pokémon in danger. In this case you might suggest that a Pokémon is unhappy with a decision and that will hopefully curb continued abuse.

Loyalty 3 to Loyalty 4

- Trainer has worked with Pokémon for at least an hour a day for multiple weeks (three to four).
- Pokémon's goals align with its trainer's and wants to win battles for badges, perform for ribbons, or other similar goals.
- Pokémon has helped its trainer to earn at least one honor.
- Pokémon does helpful things for its trainer without being asked.
- Pokémon gets along with other Pokémon that its trainer owns.

Pokémon that eventually make it to Loyalty 4 are your player's favorites. It may be hard to tell at times, but if you mark a Pokémon at Loyalty 4, it's a Pokémon that your player would never trade away under any circumstances (though they may store it temporarily in a PSS).

Loyalty 4 to Loyalty 5

Loyalty 5 is not a checklist, this is something you need to pay attention to in roleplay. If your player is throwing themselves in front of harm to protect a Pokémon, and they've been at Loyalty 4 for a while, this might be an act that pushes them over. If your player constantly includes a Pokémon in their roleplay by including them in conversation or saying things like, "Pikachu thinks that's a good idea," when the player's trainer doesn't literally understand their Pokémon's speech that may be a sign. Maybe a Pokémon who has been Loyalty 4 for a while is released by their trainer to pursue their own goals in the wild and that can be a catalyst for this loyalty. Perhaps a Pokémon has participated in more than half of a trainer's honors for some regional qualifier and they are as excited about the prospect of performing on the global stage as their trainer.

Whenever you decide to award level Loyalty 5, you will be telling your player that they've received an honor regarding that level. This is where things can get complicated. Some players will see one act earn Loyalty 5 and try to imitate it, but you will not award it the second time when they replicate it to the best of their ability. Don't let a player push you into giving a Pokémon Loyalty 5. Many real relationships skip a growth process immediately going from a casual friendship to an intimate one where people are completely candid and open without having built up trust and mutual support.

If a player is roleplaying with their Pokémon to have each other be completely trusting without that foundation, do not punish them for it by taking the reigns from their Pokémon's behavior if the Pokémon is at Loyalty 2 or higher. If your players choose to have intrinsic trust as a character decision just make sure they are still achieving the bullet points for loyalty advancement.



Once at Loyalty 4, you should keep a tally by your player's Pokémon and keep track of all of the good story moments they roleplay. At some point, there should be a number that you set as 'enough' that you can keep consistent for games you run. Also be sure to acknowledge the different ways a player could be roleplaying a growing bond. A player saying that their character talked to a Pokémon for hours is just as valid as a trainer working to make an accessory for the Pokémon to wear; a trainer encouraging their Pokémon through any failures it might have suffered; physical affection such as petting, polishing, and grooming; or doing things that their Pokémon likes such as swimming, climbing activities, digging, or even battling.

Again, there is no easy checklist for Loyalty 5, but your players might get there and you can award them for roleplaying well.



Pokémon Evolution

In many cases, a Pokémon evolving is as simple as your player's trainer touching it with an evolution stone or having it interact with another Pokémon in a specific way. However, over two-thirds of the time you'll be keeping track of that. There is not a lot that a Pokémon needs to evolve, so just pay attention to the following things:

- The Pokémon hatched or last evolved over a week ago.
- The Pokémon is at least at Loyalty 2.
- Something awesome happened.

This is where things can get fun. Here are some examples of something awesome: The defeat of a tough foe while earning an honor of some kind, a critical hit that defeats a foe, surviving with a close call from a critical hit or a super-effective attack, a celebration for the Pokémon for some accomplishment or milestone it passed, a Pokémon takes a deadly and potentially lethal hit only to evolve to save itself, or maybe it concealed itself in a blizzard or sandstorm for a maneuver and emerged evolved? When you narrate an evolution, make sure it's a highlight for your players, don't take control of their Pokémon as an NPC for too long.



Evolution is natural for Pokémon, but some don't want to evolve. Keep this in mind and if your players don't want a specific Pokémon to evolve, narrate that a Pokémon is fighting off evolution so your player can get it an everstone. Also, while this list is helpful, it's not absolute. If a loyalty 0 or 1 Pokémon feels threatened and needs a small boost of power to protect itself, maybe it evolves in a fit of frustration and rage? Or maybe a would-be lethal Thunderbolt on an Eevee instead reflexively evolves it into a Jolteon?

Also, some Pokémon just don't take that long to evolve. Bug-type Pokémon who enter chrysalis-like stages might only be there for two to four days instead of a whole week. Other Pokémon like Magikarp might be very happy, but still won't evolve for weeks due to the nature of its evolution.

Expressing Loyalty

Since you get the ball rolling before completely handing over the reigns to your players, here are some ways you might have your Pokémon display their loyalty to their trainers.

- Low loyalty Pokémon may shy away or hide from trainers they dislike.
- High loyalty Pokémon rub up against or hug trainers they love (this can be scary from a Bewear).
- If a Pokémon is small enough, it might fall asleep in a trusted trainer's lap.
- Feline or pack-oriented Pokémon may wander into the wilderness, hunt something, and bring it back to a beloved trainer as a gift.
- Pokémon naturally oriented towards pack structure will include their trainer in its 'pack.' At low loyalty, this trait may look like acting out in subtle ways to challenge its trainer, going through doors first or stealing food.
- A Pokémon may still see itself as an alpha, but see its trainer as a beloved drone. A Vespiquen might make sure you are well fed with honey and well protected if she likes her trainer.
- Pokémon who are not loyal may prefer the company of another trainer or another trainer's Pokémon.
- Pokémon who are loyal will often also be loyal to Pokémon of the same team (Unless, of course, they are prone to jealousy).
- Ghosts or Naughty and Quirky natured Pokémon may express their high loyalty by playing tricks or practical jokes on their trainer. For a Disloyal Pokémon, they may instead play more malicious gags without thinking about the trainer's safety.
- Psychic-types or more intelligent species may wish to play games with their trainers. Players will rarely defeat a Metagross in a game of Chess, but it will still be an enjoyable experience for both trainer and Pokémon.
- Fighting types or Proud and Adamant-natured Pokémon may run and jump and show off in front of you. They may also want to spar with their trainers, which may be dangerous for more fragile trainer classes.

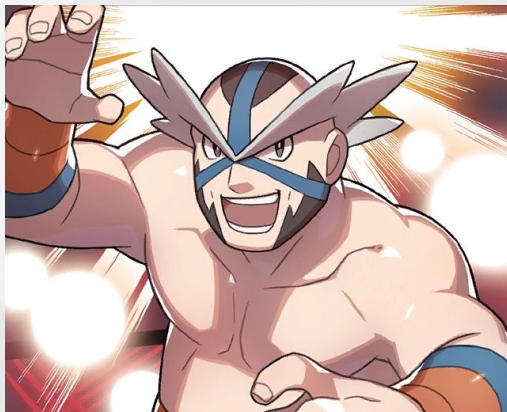
Skill Checks

Your players are going to try things and skill checks are there to measure their success. Whenever they make a skill check they will roll 1d20. On a natural 20, they will roll again and add the second result to 20 and whatever modifier bonuses they are supposed to add per skill. Success means they completed the task as planned, but failure means something goes wrong and a critical failure means something goes very wrong. As a general rule the difficulty for each skill is measured like this:

5 - Very easy	20 - Hard
10 - Easy	25 - Very Hard
15 - Medium	30 - Nearly Impossible

In order to figure out what value you might assign some skill checks to, these examples will hopefully help all of the skills. This list isn't definitive, so consider what you want your players to do and figure out where you should place a skill check at based on these examples. Skill checks do not need to be 5, 10, 15, 20, 25, or 30. They can be 2, 8, 17, 27 or anything between 2 and 30. While there is no strict science to what you decide a skill check's difficulty is, you should remain consistent. A wall scaled once should be the same difficulty next time unless there are factors that have changed the wall in some way. Also keep in mind that not everything needs a skill check. Only ask for players to roll one when you believe failure should be an option.

Task Difficulty	Check Value	Example
Very Easy	5	Climb a knotted rope
Easy	10	Gather local mythology
Medium	15	Perform first aid without a kit
Hard	20	Hack into a secure computer
Very Hard	25	Break handcuffs by force
Nearly Impossible	30	Convince a mother Charizard you are only borrowing one of her eggs from her nest



Attack Skill

Athletics

Athletics are used for basically everything having to do with physical prowess that isn't explicitly balancing or flexibility. Here are some examples of skill checks: Climbing a rocky 25ft wall might be a 'Easy' or 'Medium' skill check, made harder by a surface being wet or slippery, or having a hazard of some sort on the wall like barbed wire. Jumping across a 15ft gap between building rooftops, or wall running and jumping up to grab the lip of a 15ft wall might be an 'Easy' check with a running start and a 'Hard' check if done without a running start. Breaking free of bonds could scale in difficulty with the material of the bonds, forcing open a door could be harder depending on the lock. Players shoving themselves through a crack in a wall might be different skill checks depending on the size of your player's characters, hanging onto the tail of a Charizard in flight might change depending on how much else the player may be carrying. For jumping, sometimes you might have a player roll acrobatics if that's their forte.

Task Difficulty Example

Very Easy	Climbing a knotted rope
Very Easy	Break down a simple locked door
Easy	Swim against a slow current
Easy	Climb a rocky wall
Medium	Force your way through a tight space
Medium	Running jump up to the lip of a 12ft wall
Hard	Lift twice your weight above your head
Hard	Leap 20ft with a running start
Very Hard	Break out of handcuffs by force
Very Hard	Halt a rolling boulder / medium Pokémon

After twenty minutes, its possible you'll want to make players do another check for climbing a mountain face or swimming upriver, for example. If a player wants to grapple and pin someone else to the ground, they will roll their Athletics against each other.



Defense Skills

Concentration

Concentration checks will scale depending on the amount of pressure a character might be facing while doing something else. If a trainer is being harmed while trying to do anything that requires focus, like programming something, or balancing on a ledge, they might need to make a Concentration check. If they are being distracted by blazing horns, a sonic attack, or flashing lights they could also need a check. The more damage they take, the harder their skill check should be. Taking 15 damage for example might be a 'Medium' skill check and failing it might mean needing to restart a task or losing your footing.

Task Difficulty	Example
-----------------	---------

Very Easy	Take 5 damage without being startled
Easy	Take 10 damage without being startled
Medium	Take 15 damage without being startled

Sometimes, a concentration check might be made against each other if for some reason two people were having a staring contest. On a more serious note, two evenly matched hackers might roll concentration against each other if they're both at active terminals and it isn't just one person hacking through existing security measures that have been left to run independently.

Constitution

Constitution checks are almost always made reactively. Whether it's dealing with some kind of poisoning, exhaustion from running for over an hour straight, or not sleeping and continuing past 24 hours of being awake, your players will make checks when you feel they shouldn't be performing at full capacity.

Task Difficulty	Example
-----------------	---------

Very Easy	Down a single drink and be unaffected
Easy	Ignore food poisoning
Easy	Run for an hour straight and keep going
Medium	Function normally after being awake 24 hours
Medium	Ignore Poison or Toxin from an attack's effect
Medium	Function normally with no food or drink all day
Hard	Hold breath for 10 minutes

While unlikely, constitution skill checks can be made against an NPC's roll during a drinking or eating contest, for example.

Special Attack Skills

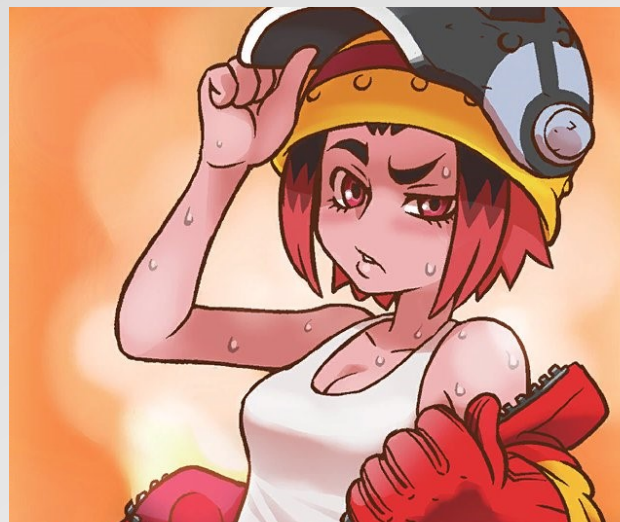
Engineering / Operation

An engineering or operation check has to do with understanding machinery and using it. Most devices in the Pokémon world are easily recognized, but a teleporter does not always look the same, or even recognizable as a device that has that capability at first. This could also be used to take over a falling helicopter and then used to pilot it safely to the ground. When not under stress, a character who is talented in operation shouldn't need to roll to operate things.

Task Difficulty	Example
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Very Easy	Identify different factory machinery
Very Easy	Operate vehicle
Easy	Identify unique device
Easy	Operate factory machinery from controls
Easy	Disable mechanical arm
Easy	Repair mechanical damage
Medium	Identify unique complex device
Medium	Disable mechanical arm irreparably
Medium	Operate aircraft or seacraft
Hard	Operate damaged aircraft or seacraft
Very Hard	Repair mechanical irreparable damage

In rare scenarios you could find operation skill checks made against two characters during a race or sorts, remote control in a vehicle. It's unlikely that engineering skill checks would be made against two people— instead checks are made to build, improve, or destroy.



History

History is a kind of know-it-all skill that can be used to potentially bypass any investigative questioning of locals or Pokémon Center nurses for a lead concerning something where your players might be. Whether it's knowing how long or how often recent disappearances of a town's honey is and what nearby wild Pokémon could potentially be the culprit, or knowing about an ancient prophecy concerning a town players are passing through this skill check could be helpful to have player's roll.

Task Difficulty	Example
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Very Easy	Recent happenings (less than one hour: city)
Easy	Recent happenings (past day: city)
Easy	Recent happenings (past day: town)
Easy	Recent history (past decade: city)
Medium	Recent history (past decade: town)
Medium	Ancient history (past century: city)
Hard	Recent happenings (less than one hour: town)
Hard	Ancient history (past century: town)
Hard	Ancient lore, legends, and superstition

Investigate

When players are actively looking for clues at the scene of some kind of disappearance, or maybe they are looking for tracks to follow, you'll have them roll an investigate check. Depending on how specific they get concerning where they are looking, you can lower the difficulty. For example, looking for a letter hidden under a mattress in a room might be Hard, while looking for the same letter while searching the bed might be Very Easy. If players fail in that example, they shouldn't get to find the object until after the time it would take to search the entire room.

Task Difficulty	Example
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Very Easy	Locate bag-sized object in room
Easy	Locate bag-sized object in house
Medium	Locate key-sized object in room
Medium	Find suspicious item in room
Medium	Find hidden passage / door in room
Medium	Locate key-sized object in house
Hard	Find small hidden device or controls in room



Medicine

Medicine will be useful for your players who find themselves with a broken ankle in the middle of a jungle or needing a quick stitch done after a rockslide on a mountain. While a trainer may have an easier time doing these things with a medical field kit, not all groups will travel with one and sometimes they'll need to improvise with whatever cloth or string they have on them making the check more difficult. Medicine does not explicitly heal any HP when used, but might on a particularly good roll. Medicine is used to make things bearable, temporarily fixed, or able to be moved until you get to a hospital.

Task Difficulty	Example
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Very Easy	Sterilize and clean a wound
Very Easy	Diagnose a wound
Very Easy	Suture wound
Easy	Reset dislocated joint
Easy	Stabilize a dying trainer
Easy	Determine cause of death
Easy	Determine medicinal use of drug / food / plant
Medium	Detect discreetly poisoned food / goods
Medium	Set broken bones
Medium	Safely remove foreign object from being
Hard	Treat curable disease
Hard	Diagnose a disease
Hard	Resuscitate a trainer who isn't breathing
Hard	Determine complicated cause of death
Very Hard	Perform surgery
Very Hard	Treat incurable disease

Nature

People and Pokémon are no the only things in the world and sometimes identifying other natural aspects of the Pokémon world. Whether its finding safe passage through a jungle, following a set of tracks, forecasting the day’s weather, or any natural interaction with a trainer’s surroundings a nature check could help the deduce information based on their previously collected information concerning their surroundings. This is more useful when trainers are miles away from the nearest cell tower.

Task Difficulty Example

Very Easy	Follow tracks of a huge Pokémon
Very Easy	Traverse in the same direction over time
Very Easy	Determine north
Very Easy	Determine time of day to the half hour
Easy	Identify a wild Pokémon’s hunting ground
Easy	Build shelter (2 hrs)
Easy	Find some berries in a forest
Easy	Forecast natural weather
Easy	Locate water
Easy	Navigate wild terrain
Medium	Identify plant and its properties
Medium	Navigate difficult wild terrain
Medium	Identify Pokémon
Hard	Find some berries in a desert
Hard	Follow tracks of a medium Pokémon
Hard	Quickly build shelter (30 mins)
Hard	Identify Pokémon egg species
Very Hard	Navigate changing wild terrain
Very Hard	Follow tracks of a tiny or small Pokémon



Programming

Your players’ programming skill checks will always be rolled against a value you’ve predetermined for whatever they’re trying to manipulate. If something is made to be especially hard to get through, you might even roll its value and add the Special Attack modifier of the programmer who has set up some kind of firewall, security measure, or any kind of defense against unwanted intruders.

Task Difficulty Example

Easy	Access digital device (timer, detonator, lock)
Easy	Activate / shutdown remote task (cameras, locks, alarm)
Easy	Access personal computer
Easy	Manipulate computer hardware
Medium	Access small network (small office, personal business)
Medium	Crash computers
Medium	Change network keys
Hard	Access large network (Pokémon Centers, local government)
Hard	Crash network
Very Hard	Access massive corporate network (Ranger Union, Rocket servers, Silph Co.)
Variable	Damage programming
Variable	Hide evidence of tampering
Variable	Reserve engineer software
Variable	Assess hardware / infrastructure

Programming rolls can depend on the size and security measures of the system a programmer is trying to tamper with. A personal computer is probably easier to damage its programming than the Ranger Union’s network, for example.

Special Defense Skills

Bluff / Deception

Lying is invariably going to come up, and depending on the lie and the NPC your players are lying to, you'll have to play dumb if they succeed after you call for a bluff or deception skill check (unless of course the lie is so Farfetch'd that it would be impossible to convince anyone that it's true).

Task Difficulty	Example
Very Easy	The NPC wants to believe the player
Easy	The lie is believable
Medium	The lie is unlikely
Hard	The lie is ridiculous
Very Hard	The lie is nearly impossible
Variable	The NPC is impaired
Variable	The player possesses convincing evidence



Diplomacy / Persuasion

Using flowery words and gracious language and flattery is sometimes all your players need to get what they need out of one of your NPCs. If players are trying to convince an NPC to help them, or tell them what's in their best interest, they'll need to make a diplomacy or persuasion skill check.

Task Difficulty	Example
Very Easy	Ask for local advice or directions
Easy	Ask for detailed advice or directions
Medium	Give aid while busy
Medium	Speak about local secret or gossip
Hard	Give aid for a long period of time
Hard	Reveal important or dark secret
Very Hard	Give dangerous aid
Variable	NPC is friendly or helpful
Variable	NPC is unfriendly or hostile

For the social skills of Bluff / Deception and Diplomacy / Persuasion, the condition in which your players are using these skills matter greatly. If they are deceiving a guard while they are jailed, the guard might already believe the player is only capable of lies. However, if the same guard is bribed the deception roll could suddenly be a persuasion roll, ignoring whether or not the player is a prisoner. Think of the disposition of the NPC when players use these skills to make the check harder or easier. When made easy enough, they shouldn't even need to roll.

Insight

Players might ask to use insight to determine if your NPCs are being truthful or to sense if they have secret motives and are misleading you with their persuasion in some way.

Task Difficulty	Example
Very Easy	The NPC is lying but has an obvious tell
Medium	The NPC is lying but has a tell
Hard	The NPC is lying by omitting information
Hard	The NPC is lying and has no tell
Hard	NPC has ulterior motives while aiding a player
Very Hard	Gut feeling that the NPC is being deceitful

Insight is sometimes rolled against an NPC's insight while playing a game such as Chess, Mahjong, or Poker. By identifying the intention or strategy of an opposing game-player, insight skill checks can be used to determine a winner.



Perception

Noticing something, by spotting it, hearing it, or sometimes smelling it when most people might just miss it or ignore it is a perception skill check. When trainers are passing through anywhere and you want to give them a chance to see something they wouldn't passively be able to spot, you can have them roll perception.

Task Difficulty	Example
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Very Easy	Hear a nearby Pokémon battle
Very Easy	Notice a non-hidden large Pokémon
Easy	Overhear details of a conversation
Easy	Smell the stench of something strange
Medium	Notice a trip wire
Medium	Notice a decently hidden medium Pokémon
Hard	Notice a pressure plate
Hard	Overhear details of a whispered conversation
Very Hard	Notice a well hidden small Pokémon
Variable	Notice a pickpocket
Variable	Notice a stalking stealthy Pokémon or person

Something to consider the proximity of the thing your players are potentially able to perceive. Adjust the skill check's difficulty appropriately.

Perform

Perform has a pretty wide application and can be used in many situations to achieve an end. Sometimes players will use it to draw a crowd, other times it will be used in conjunction with another skill check to convince someone of something. Regardless of the purpose, perform is used in conjunction with some kind of musical instrument, dance, act, storytelling, singing, speech or even a combination of many tools of performance.

Task Difficulty	Example
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Very Easy	Attract the attention of a bored child
Easy	Attract the attention of passersby
Medium	Gather a crowd in a city
Hard	Gather a large crowd in a busy city

Consider the length of a performance or the location to adjust difficulties of skill checks. When you want, combine perform with other skill checks rolling both to determine outcomes.



Pokémon Handling

Handling Pokémon, owned or wild, is sometimes as easy as telling it what you want it to do. In some cases however, a Pokémon may be disobedient or not understand what you want from it. A Wild Pokémon may be aggressive and want to attack, too angry to listen to reason. An owned Pokémon may be acting out because it doesn't like its trainer, or perhaps doesn't understand that its needle-covered arms harm those it hugs. Through Pokémon Handling, your players can try to calm angered Pokémon, better train owned Pokémon, and teach Pokémon alternative things to do if there is any behavioral problems.

Task Difficulty	Example
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Easy	Teach a well-behaved Pokémon to end a bad behavior
Easy	Identify the mood of a Pokémon
Medium	Stay mounted on a loyal Pokémon during battle
Medium	Calm a panicked or sad domestic Pokémon
Hard	Stay mounted on a Pokémon during battle
Hard	Calm an angry domestic Pokémon
Very Hard	Calm an angry wild Pokémon

Sometimes you'll adjust a skill check because the Pokémon who is being handled has a history with the trainer rolling the check, other times it'll be changed because of some insight a trainer might have to the Pokémon's needs.

Speed Skills

Acrobatics

Acrobatics can cover a lot of different feats that a trainer might want to try. Acrobatics covers nearly every physical feat that doesn't directly have to do with physical strength. This means it'll cover balance while crossing narrow beams or other surfaces, complicated jumps, rolling and tumbling, reflexive dodging, landing on your feet, and sometimes even hand-eye coordination. Crossing a wobbly catwalk might be harder than a non-moving beam, sidling along a ridge could be tougher than balancing along a thin stone bridge. There are many factors you need to decide on in the moment to make a check easier or harder. For jumping, sometimes you might have a player roll athletics if that's their forte. A brute force leap can be just as useful as a carefully planned jump.

Task Difficulty	Example
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Very Easy	Fall safely from 10ft up.
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Very Easy	Cross 1ft wide surface.
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Easy	Land on your feet after dropping 15ft
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Easy	Throw a grappling hook on a ridge 20ft high
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Medium	Cross 6in wide surface
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Medium	Sidle 6in wide ledge
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Medium	Running jump up to the lip of a 12ft wall
--------	---

Hard	Leap 20ft with a running start
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Hard	Dodge a slow moving threat (rock slide, wave)
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Very Hard	Cross 2in wide surface
-----------	------------------------

Very Hard	Dodge a beam attack that you were ready for
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Acrobatics checks might be made by a player and an NPC against each other to catch a small object falling near both of them. Another example might be while on the same object that relies on both person's balance.



Sleight of Hand

Sleight of Hand checks are made while concealing objects on your person, while removing objects from another person's possession, or while disabling traps and picking a lock.

Task Difficulty	Example
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Easy	Palm a coin / make a coin disappear
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Easy	Disable trap
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Medium	Pick a tumbler lock (non-digital)
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Hard	Lift a small object from a person / Pokémon
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If you player makes a point of practicing their lockpicking or pickpocketing often, you could make their difficulty check easier. It also depends on the target when it comes to pickpocketing. A distracted person might not notice the lift. Often, a pickpocketing target might roll their perception skill check to avoid being a victim. Keep their penalties in mind in regards to distractions, impairment, or general ease in a situation.

Stealth

Stealth is used to sneak around without detection by sight or sound. Your players should be asked to roll stealth when they are trying to get by guards, wild Pokémon on the lookout, or can even roll while hiding in place. If the guard is asleep, looking at their phone the difficulty check should make it easier for your players.

Task Difficulty	Example
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Very Easy	Sneak by sleeping person on soft ground
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Easy	Hide in cover in place
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Medium	Sneak by active lookout with lots of cover
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Hard	Sneak by Pokémon with the tracking skill
------	--

Very Hard	Sneak by automated cameras with little cover
-----------	--

Stealth checks can greatly scale up and down depending on various factors. A player with an active Grimer next to them is going to be much easier to detect by smell, for example. A trainer trying to sneak down a hallway with a Snorlax is going to have a much harder time. A trainer with their Gengar providing some shadowy cover might have an easier time to navigate a space stealthily. NPCs might use perception, or even investigation, skill checks to discover hidden trainers.

Your Player’s Downtime

When your players are not earning badges or exploring the wilds of the world, they’ll want to relax. Whether it’s at the end of an in-game day, while their characters are waiting for an afternoon appointment, or between play sessions, there are many options for their characters to spend during downtime until something important starts up (whether it’s the next day, that special appointment, or the next play session). Downtime is aimed to make the most of time in-character without having to literally play through hours of grooming, reading, or teaching Pokémon new tricks.

When advocating the use of downtime as a GM, speak to your player’s ahead of time so they can have downtime projects/missions/jobs ready in mind in the middle of a session- play shouldn’t stop because of downtime. It should be a note as the next day starts or as players are waiting for a specific time, for example a player might have a contest they’re participating in at noon, but in game it’s only 6:00 AM. They might say, “while we’re waiting for the contest to start, I spend time grooming my Quilava and then fix the broken Poké Balls from yesterday.”

You should decide with your players in advance what players will do if a session ends on a cliffhanger, or when the players are otherwise under significant time pressure and downtime isn’t appropriate - either by skipping the downtime you would have had, or having it retroactively be added as a past scene.



Class Features and Downtime:

If a player has an ability that lets them spend several hours to teach a move, dig up fossils, search for berries, teach a passive, or something similar- they can do it during downtime, often in addition to whatever they spend their downtime doing.

Rest

If trainers or Pokémon rest for eight hours, their frequencies for features, items, passives, and moves are refreshed. In addition, trainers recover 1d6 HP, while Pokémon recover HP equal to 1/6th of their max HP. Pokémon centers are capable of instantly recovering a Pokémon’s HP to full, but only rest will naturally recover a Pokémon’s move frequencies. When a trainer rests and recovers from harm, they will recover HP, but if they are suffering from diseases, have any broken bones or open wounds, these are not automatically healed. If your trainers end up taking a rest day where their characters are involved in relaxation or vacation after a harrowing journey across vast wilds, it may be appropriate to give them more health recovery. Feel free to give them another 1d6 HP at your discretion.



Quality Time

Spending quality time with a specific Pokémon helps to form meaningful bonds. When your players are specifying how much time they are spending with their Pokémon, you can use that time to potentially raise their Pokémon’s loyalties to them. Aim to have them spend these minimums to raise loyalty on your end.

Loyalty Value	Downtime Commitment
Loyalty 0 to Loyalty 1	10+ hours
Loyalty 1 to Loyalty 2	5+ hours
Loyalty 2 to Loyalty 3	5+ hours

If there was a particularly bad way in which a Pokémon came to be owned by a trainer, feel free to extend the Loyalty 0 to Loyalty 1 to 20+ hours. While individual events during play could also cross these loyalty thresholds for your notes as well, this is one way players may shorten the extra roleplaying you might have to see for their Pokémon to raise loyalty otherwise.



These time commitments assume trainers are spending no other quality time outside of downtime activities. Pokémon loyalty still improves through active encouragement, proper feeding and care, healthy exercise and training for battle.

Tutoring Moves

Some attacks require no experience with tutoring moves. Your players have access to a list in PHB that details different mundane moves that they can impart to their Pokémon. As long as your players put forth the time to train their Pokémon, they can tutor some moves many times for their Pokémon.

Odd Jobs

Trainers need money. They will sometimes use their downtime to make some money.

The following types of jobs can make 5 to 25 ₱ per hour:

Helping staff at the Pokémon Center

Stocking shelves at the local mart

Meal delivery

Pulling/consuming weeds

Performing in an exhibition match at a Pokémon Gym

Cleaning stables at a Pokémon ranch

Transporting goods

Doing boring, menial lab work for a Professor

Chuckin' Pyukumuku

The following types of jobs can make 25 to 60 ₱ per hour:

Harvesting berries/crops for a farm, or watering on a farm, or even sowing for a farm

Using your Pokémon to produce natural resources (milk, inks, venom, silk, cotton)

Chasing away/capturing pest Pokémon in cities

Mining natural resources

Disposal/consumption/destruction of waste

Construction

Producing heat, cold, or electricity at a power plant

Growing plant life for city beautification

This is only a suggested list– It's possible a smaller town would have no need for someone to show up and just start doing work, but a large city or farm side town could probably always use an extra hand either through an online call-for-work job system in a large city or just by approaching a farmer in the middle of their work.

When players choose to work any of these odd jobs, you may have them roll a skill check appropriate to the task. This may affect how much more, or less, you make depending on the task performed, the demand for that kind of work, or even the location where you performed your work- A meal delivery job might not make as much in a small town where most people can walk and dine-in but a city with hundreds of orders to deliver per minute might pay better (and even better than that if a delivery service is short on workers).

If your players are rolling 15 or higher on a relevant skill check for an odd job, or perhaps have a Pokémon well suited to the work they commit to for their downtime, try to have their pay somewhere in the middle of the example pay rates at the lowest.



Socialize

If your players are using their downtime for their trainers to interact with other trainers rather than focusing solely on their Pokémon, you can create an NPC for your players to have interacted with. As far as they need to know, a name and an occupation should be enough. If you want to flesh the NPC out more, do so out of game. You could even use canonical NPCs to liven up a player's experience.

Rewards for socializing are generally more roleplay-focused and so should only be used for end-of-session downtime. Otherwise, character discussion with NPCs could just be happening in game.

Some examples:

Finding a location to catch a specific Pokémon or family of Pokémon

Obtaining intel on the movements of local gangs or crime syndicates

Learn strategy or insight about an upcoming gym battle

Track the movements of a dangerous wild Pokémon

Learn about a hidden place in a nearby route

Meet another Pokémon trainer interested in trading tips, gear, or Pokémon

Discover a local tradition or business, such as a fighting dojo, berry conservatory, or shrine

If your trainer likes something they gain while socializing, consider letting them keep in touch with that NPC by phone.



Long-Term Projects

When players have a project that they are working on in the background, a little at a time, you determine how long it will take to finish. You may also set one-time or ongoing costs and requirements for that project, such as expenses that need to be paid to keep working, people who need to be convinced to provide expertise, or even a separate long-time project which must be finished first. Those requirements may need to be met during play, but otherwise the working on project can be done during their downtime.

Example projects:

Crafting a saddle to help ride a Pokémon

Writing an academic paper reporting a discovery they've made

Writing a data book, biography, or strategy guide about Pokémon battling/training

Developing a prototype of a better Poké Ball

Attempting to invent a new Pokémon move

Starting a business

Researching a Pokémon fossil, rare berry, or even a Pokémon through study



Each time players work on a long-term project, you may ask them to make relevant skill checks to see how productive they've been. If someone is helping your trainers out, even a Pokémon with relevant skills, they could add extra bonus checks to the check per your decision. A fresh perspective or new set of eyes may be helpful, so your players roping in allies or acquaintances may be helpful to their endeavor. Have an idea of how much time you'd like them to put towards a project. That amount of time can be private if you'd like, but a trainer building a car from spare parts would have a good idea of how much longer it'd take them to finish their project while a trainer inventing a new move with their Pokémon may never know how much longer until they succeed until they do.

Players will be looking for your guidance for a long-term downtime project. Work with them and try to say "yes" to their goals, even if you decide it'll take over 500 hours of downtime to complete their long-term project (taking off extra hours for good skill checks).

Pokécredit (₽) Rewards

Pokécredits are an important resource in any modern setting for your players. Whether its from odd jobs, by selling rarities found in the wilds, or through league sanctioned battles, your players should be earning Pokécredits so they may succeed during their adventure.

Things to consider– These are all suggestions for getting money to your players. If your setting doesn't have free health care, make sure you're giving them more opportunities to make some money. If your setting involves scarcity of goods, consider that many items might cost more and so again, players should have more chances to earn money.

League Battles

Whenever your trainers engage in battle with other trainers, they may wager their Pokécredits against the other trainer's. Any given NPC trainer is unlikely to want to wager more than 500P in a single battle, but if they are battling with allies in a multi-battle the NPC trainer may wager more than that in a large pool of Pokécredits. When trainers begin battles in bad faith and start an attack before any terms of battle are agreed upon, like how many Pokémon are being used or whether or not a trainer even agreed to a battle, the battle would not be considered league sanctioned and would be unlikely to award any Pokécredits either way.

When participating in exhibition matches at gyms, losers may be paid at least 15P to a loser but if it's a good show, the gym's staff may pay as much as 25P. The winners would likely be paid double whatever the losers are paid. Consider the size of the Gym and the crowd size as well, the larger the crowd the more a gym may pay trainers to entertain crowds between gym challenges.

While we're on Pokémon gyms, Gym Leaders will likely have a package set of rewards for league challengers. Sometimes they will reward technical machines and a set amount of Pokécredits to encourage challengers to continue with their league careers (1,000P or even 3,000P). Depending on your setting, it's possible that players are very well funded for the entertainment they provide via battle and so are paid even more, starting at 2,500P and possibly paying out up to 10,000P for defeating a gym leader.

Winning bracketed tournaments also have excellent payouts, depending on the buy in— whatever the buy in is, winners will likely receive at least half of the pot from entry fees. Regional Championships will pay out up to 250,000P to first place winners, paying up to 50,000P even for eighth place.

Contests

Pokémon contests tend to pay out to third place as well, awarding up to 2,000P for first place. Contest halls make their money from spectators who will spend credits on concessions or specialized products that trainers have used to help their Pokémon win pageants so contest running halls will further incentivize contest participation from trainers with bigger prizes for particularly fabulous trainers.

Grand festivals will have exorbitant payouts for grand winners sometimes exceeding the pay outs of regional league championships. While there may not be as many spectators showing up for a region's grand festival, contestants can potentially walk away with over 400,000 Pokécredits as festival champion.

Rare Goods

While exploring the wilds, at your discretion you can award rare items to your players that they can later sell to traders at open markets or trinket shops. If trainers spend time looking for random goods in the wild, or if they scare away a wild who drops a random item, you can use this table below if you'd like.

Item	Estimated Value	Roll on 1d100
Common Berries	Variable	1 - 60
Uncommon Berries	Variable	61 - 70
Rare Berries	Variable	71 - 75
Rare Fungi	200 - 800P	76 - 80
Trainer Items <i>Human-made Pokémon trainer items</i>	Variable	81 - 85
Precious Gems <i>Diamonds, Pearls, Stardust, Rubies, Emeralds, Sapphires, etc.</i>	1,000P	86 - 90
Rare Stones	2,500P	91 - 94
Rare Materials <i>Large Gold Nuggets, Comet Shards, Slabs of Silver, etc.</i>	15,000P	95 - 98
Ancient Relics <i>Rare artifacts of a time long past</i>	20,000P - 200,000P	99 - 100



Regions of the Pokémon World

Thanks to decades of Pokémon in video games, anime, and more, there are already a great deal of places your Pokémon campaign could take place if you want to have your players explore these existing regions. Over the following sections, we'll explore Kanto, Johto, Hoenn, Sinnoh, Unova, Kalos, Alola, and Galar.

In each region, we'll talk about important places that can be found in the region, important people in their leagues, head researchers, and even threats that the region has faced in its history. Maybe those threats would be an interesting plot point for your players to face during their campaigns?

While this section will serve to create some backgrounds and establish non-player characters, remember that you never have to use all of these suggestions, or any of them for that matter. Hopefully this will help to inspire your own regions for players to explore. If you want to use these regions, you don't need to use their Pokémon League nor do the regions even have to have badges to collect. These sections will be mostly inspired by the video games and/or anime series.

In order to make sure your NPCs are facing your players at appropriate levels, you should probably stat them out before using them during a session as Red the Champion, would not look the same as Red who just picked his starter Pokémon. For that reason, these non-player character entries will serve as guidelines you can expand on. Pick and choose features they can use from suggested classes and feel free to even make up your own features for these characters to have. These entries are inspired by the game, the anime, the manga, and sometimes even one-shot shorts and advertisements. Use them as a stepping-off point and change these NPCs however you see fit.

Kanto

Kanto is located where the real world's Kanto region is in Japan. Its centered around its largest city, Saffron City, which is the Pokémon world's Tokyo.

Johto

West of Kanto, Johto is based on the real world's Kansai region. Johto has Ecruteak City, which is the Pokémon world's Kyoto, the cultural center of the surrounding regions.

Hoenn

Hoenn is the Pokémon world's Kyushu. It has much more tropical climate compared to the other Japan-inspired Pokémon regions.

Sinnoh

Of the Japan-inspired regions, Sinnoh is the coldest. It is based on the northern island of Japan, Hokkaido. There you can find Jubilife city, the Pokémon world's Sapporo.

Unova

Departing from Japan's influences, Unova is a region inspired by real-world Manhattan and its surrounding boroughs. It has many large super-cities near each other imitating the different parts of real-world Manhattan only divided by thin lines of wild territory.

Kalos

Kalos is located geographically in the Pokémon world to mirror the real world's France. Lumiose City is Kalos' most beautiful and lively city, being Paris' Pokémon-world counterpart.



Alola

Located in the middle of the world's largest ocean, you'll find the tropical region of Alola. Alola mirrors the real world's Hawaii and is portrayed as a region full of culture, tradition, and a happy populace.

Galar

Galar is the Pokémon world's United Kingdom. It has a massive league presence where the fanfare and pageantry of Pokémon battles in their Pokémon league are unrivaled.

Each region will include information about their most important cities and towns while also providing information about those who lead various organizations or serve as league members. When using existing characters in the Pokémon canon, changing them for your purposes in game is fine though you might want to mention to players before playing that there are familiar faces who will not appear as they do in Pokémon canon to avoid any confusion in game.

Kanto

The Kanto region is located east of Johto and south of Sinnoh. It has many cities covering the region, with towns and other rural communities throughout. Kanto has many wild spaces separating the larger cities as well, whether it's mountain ranges, tunnel systems, massive forests, or even the open ocean.

Important Towns and Cities

Pallet Town

Pallet Town is a small town located in southwestern Kanto. It is surrounded by massive fields and is the location of the famed Professor Oak's laboratory.



Professor Samuel Oak

Researcher / Watcher

Special Features -

Walking Doctorate: By looking at a Pokémon, Oak can tell if it has any unusual characteristics that would not be found in a Pokédex book. He can also instantly identify any item, regardless of origin, and know its intended use. He can also identify any special talents of a trainer just by looking at them.

Professor Oak is known as the Pokémon Professor. His knowledge and research is the ground that many other Professors have built their research on. He loves to help new trainers begin their journey and will organize days to distribute starter Pokémon for trainers from all over Kanto.

With his massive estate, he lets many trusted trainer board Pokémon with him. His income through grants and league involvement lets him feed thousands of Pokémon on his acres of land with the help of his large research team. In turn, by housing the Pokémon he has thousands of research subject to observe.



Viridian City

Viridian City is the home to a Pokémon league gym and neighbors the massive Viridian Forest.



Viridian City Gym has seen many different trainers hold the title of Gym Leader and distribute the Earth Badge. Previous leaders include Elite Four member Agatha, and even the notorious and dangerous Team Rocket crime lord, Giovanni. Currently Blue Oak, Professor Oak's grandson and former regional Champion, serves as the Gym Leader.

Blue Oak

Ace Trainer / Strategist / Researcher

Special Features -

Champion's Grace: 3/day, if Blue would fail a skill check or an accuracy check of some kind, he instead succeeds.

Favored Pokémon: Pidgeot, Arcanine, Alakazam, Machop, Exeggutor, Aerodactyl, Gyarados, Tyranitar, Rhyperior, Umbreon, Blastoise

Blue has a very competitive and long-lasting rivalry with another one-time Champion, Red. He spends his time mentoring other trainers, taking on research tasks for his grandfather, and pushing his own training further every day. As a gym leader, he awards the Earth Badge to trainers who pass his gym challenge. While he's capable of holding back, he prefers to go full throttle and will refuse most gym challengers until they have a good amount of gym badges.

When he was younger, he was extremely arrogant and brash. This confidence proved to be useful in battle until he faced his childhood friend, Red, who boasted both confidence and clarity of mind. Since then, Blue has calmed significantly, instead spending as much time as he can improving the Pokémon world for those around him.



Viridian Forest

The largest forest in the region also serves a thoroughway and testing grounds for newer trainers. Staying on the beaten path gives many trainers great opportunities to encounter and befriend less aggressive Pokémon. However, even slightly deviating from the path can lead to much more dangerous encounters.



Pewter City

In Pewter City, you can find the Museum of Science and Pewter City's league gym. The museum houses a reanimation laboratory and does extensive research into Mt. Moon and its inhabitants.



Mt. Moon

Near Pewter City is Kanto's Mt. Moon. A labyrinth of constantly shifting tunnels and darkness, due to the Onix who inhabit the mountain, is an advanced exploration opportunity for trainer in search of rare fossils or mysterious gatherings of rare Pokémon during nights with a full moon.



Brock

Breeder / Groomer / Medic



Special Features -

Charismatic Caring: 3/day, if Brock would fail a skill check related to Special Defense, he succeeds.

Favored Pokémon: Onix, Golem, Kabutops, Omastar, Tyranitar

Brock is a passionate trainer who cares deeply for his Pokémon and his friends. As the eldest brother of nine siblings, he became the caretaker of his family and his generosity is seen in how he cares for everyone around him.

Conversely, his battle strategy are often over-top aggression, ignoring any real need for defense. After all, his Pokémon are often Rock-types, who have a great deal of defensive capabilities on their own. In defeat he is humble, and in victory he is caring and looks for the chance to teach his opponent where they might do better next time.



Misty

Type Ace (Water) / Coach



Special Features -

Expert Swimmer: Misty and her Pokémon are not hindered by water terrain and can move +10 feet per turn in water.

Favored Pokémon: Starmie, Gyarados, Dewgong, Kingdra, Seaking



Misty is sometimes known as the tomboyish mermaid. She is both elegant and brash. She has three older sisters, but is the gym leader of their family's gym. The gym supports a water field for battle, a missive collection of water Pokémon in an aquarium, and even hosts aquarium shows where Misty sometimes stars.

Misty tries to control the flow of battle by using ranged attacks while keeping her Pokémon in favorable terrain. When facing an aquatic Pokémon, she'll take to the sky with her Starmie to maintain distance and strike when she can for a win.

Cerulean City

Cerulean City is next to the ocean, has a massive aquarium that also serves as the city's gym, and even has Bill's laboratory.



Bill's laboratory isn't really for visitors, but it does serve as his place of residence and stores the massive servers that help to store millions of Pokémon on the region's Pokémon storage system.



Vermilion City

As a port city, Vermillion is always busy with the coming and going of tourists, business people, and trainers. It has a league gym and has many different kinds of wild areas around it.



Vermillion's cruise ships contain some of the finest and priciest luxuries you can find in the world. They will often travel to other regions over weeks while hosting various tournaments, trading ceremonies, and massive buffets aboard.

Lt. Surge

Type *Ace (Electric)*



Special Features -

Intimidating: Lt. Surge's Pokémon all have +1 to their attack stats.

Favored Pokémon: Raichu, Electrode, Magnezone, Electivire, Jolteon

Lt. Surge is a retired soldier who moved to Kanto and found a place in the Pokémon league. He strongly believes that might is right and encourages trainers to evolve their Pokémon in order to strengthen them. He keeps a stash of Thunder Stones that he'll even let you use if you have a Pokémon who can use it.



He's not one for subtlety and often overlooks tactics that Pokémon are capable of in order to simply overpower his foes with lightning strikes. When everything is going downhill, he's not afraid of using explosive attacks that are dangerous to foes and his own Pokémon.

Lavender Town

Lavender Town has possibly the world's tallest graveyard. While places throughout Kanto have cemeteries, many travel to Lavender Town to bury their beloved Pokémon in the Pokémon Tower.



The tower itself has attracted many Ghost-type Pokémon and is usually closed at night as the surge of wild Ghost-types can be dangerous for trainers. It also serves as a point of spiritual gathering for many humans trained in mystic and psychic arts.

Celadon City

Celadon is home to a massive botanical garden, blocks of game corners, the largest shopping district in the region, and a league gym.



Erika

Type Ace (Grass) / Botanist



Special Features -

Grace and Poise: 3/day, if Erika would fail a skill check related to Special Defense, she succeeds.

Favored Pokémon: Vileplume, Bellossom, Tangrowth, Victreebel, Parasect

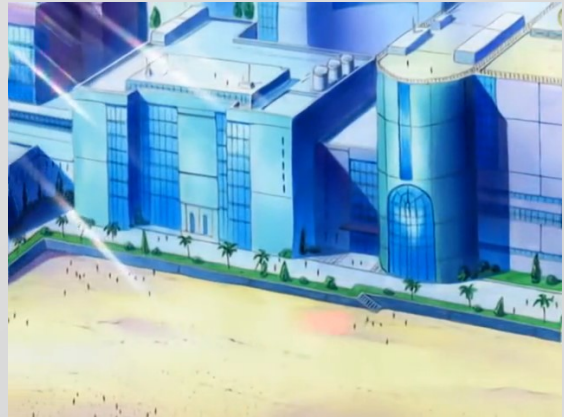
Erika is the leader of the Celadon Gym which is centered in a massive botanical garden that sprawls throughout the streets of Celadon. She spends a great deal of time teaching ikebana, the art of flower arrangement, to her gym trainers, working on creating perfumes, and also making sure the gardens of the city are well cared for.

Erika is often seen as aloof and almost passive, but in reality she is steady, observing, and ready to take apart her opponent's strategies. She uses status afflictions in battles to stop her opponents in their tracks. Despite her frustrating battle techniques, in victory she's quick to aid her defeated opponents' Pokémon back to health with an Antidote or Paralyze Heal.



Fuchsia City

As a coastal resort city, Fuchsia makes for a great vacation spot. The city features a league gym, a beach resort row, a massive zoo filled with Pokémon for many to see, and Kanto's Safari Zone. At the Safari Zone, trainers can pay a fee to go and non-violently capture domesticated wild Pokémon.



Janine

Martial Artist / Ninja

Special Features -

Envenom: 3/day, when Janine's Pokémon uses a move that successfully Poisons a target, it Toxifies the target instead.

Favored Pokémon: Ariados, Venomoth, Arbok, Weezing, Crobat

As the daughter of Fuchsia gym's previous leader, the Elite 4 member Koga, Janine has a lot to live up to. Her tenacity and hours of daily practice seem to be pushing her in the right direction. Maybe one day she will take her father's place in the Elite 4 as well?

In battle, Janine uses poisoning techniques and stall tactics to let her opponent's Pokémon wear themselves out during battle once poisoned. If that doesn't work, she'll bind her foes in place or confuse them, too. She often trains alongside her Pokémon, imparting her own tenacity to her Pokémon.



Saffron City

Saffron is Kanto's largest and most busy city in the region. Covered in business buildings and offices, Saffron also has the largest gathering of humans with psychic abilities in various spiritual schools. Saffron houses some of the largest international company's corporate offices and a league gym.



There is also a defunct league gym that serves as a training ground for trainers. Its manager constantly vies for league status by challenging Saffron City's league gym to no avail.

Sabrina

Psychic

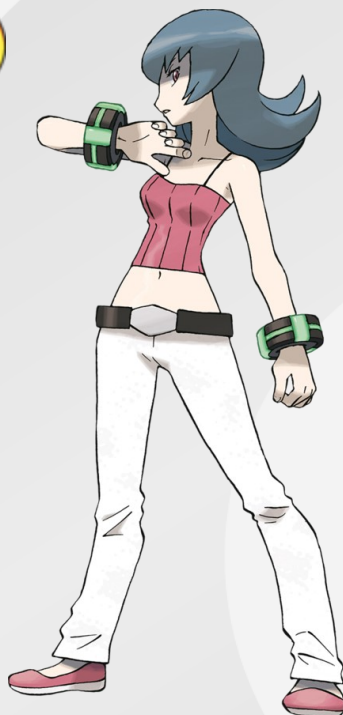
Special Features -

Psionic Influence: Sabrina's Pokémon have +1 added to their accuracy checks.

Favored Pokémon: Alakazam, Espeon, Mr. Mime, Hypno, Slowking

Sabrina is a powerful psychic who constantly emits psychic waves wherever she goes. She reads minds with ease and can drastically reshape things around her with her mind. She wears bands that keep her psychic powers in check so they do not accidentally harm innocent people around her.

Her Pokémon are also powerful psychics. Sabrina communicates with them telepathically, synchronizing and executing their battle strategies together. Sabrina is often seen as a silent and intimidating, but it is because of the focus she puts into keeping her powers in check.



Cinnabar Island

Cinnabar is a resort island. It serves as a nice retreat for people who need a break from busy city life. Cinnabar has a different festival every week of the year so there's always something to celebrate. It also has a league gym located at the island's active volcano.



Blaine

Researcher / Type Ace (Fire)

Special Features -

Quiz Master: 3/day, if Blaine would fail a skill check related to Special Attack, he succeeds.

Favored Pokémon: Magmortar, Rapidash, Arcanine, Ninetales, Flareon

Blaine is known as the hot-headed quiz master. He loves riddles, trivia, and any bit of knowledge that might not be known to the average passerby. He used to work in a laboratory in his youth, but has since retired to his eccentric hobbies.

Blaine likes to host quiz games at his gym, often perplexing his challengers for fun before accepting a battle. Once he does, he'll sometimes take the battle up to the active volcano behind the gym, battling on a field suspended above a field of lava. A lot of people think he's crazy.



Indigo Plateau

The Indigo Plateau is the location of each year's regional championship in Kanto. It is also the location of Johto's regional championships, but each region holds their tournaments in opposite seasons to avoid any scheduling conflicts.



Competitors can enjoy any number of amenities such as luxury hotels, spas, amusement parks, and gym training areas while on campus. Depending on which region's championship you're visiting, the Elite 4 can vary. Kanto's Elite 4 is made up of Lorelei, Agatha, Bruno, and Lance.

Lorelei

Type Ace (Ice) / Strategist

Special Features -

Freezing Over: 3/day, once per turn, when Lorelei's Pokémon uses an attack that can Freeze a target but fails to do so, she may reroll the accuracy check. She must use the second roll's result.

Favored Pokémon: Lapras, Jynx, Cloyster, Dewgong, Piloswine

Lorelei grew up isolated and as a result can seem cold or calculating. She admires trainers who put everything into their battles but will not hesitate to cut down those same trainers who don't have the skill to match their passion. She's very close to her Pokémon at least, and encourages other trainers to form close bonds with the Pokémon who put themselves on the line for their trainers.



Bruno

Martial Artist

Special Features -

Disciplined Defense:

Bruno's Pokémon each have +1 Defense.

Favored Pokémon:

Machop, Hitmonchan, Hitmonlee, Hitmontop, Primeape



Bruno is a stoic martial artist master. He spends hours a day in deep meditation, then follows it up with hours of physical training. He spars with his Pokémon, and constantly pushes his team to become stronger than they already are. His methods may seem brutish to some, but his results are unquestionable.

Agatha

Type Ace (Ghost) / Stat Ace (SpAtk)

Special Features -

Deceptive Play:

Agatha's Pokémon each have +1 Special Defense.

Favored Pokémon: Gengar, Haunter, Arbok, Misdreavus, Marowak (Volcanic)

At first glance, Agatha may seem like a frail woman, but when she opens her mouth she brags loudly about her strength. She plans to never retire, constantly pushing her Pokémon to combat opponents in devious and deceptive ways. She loves putting foes Asleep before knocking them out of battle. She is probably the most outspoken of Kanto's Elite 4, but has the power to back up her boasting.



Lance

Type Ace (Dragon)

Special Features -

Champion's Grace: 3/day, if Lance would fail a skill check or an accuracy check of some kind, he instead succeeds.

Favored Pokémon: Dragonite, Dragonite, Dragonite, Gyarados, Charizard

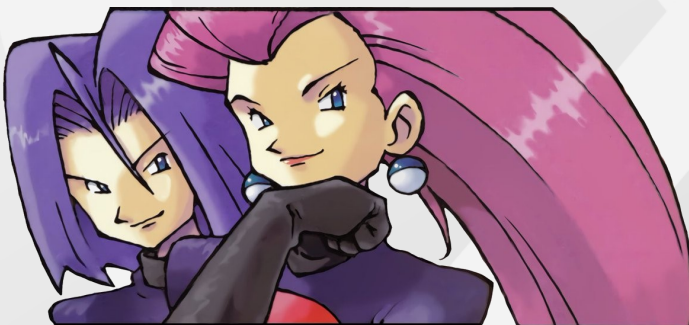
Lance is the acting leader of Kanto's Elite 4 while also being Johto's Champion. His Pokémon are all dangerously powerful and capable of releasing powerful beams of destruction suited for every kind of enemy. He strongly believes in justice and will go out of his way to help others in need or to punish those who would threaten the balance or safety of the world.

Team Rocket

Based in Kanto, Team Rocket was a large organized criminal organization that grabs power through theft, coercion, extortion, racketeering, laundering, and various violent acts to enforce their hold on whatever they've already got their hands. While mostly disbanded in Kanto, existing cells or even gangs who want to wear Team Rocket's symbol, they still exist and are still dangerous.

Jesse and James

Jesse and James have a lengthy rap sheet, mostly centered around attempted theft. Despite being relatively harmless compared to most of Team Rocket, they have a level of tenacity that keeps them coming back and miraculously also keeps helping them to evade capture or escape jail. Jesse uses her Arbok, Seviper, or Yanmega. James prefers his Weezing, Victreebel, and Carnivine. Perhaps the strangest thing about this dastardly duo is the fact that they travel with a Meowth capable of human speech.



Giovanni

Capture Specialist

Special Features -

Rocket Boss: Giovanni has a massive list of resources and has some hand in most of Kanto's big business. He can call on aid from his massive network, unless the work directly for Neo Rocket's administration they'll like listen to Giovanni without question.

Favored Pokémon: Persian, Nidoking, Nidoqueen, Rhyperior, Kangaskhan

Giovanni was once part of Kanto's league circuit serving as the Viridian City gym leader. His hands reached throughout the region as he influenced business, crime, law enforcement, and even science as he funded the creation of experimental Pokémon. He has since vanished, though many believe he is still active somewhere. He is heartless and cruel in battle, crushing others without mercy. It is unknown precisely why he is no longer active, but once he left his position Team Rocket's leadership fell apart and are now a fairly disorganized group of criminals with no precise goals.



Other Trainers of Kanto...

Red

Ace Trainer / Underdog

Special Features -

Champion's Grace: 3/day, if Red would fail a skill check or an accuracy check of some kind, he instead succeeds.

Favored Pokémon:

Pikachu, Charizard, Snorlax, Lapras, Espeon

Red is a man of few words. Not much personal info is known about this trainer born in Pallet Town. He is technically an undefeated champion, but does not show up to defend his title and instead spends all of his free time training in remote places. Those close to him say he had a role in dismantling Team Rocket and that he's doing well somewhere on his own. When encountered, he'll rarely say anything. Instead, just sending out a Pokémon to start a battle.



Green

Ace Trainer / Underdog

Special Features -

Champion's Grace: 3/day, if Green would fail a skill check or an accuracy check of some kind, she instead succeeds.

Favored Pokémon:

Venusaur, Clefable, Gengar, Kangaskhan, Nidoqueen

Green is very eccentric. At one point she was a champion in Kanto, but has since retired to search for rare and powerful Pokémon. She likes to joke with trainers she respects and tends to take things less seriously than other champions from her region. Those who know her claim that she had a hand in dismantling Team Rocket in its prime by helping to remove key leaders from their positions.



Chase, Elaine, and Trace

The three young upstarts Chase, Elaine and Trace all look up to Red, Green, and Blue respectively. They aim to overtake their personal heroes and are already making waves in the Pokémon league with their deceptively powerful Pokémon.



Kanto is home to trainers of all sorts and features various exotic escapes between major cities. There are many towns and villages throughout the wilderness between Kanto's gym league locations.



Johto

Johto is located to the west of Kanto and is north of Hoenn. It has many ancient buildings and cultural sites that are maintained in order to teach the region's history.

Important Towns and Cities

New Bark Town

New Bark is a small suburban town that is also the home of Professor Elm's Laboratory. It also has a couple of small trainer schools.



Professor Elm

Researcher / Breeder

Special Features -

Egg Finder: Elm will often find eggs with his Pokémon, inexplicably. He will find eggs that have no obvious parents, with Pokémon who are not paired with other Pokémon, or with Pokémon who have been left alone for only a very short time. This will happen five to seven times a week.



Professor Elm did not always know he was going to be a Professor, but he was the first person in modern times to discover a Pokémon egg and report his findings to the greater scientific community. Before Elm, many believed Pokémon had live births in secret and since his discovery Elm has been the leading professor in Pokémon breeding. He has a massive hatch lab where he studies Pokémon eggs, learning about how care affects the Pokémon who hatch and desperately trying to figure out how exactly it is the Pokémon eggs come to be.

Elm is Johto's league professor and so will often distribute starter Pokémon for eager new trainers. Elm may often seem absent minded during these events, or clumsy, but this is just part of his personality as he constantly is thinking of new theories for his egg research. He often will give away excess eggs at his lab if he trusts the trainers he meets.

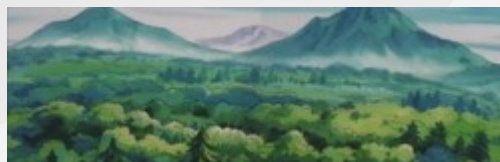
Cherrygrove City

Cherrygrove is a city closely surrounded by rivers, wetlands, grasslands, mountains, and the massive and dark Ilex Forest. While not having much more than the city buildings and suburbs around it, it serves as a great place for freshman trainers to journey around in various habitats and find Pokémon to make into their partners.



Ilex Forest

Ilex Forest runs from New Bark Town, to Cherrygrove City, and to Violet City. It has extremely dense cover, making even day sometimes seem like night under its cover. Ilex forest also has many shrines built throughout its reach; some made for Pokémon, others for legendary Pokémon.



Violet City

The center and tallest buildings of Violet City are elevated on a hillside and surrounded by smaller suburbs sprawling outwards. On the outer edges of the suburbs are cultural towers such as the Sprout Tower that studies the way of Pokémon lives and seeks to find enlightenment through their studies. Violet City also has a league gym.



Falkner

Type Ace (Flying)

Special Features -

Flying Higher: Falkner's airborne Pokémon can move +15 ft per turn.

Favored Pokémon: Pidgeot, Noctowl, Fearow, Dodrio, Farfetch'd

Falkner runs his gym like a martial arts dojo, with morning rituals, practices, and meditation all led by him. He spends time practicing his Pokémon's flight patterns and sky techniques and exercises them all daily. His father before him was known as an amazingly strong gym leader and so Falkner feels a pressure to exceed his retired father's expectations.

Falkner always holds himself with grace and respect. He's never caught off balance and remains steady in behavior, even when faced with the rudest opposition. He puts his culture, tradition, and familial responsibility before everything else and his focus and respect comes forth in his battles as a balanced, focused, and precise airborne attack plan

Azalea Town

Azalea is a small town in a canyon. Even though it has no major buildings, save a hospital and one office building, it still has a lot of traffic due to its league gym and the world renowned Poké Ball smith Kurt who resides there and makes custom Poké Balls. Azalea also features the region-famous Slowpoke well where many Slowpoke gather and lazy about.



Kurt likes visitors and if you bring him the right materials, he'll often build custom Poké Balls for paying customers.



Bugsy

Researcher / Watcher

Special Features -

Bug Catcher: When Bugsy is making a capture attempt against a Bug-type Pokémon, he rolls twice and uses the better result.

Favored Pokémon: Scizor, Pinsir, Heracross, Beedrill, Ledian

Bugsy is an aspiring professor and spends much of his free time finding and capturing more Bug-type Pokémon to study. He thinks Bug-type Pokémon are cute and brilliant as many Bug-type Pokémon have unique evolution processes that drastically alter the Pokémon's appearances and capabilities.

He is extremely eager in battle and while Bugsy is not known as a particularly strategic gym leader, his Pokémon are versatile if anything and his roster will see many unpredictable changes on a weekly basis. His favorite pastime is participating in Bug catching contests and will often leave his gym to go participate in Bug catching contests in other cities- even though his massive gym is large enough to host its own Bug catching contests (and sometimes does).

Goldenrod City

Goldenrod is a sprawling harbor metropolis where most of Johto's major corporate offices are located. Johto's largest shopping district is located here, as well as multiple game corner districts, a massive national park, and a Pokéathlon stadium. With all of these major sites, its league gym can sometimes be overlooked.



Whitney

Rising Star

Special Features -

Totes Adorbs: 3/day, if Whitney's Pokémon would be hit by an attack, her Pokémon may immediately use Attract on the attacker as a free action.

Favored Pokémon:

Miltank, Blissey, Wigglytuff, Clefairy, Girafarig

Whitney used to be known as a whiney gym leader, sometimes unable to perform her duties in a meaningful way but as she persisted, she became better known for her sheer power. She believes her Pokémon are the cutest in the world and their charm is undeniable. She often will use distraction tactics before running over the competition in battle.

She has a large fan following and guest stars often on radio shows, variety shows, and at social events. She often assumes people come to see her just for an autograph or a picture even though she has many challengers to battle sometimes every day. Some think her airy idol-like behavior shows how ditzy she is, but at the end of the day her Pokémon are still strong and she still is a force to be reckoned with.

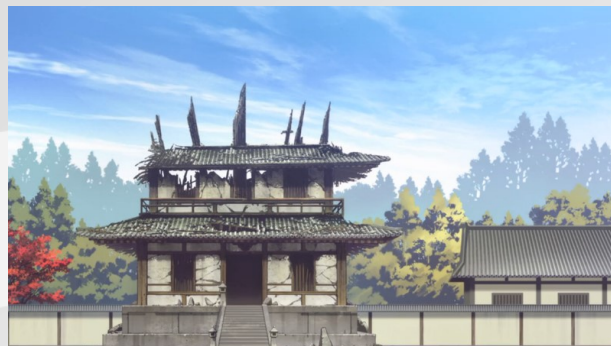
Ecruteak City

Ecruteak is an old-fashioned city that serves as Johto's cultural center. It has many massive and tall towers that have been standing for hundreds of years. With many spiritual sites and a league gym that's also rooted in the region's culture it has many tourists who are visiting just to pay respect to the region's history and to learn from the people who lived there before.



Burned Tower

Of all of the towers in Ecruteak, the least beautiful is its most famous. The Burned Tower has never been restored since its collapse. It is said that a legendary Pokémon came to the aid of other Pokémon and turned them into legendary Pokémon in order to survive the destruction of the tower.



Morty

Type Ace (Ghost)

Special Features -

Seer's Foresight: 3/day, Morty's Ghost-type Pokémon can hit a Normal-type Pokémon with a Ghost-type attack.

Favored Pokémon: Mismagius, Gengar, Banette, Sableye, Haunter

Morty's family has live in Ecruteak for centuries and has a long-standing tradition of serving as spiritual leaders in the city. He is said to have premonitions of the future regarding various legendary Pokémon. Morty maintains a calm attitude as he believes that a mind in discord is not as able to receive visions of the future. His gym is filled with obstacles that test your mental fortitude and faith.

Morty will usually employ deceptive strategies that take advantage of his Pokémon's ability to move through walls and floors. He will also employ status afflictions when possible to gain an edge. While some might think his steady behavior is aloof or distant, he still has a large fan following nonetheless. His fans think of him as a warm presence, always helping to teach people about some important part of Ecruteak's history.



Olivine City

Olivine is a major port city that serves as the region's, and some neighboring regions', place of major export and import. A region-famous lighthouse is maintained here by the city league gym's leader.



Jasmine

Coordinator



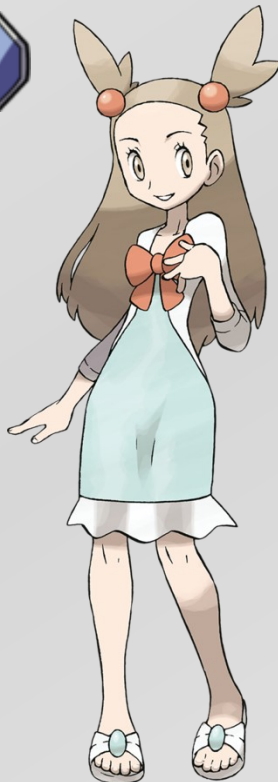
Special Features -

Warm Care: 3/day, Jasmine calms a Pokémon she's adjacent to.

Favored Pokémon: Steelix, Magnezone, Skarmory, Forretress, Ampharos

Jasmine is the caretaker of Olivine's lighthouse and spends her time there when not accepting gym challenges. She also will volunteer at Pokémon Centers to help injured Pokémon and calm distressed patients. She does not let others get under her skin and in some ways, this shield is like the steel skin her Pokémon have.

Jasmine's strategy is to endure any offense and defeat her opponents through endurance and retaliation attacks. She's a very quiet person but will speak up to protect other in need and become their shield when no one else will help them. She'll also participate in contests when she can and will often stun audiences with her both cute and tough Pokémon.



Cianwood City

As a coastal port city, there is a fair amount of traffic that comes and goes on Cianwood's shores. On the opposite side of the mountain that backs Cianwood's suburbs is a massive safari zone that serves as a space to look for wild Pokémon in a less hostile setting. Cianwood also has a league gym.



Chuck

Martial Artist



Special Features -

Strength in Form: Chuck's Pokémon each have +1 Defense until they are hit by a melee attack.

Favored Pokémon: Poliwrath, Primeape, Machop, Ursaring, Hitmontop

Chuck spends almost all of his time training or battling. He leads a very unbalanced life, spending every moment pushing himself until exhaustion while sparring with his Pokémon, only to wake up and continue training whenever he recovers. His family is not pleased with his obsessive training and can often be seen at his gym, worried about him.

He's a very excitable and happy man who's always wearing a smile. Chuck's obsession with training comes out in battle with ferocious overpowering attacks from his Pokémon. His strategy is all haymakers and no subtlety. In defeat, he finds himself in a roar of laughter that only encourages more obsessive training.



Mahogany Town

Mahogany is a small and quiet town hidden in the mountains. It's surrounded by forests and neighbors the Lake of Rage. Mahogany's buildings are all old like Ecruteak's, including the league gym, and maintains a cozy feel for visitors.



The Lake of Rage is the largest lake in all surrounding regions and is home to hundreds of thousands of Magikarp. Many other Pokémon make their home in and around the giant lake and the surrounding shorelines and forests.

Pryce

Type Ace (Ice)



Special Features -

Icy Demeanor: Pryce's Pokémon each have +1 Special Attack.

Favored Pokémon: Mamoswine, Dewgong, Jynx, Glalie, Piloswine

Pryce might be one of the coldest league members. He is standoffish and will often look at trainers and decide they aren't worth his time. He spends little time doing anything for anyone but himself and his Pokémon and maintains a small gym so that little are compelled to visit him for a battle.

While Pryce maintains a close bond to his Pokémon, he doesn't believe many other trainers are capable of those bonds. He considers most trainers to be traveling with tools and means-to-an-end instead of Pokémon those trainers are actually close to. Even when proven wrong, he maintains a stubborn and cold demeanor.



Blackthorn City

Far up in the mountains, surrounded by tall cliff faces, Blackthorn citizen lead isolated but busy lives. The league gym doubles as a massive academy for Dragon-type trainers and leads to the Dragon's Den. The den is a massive winding labyrinth filled with rare Dragon-type Pokémon to find and train.



Clair

Type Ace (Dragon)



Special Features -

Pure Blooded Power:

Clair's Pokémon ignore the stat lowering effects of their own attacks and moves.

Favored Pokémon:

Kingdra, Gyarados, Dragonite, Dragonair, Druddigon

Clair is the cousin of Lance, the Elite 4 member and champion. The fact that she's often introduced as such is extremely frustrating to her since she is a formidable foe. She is proud and determined to overthrow her cousin one day, but for every step she climbs, Lance keeps pace ahead of her. It seems to her, as long as Lance is ahead of her, she'll only ever be Lance's cousin who happens to be a gym leader

Clair is an extremely aggressive battler, looking to quickly end any challenger in an instant. If her Pokémon run out of energy, you probably have won, but the onslaught will be constant and devastating. In defeat, she's rarely humble and in bitter defeat she'll even avoid awarding badges if she can think of a valid excuse. Despite her behavior, the league cannot deny her strength and has continued to run a gym for years.



Indigo Plateau

The Indigo Plateau is the location of each year's regional championship in Johto. It is also the location of Kanto's regional championships, but each region holds their tournaments in opposite seasons to avoid any scheduling conflicts.



Competitors can enjoy any number of amenities such as luxury hotels, spas, amusements parks, and gym training areas while on campus. Depending on which region's championship you're visiting, the Elite 4 can vary. Johto's Elite 4 is made up of Will, Koga, Bruno, and Karen. Lance is Johto's standing Champion and also serves in Kanto's Elite 4. Bruno and Lance can be found in the Kanto Indigo Plateau section.

Will

Psychic

Special Features -

Baffling Façade: Will's Pokémon each have +1 Special Defense.

Favored Pokémon: Xatu, Exeggutor, Slowbro, Hypno, Grumpig

Will's peculiar in that he wears formal clothes everywhere, but also, he wears a domino mask that may or may not actually cover his eyes. He's often displaying his battle prowess out of boredom and becomes excited only when there's a chance of him losing a battle. He uses attacks with fantastic payoffs that often don't have devastating arrivals until later.



Koga

Martial Artist / Ninja

Special Features -

Ninjutsu!: If they know the move, Koga's Pokémon can use Double Team as a free action.

Favored Pokémon: Crobat, Venomoth, Muk, Toxicroak, Weezing

Koga has been a league member for decades. He originally served as a gym leader in Kanto's Fuchsia City gym. Koga debilitates his foes by subduing them with afflictions and stalling tactics like stunning attacks, or even fleeing and playing keep away on the field of battle. He's very proud of his and his Pokémon's skill and laughs loudly whenever he's backed into a corner, excited to go all out.



Karen

Type Ace (Dark) / Strategist

Special Features -

Unflinching Stance: Karen's Pokémon are immune to Stunning, Confusion, Infatuation, and being put to Sleep.

Favored Pokémon: Houndoom, Umbreon, Honchkrow, Weavile, Absol

Karen is a benevolent Elite 4 leader. She constantly encourages those around her to do their best in whatever way they want to succeed with whatever Pokémon they want to succeed with. Where she draws her skill from is not well known, but she's a formidable foe. Her encouragement is warm but always seems slightly off, as if she only wants others to grow stronger so that she may be challenged by powerful trainers.



Neo Team Rocket

Based in Johto, Neo Team Rocket was formed out of the ashes of the original Team Rocket. Led by Archer and Ariana, they try to attain the same control over Johto that Giovanni held over Kanto. They are a presence that subtly grows with every criminal act their legions accomplish.

Archer and Ariana

These two Neo Team Rocket administrators try never to be in the same place. They hold all of their organization's plans in their minds and to ensure success they make sure they aren't able to both be arrested at any given time. Both of them are ruthless combatants with Archer preferring his Raticate, Electrode, and Muk, and Ariana using her Arbok, Vileplume, and Honchkrow.



Petrel and Proton

Working underneath Archer and Ariana in Neo Team Rocket are Petrel and Proton. Both are cocky and arrogant, but also have the muscle to back up their misdeeds. Petrel employs mutually assured destruction strategies with his teams of Weezing, Magneon, and Graveler, while Proton favors his own Weezing, Golbat, and Fearow. Petrel and Proton are reliable troublemakers, if they are up to something, there's sure to be a big mess for rangers to have to clean up.



Mt. Silver

The largest mountain in Johto towers high and is visible on the horizon from nearly anywhere in the region. Its base even steps over into Kanto's mountain ranges. It is completely overrun with powerful Pokémon and only the strongest trainers climb into its winding passages looking for a challenge. It is said an incredibly powerful trainer resides near its peak.



Other Trainers of Johto...

Eusine

Capture Specialist

Special Features -

Legendary Quarry: Once per day, Eusine can meditate for an hour. After finishing, he will know the direction of the nearest legendary Pokémon to his current location, but will not know its distance from him.

Favored Pokémon: Electrode, Haunter, Hypno

Eusine is the eccentric friend of Morty, Ecruteak City's gym leader. He obsessively aims to capture the legendary Pokémon Suicune, but would also settle for seeing it often. He employs a team aimed at afflicting targets and setting up the ideal situation for a capture.



Ethan

Breeder

Special Features -

Jumpstart: Ethan's Pokémon hatch with +1 to three of their stats.

Favored Pokémon: Typhlosion, Ambipom, Politoed, Togekiss, Sunkern, Sudowoodo

A one time champion, Ethan has since retired. He now enjoys his time pursuing his passion of Pokémon breeding and hatching Pokémon to raise. He's not one for planning or even appearing to have ideas but when it comes to the execution of improvised strategies, he's unmatched. His on-the-fly battling make him a difficult to beat opponent but when he does lose he's gracious and enjoys the chance to let loose.



Silver

Ace Trainer

Special Features -

Battle Tricks: Silver's Pokémon may use Sand-attack, Swagger, or Taunt as their attack action each turn.

Favored Pokémon: Feraligatr, Gengar, Crobat, Weavile, Alakazam, Honchkrow

Rival to Ethan, Silver is known for his passionate and tricky battle style. He and his Pokémon battle as if their lives depended on it and the ferocity that comes with his battling is amazing to behold. Known only to some of his closest confidants, he is the son of Giovanni, the original leader of Team Rocket at its highest point. He wants nothing to do with the criminal organization even though Silver has been less than lawful at times.



Kris

Researcher / Capture Specialist

Special Features -

Sure Catch: Kris cannot fail to capture a non-legendary Pokémon who is either Asleep, Frozen, or at less than half of its max HP.

Favored Pokémon: Arcanine, Parasect, Hitmonchan, Xatu, Mr. Mime, Meganium

Another one-time champion, Kris, claims to have captured every non-legendary Pokémon at least once. While she's rarely in Johto, as there are always more Pokémon to catch in other parts of the world, her entire collection started there. Each of her Pokémon are specialized to capture Pokémon and once captured, she sends her new Pokémon to Professor Oak for his team to study.



Lyra

Breeder

Special Features -

Jumpstart: Lyra's Pokémon hatch with +1 to three of their stats.

Favored Pokémon: Meganium, Venusaur, Tauros, Azumarill, Girafarig, Wigglytuff

The bright and shining personality and one-time champion Lyra loves to spend her time making friends with new Pokémon and other people every day. She travels whenever possible to see new sites and participate in new things with new friends she'll make only hours before. Though many believe her champion title to be a fluke, her Pokémon's undeniable strength comes from the mutual love and trust they all have in each other.



Hoenn

Hoenn is a warm region, with lots of shoreline cities and towns and islands expanding out into the sea. It has a large active volcano in its center and is home to many different kinds of temperate habitats.

Important Towns and Cities

Littleroot Town

Littleroot is a small harbor town surrounded by forests and the water. It's home to Professor Birch's Laboratory. For many visitors looking to begin an adventure in Hoenn, they'll arrive in Littleroot by ship and choose their starter Pokémon here.



Professor Birch

Researcher / Watcher

Special Features -

Home Finder: By studying a Pokémon for an hour, Birch can find out where a Pokémon is geographically from in the world with a 3-mile margin of error. If the Pokémon was hatched by a trainer, Birch will know right away and will not be able to determine where it would be from in the wild.

Professor Birch is the leading mind on Pokémon habitats. He knows everything there is to know about the world's various biomes and will often make journeys to do some field research whenever previously unexplorable wilds becomes safer to visit. Despite his vast knowledge base, he's still very absent minded while out in the field and prone to be chased or attacked by wild Pokémon he is not paying a safe amount of attention to.

As Hoenn's league professor he distributes starter Pokémon from his lab for new trainers. Birch loves speaking to trainers about where they are from and takes great joy in figuring it out on his own by examining Pokémon for subtle clues that give away their point of origin in the world.



Petalburg City

Petalburg is a wide spread city with as much greenery as there are buildings. Petalburg is surrounded on three sides by Petalburg Woods, a far-reaching mass of thicket and woodlands with a winding beaten path. Slightly going off that path around the city can become dangerous as there are various Pokémon living throughout the woods. Petalburg also has a league gym.



Norman

Type Ace (Normal)



Special Features -

Tempo Switch: 3/day as an action, Norman can choose if one of his active Pokémon goes first, or last, this round.

Favored Pokémon: Slaking, Vigoroth, Exploud, Zigzagoon, Kecleon

Though he is originally from Johto, Norman has been serving as a league gym leader since he was appointed to his gym in Petalburg. He believes in a focus on discipline and flexibility, creating opportunities to throw off his opponent's strategies by speeding up and slowing down the battle's tempo. He's also very demanding of his challengers, rarely accepting requests to battle unless he's deemed the challengers to be worth his time.

Norman's gym is run like a physical testing facility, with all sorts of athletics and weight training facilities available to both trainers and their Pokémon. Norman believes in learning from every victory and from every defeat. When you battle against him, he'll make sure you leave with more than a badge in victory and more than a trip to the Pokémon Center in defeat.



Rustboro City

In Rustboro, visitors will see that more than half of the city's structures are cut from giant slabs of stone. It gives the city a sort of old-timey feel while at the same time being very impressive that these tall buildings are solid stone. Rustboro is home to a league gym and the corporate offices of the Devon corporation, a massive conglomerate who make Poké Balls and have an extensive fossil reanimation division.



Roxanne

Researcher



Special Features -

Academic Insight: If it's in a book or academic paper published in the last 10 years, she's read about it and knows about it.

Favored Pokémon: Probopass, Armaldo, Cradily, Aggron, Aerodactyl

Even at her young age, Roxanne is the headmaster of an academy based in her gym. She believes that a strategy created out of the largest knowledge base available will ultimately be unbeatable. While she hasn't found the strategy quite yet, her foundations are solid and her expansive library and curriculum helps many trainers become extremely knowledgeable graduates.

Roxanne sometimes screens her challengers with a series of tests that are, in her mind, simple and standard things that she believes that every single trainer should know without question. If a trainer doesn't know her expected minimum, she may make them take a few weeks' worth of courses before accepting a challenge or even a make-up test.



Dewford Town

Dewford is an island town. Half of the island is a mountain with caverns and tunnels to explore while the other half is a calm beachside town. A league gym is located on the beach front along with a few small vacation-friendly hotels and bed-and-breakfasts.



Brawly

Martial Artist / Pro Athlete



Special Features -

Holding Ground: Brawly's Pokémon cannot be moved by a foe's effects.

Favored Pokémon: Hariyama, Machop, Medicham, Breloom, Hitmonlee

Brawly is a professional surfer who teaches his Pokémon the same balance he mastered while surfing. He is extremely laid back, take on challengers as they come and going with the flow whenever possible. Whenever he can help those near him, he does. The island's residents are closely knit and it's possible that without the league gym there wouldn't be many visitors so Brawly takes his responsibility seriously if nothing else.

When Brawly begins to battle, he suddenly becomes very excitable and pumped up. While still maintaining a care-free attitude, he pushes his Pokémon forward with overwhelming physical force. He loves puns about surfing and is often seen as a goofy gym leader but is full of heart.



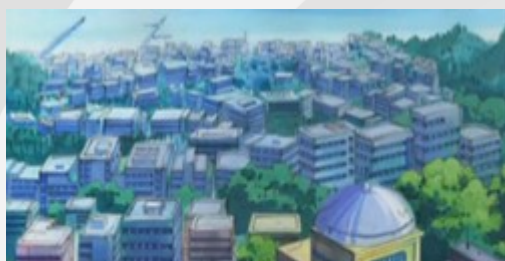
Slateport City

Slateport city is massive port city with the region's largest open market filled with street food, produce, and tons of fresh catches (for training or for stocking restaurants). Several cruise ships also make port at Slateport and begin long vacations out at sea. Slateport also hosts the region's Grand Festivals.



Mauville City

Mauville City serves a great hub for all trainers in all of Hoenn as the central city that connects to routes that exit in every direction. There are over twenty massive indoor malls with tons of markets and shops. One indoor mall even houses the league gym. Mauville also has many apartment complexes, making it the most heavily populated city in Hoenn.



Wattson

Type Ace (Electric)

Special Features -

Jolly Guy: 3/day, if Wattson would fail a skill check related to Special Defense, he succeeds.

Favored Pokémon: Manetric, Magnezone, Electrode, Plusle, Minun

Wattson is a jolly old guy who repairs things that need fixing in the city and laughs loudly with visitors who come to his gym.

He's the engineering genius behind the Sea Mauville project that was to be a floating platform to expand the city before it was destroyed by some bad luck and turned into a wild Pokémon reserve. He visits the reserve in some of his free time to make sure the platform causes no ecological harm as it deteriorates. Wattson is a joyful combatant, always laughing deeply with every command.



Fallarbor Town

Fallarbor is a farming town that takes advantages of the volcanic ash and grow crops that specifically thrive in the ash-covered ground. It's at the base of the back of Mt. Chimney so its always shared by clouds of ash, making the space relatively cool for being so close to a volcano.



Lavaridge Town

Lavaridge is an inland tourist destination with elaborate natural hot springs located at the base of Mt. Chimney. Although it doesn't have many tall buildings or major city blocks, it does have a league gym.



Flannery

Type Ace (Fire)

Special Features -

Fire Within: Flannery's Pokémon's deal +4 damage against Burned targets.

Favored Pokémon: Torkoal, Magcargo, Camerupt, Houndoom, Arcanine

Flannery is an excitable gym leader with a great deal of passion for Pokémon battling. She's a comparatively new trainer compared to her peers, but seems to have a natural energy that shows in her Pokémon's power.

Her grandfather was once an Elite 4 member, so many people have high expectations for Flannery. While her battle style is very different compared to her grandfather, she's still a force to be reckoned with. Flannery takes advantage of burns, weakening her foes' offenses while using bulky and defensive Pokémon.



Fortree City

In Fortree City, you can find just as many structures built in massive trees above as you can on the ground. The city has created a unique biome where wild forest runs right up to homes and businesses.

From above you can see a much greener city than you normally would and you can see the league gym stationed across many trees.



Winona

Choreographer

Special Features -

Aerial Acrobatics:

Winona's airborne Pokémon can move +15 ft per turn.

Favored Pokémon:

Altaria, Swellow, Skarmory, Pelipper, Tropius

How Winona carries herself, with calm and grace, is reflected in the way her Pokémon fly through the sky. She's always happy to talk to others about their lives and encourage those who need leadership. She studies wind patterns and even how dancers carry themselves in order to give a greater edge to her airborne Pokémon.

With her open sky gym, she employs keep away tactics and when possible, amazing aerial battles against trainers who bring their own flight-capable Pokémon. Her Pokémon's grace is amazing as they move from a passive glide, barely moving at all to avoid harm, then suddenly to great dives moving faster than the eye can follow.



Lilycove City

Home to the largest shopping district in Hoenn, Hoenn's largest port, massive berry markets, and Hoenn's largest hotel row, you can tell that everything's larger than life in Lilycove. One of Lilycove's hidden gems is the Museum of Contest Champions where coordinators and their Pokémon from around the world are celebrated.



Mt. Pyre

Mt. Pyre is a small island burial grounds. It's a sacred space and so it's very carefully looked after by rangers. It's closed at night as it becomes a space overrun by Ghost-type Pokémon at night. There is also a couple of sacred shrines located on the island.



Mossdeep City

Mossdeep is Hoenn's scientific center. Hoenn is one of the few regions in the world that have a space program and it's located in Mossdeep. The island city is covered in scientific labs of all kinds and also has a league gym.



Tate and Liza

Psychics / Tag Battlers



Special Features -

Everything's Wide Open

(Tate): Tate's Pokémon have +1 during accuracy checks.

Saw that One Coming (Liza):

Liza's Pokémon have +1 to their Defense and Special Defense.

Favored Pokémon (Tate):

Solrock, Grumpig, Gallade, Claydol, Reuniclus

Favored Pokémon (Liza): Lunatone, Bronzong, Gardevoir, Xatu, Gothitelle

The psychic twins, Tate and Liza, are powerful opponents to go up against. While they do not always battle together in tag battles, they prefer to take on challengers two at a time. This can be difficult for trainers to face them when they haven't been psychically linked to their partner like Tate and Liza have been since birth.

Tate tends to keep his calm and finds other's plans dull. Liza sees things to get excited about everywhere, finding everything fascinating. They are both warm to others, but have very different outlooks on the world around them. In battle, they psychically command their Pokémon together anticipating their partners' needs and revealing every bit of information they can to come out on top.

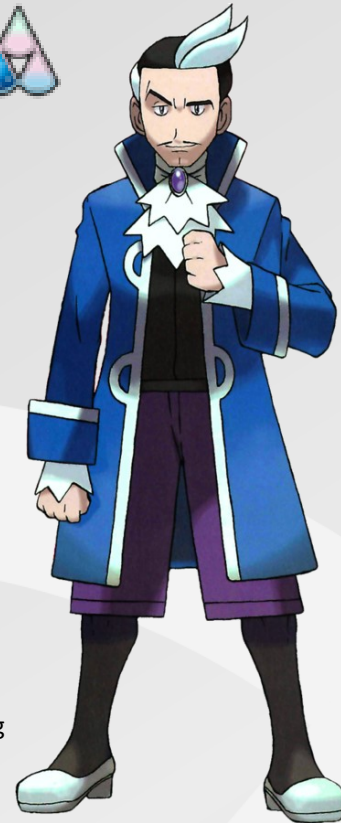
Sootopolis City

Sootopolis is an island in an extinct volcanic crater, creating a carrier of natural walls. It's accessible by flight and by underwater passageway, meaning that Sootopolis is self-sufficient city since it can't rely on conventional trade and delivery. Sootopolis also has a league gym.



Juan

Coordinator / Designer



Special Features -

Eyes on Me: 3/day, Juan's Pokémon can use Follow Me or Taunt.

Favored Pokémon: Kingdra, Walrein, Crawdaunt, Whiscash, Relicanth

Juan is a bold personality who wears pomp and grandeur on his sleeve. He's probably most famous for being the mentor of one of Hoenn's regional champions, Wallace. He's very proud of his efforts and always tries to make a show of everything he can. To Juan, a battle isn't worth watching if it isn't beautiful.

In battle, Juan uses his flare for the dramatic to intimidate opponents with his shows of power and beauty. He's proud of his showmanship and even prouder of his Pokémon's equivalent performances. If he finds that battle will not end in victory, his Pokémon will even play into the show to make his defeat look beautiful.

Pacifidlog Town

Positioned between two towers of rocky land emerging from the sea, Pacifidlog floats on mostly man-made platforms that connect many small islands. Everyday, it spends some time in the shade of the Sky Pillar, an ancient stone tower built high up into the sky, just a couple miles away from Pacifidlog's outer islands.



Ever Grande City

Ever Grande City is located on an island in eastern Hoenn. The island is blanketed in flowers. It's surrounded by steep cliff sides and needs special transportation to get people there en masse since Hoenn's regional Pokémon league championships are held there.



Competitors can enjoy any number of amenities such as luxury hotels, spas, amusement parks, and gym training areas while on campus. Ever Grande even will hold special contests for coordinators. It's Elite 4 includes Sidney, Phoebe, Glacia, and Drake.

Sidney

Type Ace (Dark)

Special Features -

Wide Open!: Sidney's Pokémon have +3 to their accuracy check during their first attack. Then, their attacks have -1 during accuracy check.

Favored Pokémon: Absol, Mightyena, Sharpedo, Cacturne, Shiftry

Sidney's only mantra is, "offense over defense." With his power, it's no surprise. Despite being the least successful of Hoenn's Elite 4, his overwhelming power often is enough to discourage challengers from continuing through to the other elite 4 members. He's an all-or-nothing trainer who wants nothing more than to defeat his challengers.



Phoebe

Psychic / Empath

Special Features -

Advice from Beyond: Phoebe is aware of any super-effective or extremely-effective attacks her opponent's Pokémon have.

Favored Pokémon: Dusknoir, Banette, Drifblim, Sableye, Dusclops

Phoebe is a medium who has learned how to commune with the afterlife. She communicates with her Pokémon and lends her otherworldly knowledge to their efforts. She constantly talks to ghosts that only she can see and makes others uncomfortable, despite her cheerful personality.



Glacia

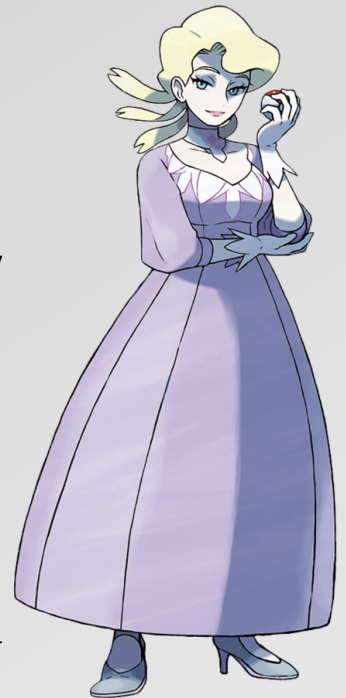
Strategist

Special Features -

Freezing Focus: Once per turn 3/day, Glacia may reroll an accuracy check if the move can Freeze, but failed to do so. She must use the second result.

Favored Pokémon: Glalie, Walrein, Froslax, Abomasnow, Beartic

Glacia believes herself above most challengers and is not the most graceful loser. Her icy disposition can be seen as standoffish or even plainly rude but when she's not battling she relaxes and can be quite friendly, strongly opposing her other demeanor. Her Pokémon freezes the opposition before shattering them, coldly removing any obstacle in the way of her victory.



Drake

*Stat Ace (Sp. Attack) /
Stat Ace (Attack)*

Special Features -

Harness Raw Power: Whenever Drake's Pokémon attacks, it gains 1d4 temporary hit points.

Favored Pokémon:

Salamence, Flygon, Altaria, Kingdra, Dragonair

Unsurprisingly, the leader of an Elite 4 who values pure strength more than any other Elite 4 also thinks strength above all wins outright. Drake believes that the pure blooded power held within Dragon-type Pokémon will lead him to victory. He commands the battlefield with his Pokémon who often can use either melee or ranged attacks to take down his foes.

Hoenn Champions

The two best friends, Steven and Wallace, take turns holding the title of regional Champion in Hoenn.

Steven Stone

Type Ace (Steel) / Archeologist

Special Features -

Champion's Grace: 3/day, if Steven would fail a skill check or an accuracy check of some kind, he instead succeeds.

Favored Pokémon: Metagross, Aggron, Skarmory, Cradily, Armaldo, Sandslash (*Icy Mountain*)

Steven Stone is obsessed with archeology and Pokémon battling. Arguably, he's more obsessed with rocks than Pokémon battling and unsurprisingly his Pokémon are Steel and Rock types. He has a confidence about him that comes through in his dominant Pokémon battling.

When he's not digging up fossils and stones or defending his title, he helps his father run day to day business at Devon Corp. or see where his influence can be used to help those in need throughout Hoenn.



Wallace

*Type Ace (Water) /
Coordinator*

Special Features -

Champion's Grace: 3/day, if Wallace would fail a skill check or an accuracy check of some kind, he instead succeeds.

Favored Pokémon: Milotic, Wailord, Tentacruel, Whiscash, Ludicolo, Gyarados

Wallace is the fabulous ex-gym leader now champion. Everything he does is very showy and graceful, always looking to visually stun any observer. He learned from Juan, who passed on the showmanship while Wallace evolved his style in something that many could not pull off.

He's also a world famous coordinator who has conquered many grand festivals worldwide. His style isn't for everyone, but it's undeniable that he wears a certain aura of confidence on his sleeves.

Team Aqua and Team Magma

These two opposed ecoterrorist groups are based in Hoenn. Both groups have seen a greater presence in the past but have since been pushed down into many separate independent cells.

Team Aqua believes that people are destroying the ocean, where most of the world's life rely on healthy, livable water—even those who live on land. They worked at one time to use a Legendary Pokémon's power to expand the ocean and flood land worldwide.

On the other hand, Team Magma aimed to curb the world's overpopulation that is destroying the land that Pokémon and human alike rely on. They tried to use a legendary Pokémon to expand land masses worldwide by drying up the ocean and creating more land.



Archie

Archie is Team Aqua's leader. While he is seldom seen anymore, he once very temporarily held the power of a legendary Pokémon with godlike power. He immediately lost control and it almost destroyed the planet. His plan was to flood the world and protect the ocean from overconsumption and pollution, though he was never specific about how much he wanted to flood and for how long.

He's a brash and reckless combatant making him dangerous to everyone around him. He was usually seen with his Sharpedo, Muk, Crobat, Mightyena, and Walrein.



Maxie

Maxie leads Team Magma. His actions are not mostly hidden behind the scenes, he once held godlike power in the form of a legendary Pokémon briefly. He miscalculated the power and lost control of it right away. His plan was to create more land in the world to curb overpopulation and pollution, though he didn't realize that in growing the land mass it'd dry up the ocean.

Maxie is a calculating villain who heartlessly calculates even the loss of life into his victories if necessary. He would employ his Camerupt, Weezing, Crobat, Mightyena, and Houndoom in battle.



Matt and Shelly

These two Team Aqua administrators served as muscle for Archie. They can still be found causing problems for people who damage the ocean in some way. That in itself isn't so bad, but the way they go about it is usually illegal. Matt is often found with his Sharpedo, Golbat, and Mightyena. Shelley attacks her prey with many Sharpedo and Seviper who attack like a pack of ravenous monsters.



Tabitha and Courtney

Maxie's analysts and administrators for Team Magma helped him solve any problem that tried to slow down his progress. While they are seldom seen now, they still commit crimes to further their personal agendas. Tabitha often fights using his Camerupt, Weezing, and Claydol. Courtney is often seen with her Camerupt, Swellow, or Zangoose.



Mt. Chimney

The largest mountain in Hoenn is also an active volcano. While an explosive eruption hasn't happened in centuries, it still constantly releases ash into the air. Even if there ever were a dangerous eruption, most of the region is ready to respond to a major natural disaster. Its unique landscape and climate makes for many interesting wilds who live around the mountain's base, sides and even its dangerous peak.



Other Trainers of Hoenn...

Lisia

Coordinator / Rising Star

Special Features -

Center Stage: Lisia can choose for her Pokémon to act first during appeals once per contest.

Favored Pokémon: Altaria, Altaria, Altaria, Altaria

Lisia is a dominate force on the stage at contests across the region. She has a whole team of Altaria that are each trained to perform the best the can in each type of contest. Her appearance and her Pokémon's performance has caused her to rapidly rise in popularity across the region and regions adjacent.

She is friends with champions May and Brendan. She even designed the coordinator outfits that they will sometimes wear when they perform in contests. Her charming personality is sure to continue to gather fans as she climbs to the top of the coordinator scene.



Zinnia

Ace Trainer

Special Features -

Lorekeeper: Zinnia cannot fail skill checks related to finding out more about mythology.

Favored Pokémon: Salamence, Goodra, Tyrantrum, Noivern, Altaria, Whismur

Zinnia has spent time undercover in both Team Aqua and Team Magma in order to further who own ends. She aims to join forces with a legendary Pokémon aligned with her draconic shaman cult. She at one point led a single-person raid on Mossdeep's Space Center in order to acquire information and almost destroyed a lab during her escape.



Brigitte

Brigitte manages Hoenn's Pokémon Storage System and expanded on its capabilities multiple times. She's a brilliant programmer and often works with other like minds around the world.



Aarune

After moving to Hoenn, Aarune has set up a large collection of hidden coves, groves, and caverns as what he calls Secret Bases. Various trainers will claim these spaces as tiny homes away from homes and he manages them all over Hoenn to make sure people have fun spaces to make their own without people ruining each other's fun. He gets around Hoenn quickly on his Flygon.



Brendan

Coordinator / Designer

Special Features -

Brightest Star: 3/day Brendan's Pokémon may force foes to target them. Brendan can always choose whether to go first or last during a round in a contest.

Favored Pokémon: Swampert, Milotic, Delcatty, Magcargo, Swellow, Castform

Brendan is the son of the Gym Leader Norman and was pushed to become a powerful trainer for almost his entire life. He actually did become champion for a time, but much prefers coordinating and so has retired to spend as much time as possible at contest halls and grand festivals. He aims for beauty in everything he does and greatly admires Juan and Wallace for their performances at contests.



Wally

Ace Trainer / Underdog

Special Features -

Not Yet! 1/day, Wally's Pokémon can use Endure as a free action.

Favored Pokémon: Sceptile, Gallade, Kecleon, Cacturne, Roserade, Flygon

Wally is the friend and rival of both Brendan and May. While he was sickly when he first started off as a trainer, being with his Pokémon invigorated him and caused him to fight harder everyday. Every time he is defeated, it seems to push his resolve to become stronger even further so it's only a matter of time before he nabs a championship like his friends.



Hoenn is home to hundreds of small islands surrounding its main body and have various cool places to check out throughout the region. There is even a Battle Frontier.



May Birch

Ace Trainer / Stat Ace (Attack)

Special Features -

Breakthrough! 3/day, if May fails an accuracy check, instead she succeeds.

Favored Pokémon: Blaziken, Aggron, Donphan, Wailord, Raichu, Breloom

May's father is Professor Birch and was raised surrounded by hundreds of Pokémon. She became very driven by battle and quickly rushed through the league circuit and even easily defeated the standing champion. May doesn't often defend her title, instead leaving that to Wallace and Steven. May spends most of her time with her father traveling around the world to challenge powerful trainers while her father does field research nearby. She's a bright personality driven by the thrill of battle and the friendships she maintains with rivals and her Pokémon.

Sinnoh

Sinnoh is a cold region, with lots of shoreline cities and towns and cities building inward on top of the massive Mt. Coronet. Mt. Coronet makes up more than a third of the land mass and is the centermost point of the region.

Important Towns and Cities

Sandgem Town

Sandgem is a small town with a small beach cove. Its only attraction is Professor Rowan's Laboratory. Many trainers visit the town during Rowan's distribution of starter Pokémon.



Professor Rowan

Researcher / Groomer

Special Features -

Evolutionary: Professor Rowan can spend twelve hours with a Pokémon in his lab and make them very rested and happy. If the Pokémon is mature enough and strong enough to do so without needing any outside influence (stone, time of day, interaction with another Pokémon) it will evolve.

Professor Rowan's specialty is Pokémon evolution. He understands the needs of Pokémon to encourage their changes. In his lab, he stores thousands of evolutionary stones and runs tests on them and researches their radioactive influences. He also studies how long it takes for various species to mature and be ready for evolution and any other factors that go into a Pokémon's changes.

Rowan loves to see Pokémon evolution and will often distribute evolutionary stones to trainers will to let him deploy evolution stones and study the evolutions. He's Sinnoh's league professor and so he distributes starter Pokémon for trainers who flock to his laboratory every year. Though he is very fascinated by evolution, he's never distracted or absent-minded. He has a focused personality and works hard to maintain his lab and research grants that permit him to lead his life.



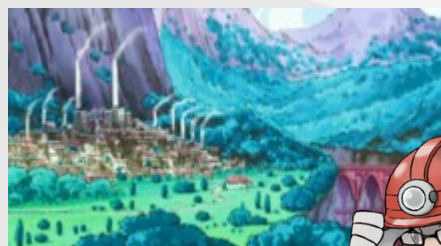
Jubilife City

Jubilife City is made almost entirely of business districts. It has Sinnoh's largest academies as well, that often funnel people into jobs in the city, or send them to Sandgem to become trainers. Pokétch is headquartered in Jubilife and maintains a powerful presence with their smart devices sold worldwide.



Oreburgh City

Located at the base of a mountain leading into a canyon, Oreburgh serves as the region's energy source. A league gym is located next to the mines and a Mining Museum that also specializes in fossil reanimation.



Roark

Archeologist

Special Features -

Attack, Attack, Attack: 3/day before rolling, Roark may add 3 to his Pokémon's Attack accuracy check.

Favored Pokémon: Rampardos, Archeops, Aerodactyl, Relicanth, Golem

Roark is responsible for Oreburgh's mines and all of the duties related to making sure the connected power plants run smoothly. Roark is a big fan of fossilized Pokémon that people will sometimes find underground and helps others carefully extract them for study. His father is also a gym leader in Sinnoh, but their training styles are directly opposed in practice.

Roark can be heard yelling "Attack! Attack! Attack!" while training his Pokémon, as he strongly believes the best way to win in Pokémon is to break through any defenses and crush his opponents. His Pokémon are somewhat like glass cannons; they can really only make one good attack- if retaliated against they fall down. However, when Roark's Pokémon connect it's likely that their target is the one who immediately goes down.



Floaroma Town

In Floaroma Town, flowers can be found everywhere. For every building, there is three times as much land dedicated to flowers. Entire meadows stretch outwards from the town and a very fragrant aroma can be smelt throughout the town.



Eterna City

Eterna is one of Sinnoh's oldest cities and has a lot of history throughout the mountainside Eterna is built on. Eterna has old forests running up to the edge of the city. Eterna's league gym is located slightly into the old growth next to the city.



Gardenia

Botonist



Special Features -

Berry Master: 3/day, Gardenia can spend 1 hour finding up to twenty common berries, ten uncommon berries, or three rare berries. All of her choice.

Favored Pokémon: Roserade, Cherrim, Torterra, Leafeon, Breloom

Gardenia finds her Pokémon beautiful, especially if they produce a nice aroma. She spends her free time studying the forest surrounding Eterna and pays particular attention to the old trees. Gardenia knows a lot about plant life and can understand plants she's never seen with a couple minutes of study.

Gardenia's Pokémon observe and respond according to her commands. Her strategy involves releasing powerful attacks that may exhaust or weaken her own Pokémon, living for that moment of glory and wiping out an opponent before they can respond. Gardenia is proud of her Pokémon's results regardless.



Hearthome City

Hearthome is the most central city in Sinnoh. It serves as a large gathering place for people from across the region and many festivals, contests, and cultural events are held in Hearthome. Hearthome also has a league gym.



Fantina

Choreographer



Special Features -

Eyes on Me: 3/day, Fantina's Pokémon can use Follow Me or Taunt.

Favored Pokémon:

Drifblim, Gengar, Mismagius, Banette, Rotom

Fantina is a world-travelling coordinator who finally settled in Hearthome as a gym leader. Her beauty and grace are well known by many and her Pokémon are known for their eerie grace as they float across the field of battle. She often visits the Lost Tower, a place of gathering for many Ghost-types on the outskirts of Hearthome. She can be found dancing with wild Ghost-types and making friends with them.

In battle, Fantina demands attention from her foes and can disrupt their battle plans with distraction tactics and an array of afflictions. If that doesn't work, her Pokémon may disappear into the ground, only to pop up behind their prey and attacking in a flashy display of power.



Veilstone City

Veilstone is a seaside port city with massive warehouse districts that make many materials used throughout the region. Veilstone also has the largest shopping district in the region and has a league gym.



Maylene

Martial Artist

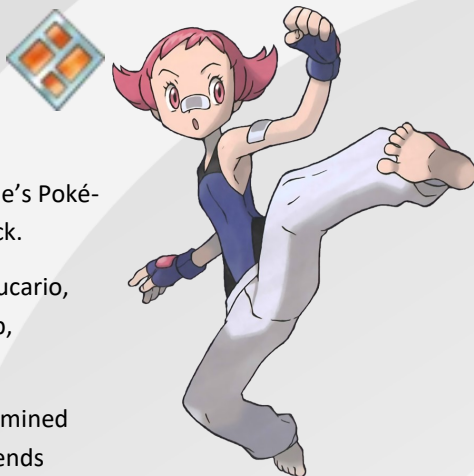
Special Features -

Fight Harder: Maylene's Pokémon all have +1 Attack.

Favored Pokémon: Lucario, Medicham, Machop, Hitmontop, Breloom

Maylene is a determined martial artist who spends hours training herself with various kinds endurance training- even walking miles in the freezing cold just to build her body's strength. Maylene runs her gym like a dojo, with many different sensei and practitioners teaching trainers and Pokémon alike. Though she's quite young, her determination and continuous growth project good things for Maylene.

In battle, Maylene strikes true and keeps her guard up. Her Pokémon's balance is impressive, but her Pokémon are also just flatly powerful and difficult to stop once they get moving. Maylene is always looking to help others improve- she believes that by strengthening the whole, everyone grows much further than possible alone.



Pastoria City

Surrounded by wetlands and a cruise line port, Pastoria finds many Water-type Pokémon making natural habitats throughout its borders. Pastoria has a safari zone known as The Great Marsh for trainers to catch wild Pokémon and a league gym.



Crasher Wake

Martial Artist

Special Features -

Point to the Sky: If they made a successful attack during the previous round, Crasher Wake's Pokémon can use Body Slam At-Will.

Favored Pokémon: Floatzel, Gyarados, Quagsire, Sharpedo, Ludicolo

With a loud call across from center stage, Crasher Wake always makes a scene. Wake is a professional wrestler and is always making the loudest introductions for his Pokémon. While he loves to wrestle Pokémon, his claim to fame is his champion belt earned in an international wrestling tournament- won against other humans. Wake's gym has Olympic sized wrestling rings, boxing rings, and mats for other kinds of martial art competition, which he'll host from time to time.

Wake hits hard and tries to overwhelm his foes with a constant crashing of attacks. If you can stand up against his assault, he only grows more excited and pushes his Pokémon to fight harder than ever.



Solaceon Town and Solaceon Ruins

Solaceon is a small settlement with farmlands surrounding for miles. It also is right next to ruins of an ancient civilization that houses many mysterious wild Pokémon..



Celestic Town

Celestic Town is a small town with a couple of business districts to keep up with the times but is also home to a historical district where many people live in a way that preserves the history of Sinnoh and the old ways of life.



Canalave City

Canalave is a collection of small islands connected by massive bridges that lead to a large harbor it's connected to. Canalave exports ores mined in Oreburgh through its harbor. It has a massive historical library and a league gym.



Byron

Archeologist



Special Features -

Defense, Defense, Defense: 3/ day, before a foe rolls their accuracy check against one of Byron's Pokémon, his Pokémon's Defense stat is raised 2 during that accuracy check.

Favored Pokémon: Bastiodon, Steelix, Magnezone, Bronzong, Excadrill

Byron trains his Pokémon to be immovable objects in battle strongly prioritizing defense as the best offense. His Pokémon are slow moving but strong walls taking multiple hits without problem. Byron spends time digging for fossils and rare materials throughout Canalave's islands. He has a large collection of fossils and fossil Pokémon, though he doesn't train many of them, instead just keeping them happy in his gym.

In battle, Byron waits to counterattack after his opponent's attacks bounce off of the shields his Pokémon put up. While the attacks his Pokémon use are not astoundingly powerful, they have the stamina to take more hits than the Pokémon Byron faces. Byron's so confident in his strategy that he can sometimes be seen shouting "Defense! Defense! Defense!" while training with his Pokémon.

Snowpoint City

Snowpoint is built higher up on Mt. Coronet, so it's covered in snow year-round. It was built near an ancient ruin that the people protect from raiders, though many wild Pokémon make their home inside. Snowpoint also has a league gym.



Candice

Researcher

Special Features -

Cool Gaze: 3/day, Candice's Pokémon have +1 to their accuracy check if they are using an Ice-type move.

Favored Pokémon: Froslass, Abomasnow, Glaceon, Mamoswine, Weavile

Candice is a young gym leader who is very studious and bright. She often considers other well-known Ice-type trainers when thinking about her demeanor, thinks she too should be cold and cool. Nonetheless, she's always the center of excitement in a room and excited to engage with anyone willing to talk to her. She spends her free time studying Sinnoh's elaborate myths and history.

When battling, Candice applies her few years of study to her battle strategies. While she's battling she also will try on different personalities while still trying to define herself as a gym leader who will likely be there for a while- her natural talent and strength can only grow from where it is now.

Sunshine City

Sunshine City is a self-sufficient city entirely powered by hundreds of thousands of solar panels. It's a major port town, connecting Sinnoh to other regions from its bay, has various festivals running on its beaches year-round, has region famous lighthouses, and has a league gym.



Volkner

Researcher

Special Features -

Intimidating Gaze: Volkner's Pokémon all have +1 Defense.

Favored Pokémon: Electivire, Luxray, Jolteon, Raichu, Lanturn

Volkner is rarely seen with anything other than a bored face. He spends hours engineering various puzzles and escape rooms that serve to keep challengers away from his gym. He travels throughout the city managing its various lighthouses and making sure that the city's solar panels are in top shape.

When engaged in battle, he has already decided the trainer is worth his full attention. He becomes hyper-focused on battle and enthusiastically combats his opponent with techniques he's practiced with his Pokémon for years. If he easily wins, he immediately returns to a bored and unamused face. In defeat, you may actually see him smile, if only briefly.

Mt. Coronet

More than half of Sinnoh's major towns and cities are on Mt. Coronet or at its base. It can be seen from everywhere in the region and has many peaks along its mountain ranges. It's said a lost ruin is somewhere near its peak, but has not been seen in centuries.

There are various winding tunnels throughout the mountainsides that travel upwards and lower into the earth. Subterranean lakes, rivers, and brilliant gemstone caverns are just some of the amazing wonders you could discover while exploring Mt. Coronet.



Lily of the Valley Island

Lily of the Valley Island is located east of Sinnoh and is entirely dedicated to hosting the yearly regional championship in Sinnoh. The island is covered in hills and forests.



Competitors can enjoy any number of amenities such as luxury hotels, spas, amusement parks, and gym training areas while on campus. Its Elite 4 includes Aaron, Bertha, Flint, Lucian.

Aaron

Ace Trainer / Breeder

Special Features -

Learn from Your Mistakes: If Aaron's Pokémon miss with an attack, during their next turn they have +3 during their accuracy check, and deal +4 damage if the attack deals damage.

Favored Pokémon: Drapion, Vespiquen, Yanmega, Scizor, Heracross

Aaron is a tenacious battler who cycles through training many different Pokémon. While he spends the most time with his core team, he trains young Bug-type Pokémon, constantly looking for opportunities to find a special Pokémon with more natural talent than the average to nurture. Aaron used to be grounded in the idea that if a Pokémon can lose, it isn't strong but has grown to discover that every Pokémon is capable of great things with the right trainer and through nurture. His Pokémon manifest many different strategies—aggressive attackers, unbreakable walls, technical supporters. Aaron's got many options on his team.



Bertha

Special Features -

Hold Your Ground: Bertha's Pokémon have +1 Defense if their Defense is higher than their Sp. Defense and +1 Sp. Defense if their Sp. Defense is higher than their Defense.

Favored Pokémon: Hippowdon, Rhyperior, Gliscor, Golem, Whiscash

Bertha is a gentle woman who shows warmth to others while working with others. She likes to maintain a close relationship with her fellow Elite 4 members and cares for any guests she finds in her company. In battle, she's a force to be reckoned with. Her heavy-weight Pokémon throw themselves around the battlefield, throwing their power behind every move. In defeat, she's warmer than usually, happy to witness power exceeding her own.



Flint

Type Ace (Fire)

Special Features -

Burning Up: Once per turn 3/day, Flint may reroll an accuracy check if the move can Burn, but failed to do so. He must use the second result.

Favored Pokémon: Magmortar, Infernape, Rapidash, Flareon, Houndoom

Flint is a carefree, energetic young man. He can be explosive at times, surging with energy, then suddenly really low as he's running on fumes. His Pokémon tend to mimic this energy, burning brightly and then lazing about with Flint. When battling challengers, Flint's Pokémon heat up the battlefield and try to weaken his foes while putting on the pressure to scare them off the battlefield.



Lucian

Researcher / Watcher

Special Features -

Well-read Insight: Lucian is aware of any super-effective or extremely-effective attacks his opponent's Pokémon have.

Favored Pokémon:

Gallade, Alakazam, Espeon, Girafarig, Bronzong

Lucian is the leader of Sinnoh's Elite 4 and a master of Psychic-type Pokémon. Unlike the cliché of powerful Psychic-type trainers being psychic themselves, Lucian has no special psionic abilities. Instead, he has a natural talent for reading past the surface level of anything and can extract deep meaning and realizations that others might overlook, even in deep analysis. Lucian uses his practiced insight in battle, leading his Pokémon to victory.

Cynthia

Ace Trainer / Researcher

Special Features -

Champion's Grace: 3/day, if Cynthia would fail a skill check or an accuracy check of some kind, she instead succeeds.

Favored Pokémon: Garchomp, Togekiss, Spiritomb, Glaceon, Roserade, Lucario

Cynthia is a powerful champion that has been Sinnoh's Champion for many years. Even when defeated, she quickly reclaims her title in sanctioned rematches. Cynthia is very interested in mythology and history, and spends her time researching and exploring various sites associated with legendary Pokémon. Her confidence comes out in battle as she commands the field with a dominating presence. Her Pokémon are all powerful and honed to their peak. Cynthia is always willing to lend her hand in defeating dangers to the world while pushing other younger trainers towards greatness.



Team Galactic

Team Galactic is a criminal organization, setup in the Sinnoh region. They are led by Cyrus, referred to as Master Cyrus or the Boss by his underlings. Cyrus' goal for Team Galactic is to rebuild the Galaxy in his image, using some of Sinnoh's all-powerful legendary Pokémon, which are said to have created the entire world.



This is not apparent to the main body of the organization however. The organization's criminal activities are buried under all of the free energy projects the organization does in the public eye. Many crimes have been tied to cells within the organization, but nothing has been permanently tied to the organization as a whole with captured members claiming to be self-motivated or not really a part of the whole Team Galactic.



Cyrus

Cyrus is the leader of the criminal side of Team Galactic. As a civilian he helped to create many of the buildings and educational facilities in Sinnoh, using his public face to gather money and power to further his own ends. Secretly, he aims to destroy the universe and recreate the world, completely devoid of spirit. He believes that the human spirit is vague and incomplete leading many to believe in something without substance or to have faith in something only for it to fail. In his words, "emotions are the source of all strife in the world."

He disappeared after a massive event that darkened the sky above the top of Mt. Coronet, but some still believe he is somewhere in Sinnoh controlling the remains of Team Galactic. He is a cold and heartless combatant, eliminating any threat to his goals when necessary. He was often seen with his team of Weavile, Crobat, Gyarados, Honchkrow, Houndoom, and Magnezone.



Charon

Charon is an elusive scientist who has used his influence to control the criminal Team Galactic in Cyrus' absence. He is as cold as Cyrus, but he used emotions to manipulate others where Cyrus disregarded emotions entirely.

While he didn't often battle, as it's not his specialty, he will defend himself when he needs to with his Slowing.



Mars, Jupiter, and Saturn

The Team Galactic administrators are all dangerous villains who are capable of finding goals, planning them out, and then executing them for the organization. While none of them are publicly active, it's known that they are still behind the scenes creating problems for rangers and law enforcement throughout Sinnoh.

Mars is the most independent of the group and various sources say that she leads her cells of Team Galactic in an effort to restore their former leader to his glory. She battles alongside her Purugly, Bronzong, and Crobat.

Jupiter loudly hates working with other leaders within Galactic but understands their specialties and will do so in order to achieve her ends. Jupiter is vindictive and cruel, eliminating any threat to her plans regardless of how much of a real threat they may or may not be. Jupiter travels with her Tangrowth, Gastrodon, and Sableye.

Saturn is an engineer and works to solve problems by building machines to do his bidding. He has access to deep pockets that seem untraceable and often buys his way out of any trouble he finds himself in. When backed into a corner, he'll fight back with his Toxicroak, Alakazam, and Octillery.

Other Trainers of Sinnoh...

Buck

Stat Ace (Def) / Stat Ace (Sp.Def)

Favored Pokémon: Claydol, Shuckle, Dusknoir, Umbreon, Torkoal

Buck is a promising trainer who is quickly becoming a powerful specialist. His older brother, Flint, serves as one of Sinnoh's Elite 4 and hopes to one day surpass him in strength. Buck is cocky at times, but understands strength and is respectful of anyone who displays what he considers true power. He spends his time training near Stark Mountain.



Cheryl

Medic

Favored Pokémon: Blissey, Wobbuffet, Drifblim, Hariyama, Wailord

Cheryl is a caring trainer who looks after those in need in Eterna Forest. She spends time caring even for wounded wild Pokémon, healing anyone who needs help. Despite having training powerful Pokémon with loads of stamina, she can still be fearful when confronted with potentially dangerous individuals.



Marley

Stat Ace (Speed)

Favored Pokémon: Arcanine, Ninjask, Weavile, Electrode, Crobat

Marley is a quiet and usually distant trainer. She has an affinity for a legendary Pokémon, Shaymin, who she looks after from time to time, but does not share the location of the Pokémon's hidden grove. She's very fast in battle, avoiding harm and quickly dispatching of foes before running off on her own in victory. She spends most of her time on the mountainsides of Lily of the Valley Island.



Mira

Stat Ace (Sp. Attack)

Favored Pokémon: Alakazam, Togekiss, Porygon-Z, Gengar, Magnezone

Mira is a young trainer prodigy. While she plays weak and sweeps her opponents away, her façade will only last as long as she's young. She's still able to easily dispatch many gym leaders with ease and trains to topple Cynthia. She's usually found on the western side of Mt. Coronet, training.



Riley

Stat Ace (Attack)

Favored Pokémon: Lucario, Salamence, Absol, Ursaring, Metagross

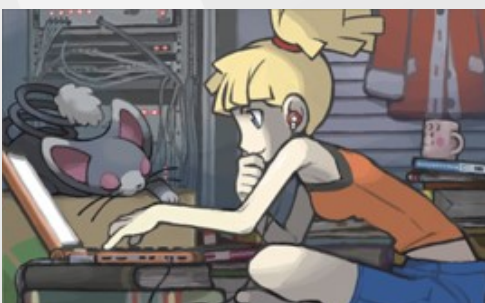
Riley serves as a guardian on one of the many islands off Canalave City's shores, Iron Island. He trains his Pokémon there and handily defeats poachers who aim to wipe out a scarce wild population. He comes from a long line of honorable trainers who worked alongside generations of Lucario. He permits trainers to leave with Pokémon from Iron Island if they form a bond with them, rather than just capturing them.



Hayley and Bebe

Hayley manages thousands of acres of ranch that trainers can leave with her to be out in the open while in storage as a special paid service.

Bebe is the engineer behind the Pokémon storage system that Sinnoh uses. She works closely with Hayley to ensure easy retrieval and deposit from the PSS to her open ranch.



Lucas

Chef

Special Features -

Easy Meal: Lucas can whip up any Chef feature meal or food item in five minutes.

Favored Pokémon: Torterra, Lickilicky, Mamoswine, Bastiodon, Snorlax, Clefable

Lucas is a one-time champion, quickly displaced again by his predecessor Cynthia. He feels best when cooking delicious meals for hours and sharing his creations with his eager and happy Pokémon. He especially likes making poffins for Pokémon and can always match them perfectly with every Pokémon's favorite flavors. It's said he helped to save Sinnoh from certain destruction with his friends Dawn and Barry.



Dawn

Rising Star

Special Features -

Center Stage: Dawn can choose for her Pokémon to act first during appeals once per contest.

Favored Pokémon: Empoleon, Froslax, Cherrim, Pachirisu, Rapidash, Lopunny

Dawn is a one-time champion, quickly displaced again by her predecessor Cynthia. She loves being a coordinator and competes in every contest she can. She's even won multiple grand festivals. She's happiest surrounded by her friends and Pokémon planning her newest performances for the stage. It's said he helped to save Sinnoh from certain destruction with her friends Lucas and Barry.



Barry

Underdog

Special Features -

Late Fee: If Barry's Pokémon does not act before his opponent's Pokémon during a round, it gains +2 Speed until the end of combat. This effect stacks.

Favored Pokémon: Infernape, Chatot, Luxray, Tauros, Dugtrio, Floatzel

Barry is the extremely hyperactive best friend and rival of both Lucas and Dawn. He seems to always be one step ahead of everyone else, but his friends always take bigger steps and pass him all the same. He plans to surpass his father, Palmer, who is a Frontier Brain by building a taller Battle Tower and beating him in it. It's said he helped to save Sinnoh from certain destruction with his friends Dawn and Lucas.

Sinnoh is home to tens of small islands surrounding its main body, a vast mountain chain, and has various cool places to check out throughout the region. There is even a Battle Frontier.



Unova

Unova is a region covered in cities, with forests and short routes serving as small spaces that wild Pokémon live between more and more city. It's main body is a long peninsula with large mountains across from each of the peninsula's sounds.

Important Towns and Cities

Nuvema Town

Nuvema is filled with blocks of suburbs surrounding Juniper's Laboratory. Nuvema has a small harbor that branches from one of Unova's sounds.



Professor Aurea Juniper

Researcher

Special Features -

Walking Doctorate: By looking at a Pokémon, Juniper can tell if it has any unusual characteristics that would not be found in a Pokédex book. She can also instantly identify any item, regardless of origin, and know its intended use.

Professor Juniper has a particular interest in the origins of Pokémon. Juniper is often busy with multiple projects at any given time, all of which require extensive fieldwork followed by data analysis back at the lab. She travels all over the region collecting samples, fossils, and history to study more about where Pokémon originate from.

She's very pleasant and encouraging, especially to new trainers. She'll donate travel vouchers for ships or even flights to trainers as field assignments, where they do minimal field work in exchange for the trips she provides. She's very happy to serve as Unova's league professor and does many days of seminars leading up to the day of starter distributions for those who feel they need extra tips for doing well as a trainer.



Accumula Town

As one of the boroughs across from central Unova, Accumula is a wide spread town with a large population. It's regrettably known as the place that the notorious Team Plasma began its grassroots campaign.



Striaton City

Striaton is another borough next to one of Unova's sounds and is also the culinary center of Unova. In addition to having league gym that doubles as the best restaurant in the region, it also has a laboratory that features dream doctors who can bring some aspects of dreams to life.



Floccesy Town

Floccesy is a small town that has forests running through its city blocks. Many wild Pokémon happily live amongst the city's low-stress people who have slower-going jobs than the rest of Unova.



Cilan, Chili, and Cress

Chefs



Special Features -

Easy Meal: The Striaton City brothers can each whip up any Chef feature meal or food item in fifteen minutes.

Favored Pokémon (Cilan): Simisage, Ferrothorn, Serperior, Jumpluff, Whimsicott

Favored Pokémon (Chili): Simisear, Heatmor, Emboar, Darmanitan, Camerupt

Favored Pokémon (Cress): Simipour, Seismitoad, Samurott, Azumarill, Crawdaunt

The Striaton gym has three leaders who are all top-notch chefs, specialize in different Pokémon, and are all brothers. Predictably, Cilan is a very bright and encouraging Grass-type trainer, Chili is a very excitable and energetic Fire-type trainer, and Cress is a very relaxed and cool tempered Water-type trainer. They take turns taking on challengers at their gym, seeing as they simultaneously are the head chefs in the kitchen at the best rated restaurant in Unova-located in their gym.

While they are considered the weakest of Unova's gym leaders, they are still left to their own devices by the league, just for the novelty of the gym they run. Each of the brothers are very dedicated in battle and in the kitchen and their skill may not be the best in terms of battling, but they each have brilliant moments to show off in battle.

PokéStar Studio

PokéStar Studio is a large filming studio in Unova that's half the size of the neighboring boroughs. World famous movies are made here and new talent is found and used weekly. There are various tours available to see stars on stage or behind the scenes. Contests also are held here.



Nacrene City

Nacrene is a borough city that has built homes and apartment complexes within what was once rows of now-obsolete energy and other kinds of commercial warehouses. It has a league gym that doubles as a massive library that also was once a warehouse.



Lenora

Researcher

Special Features -

Pop Quiz: 3/day, Lenora can add this effect to her Pokémon's attack for 1 action: "On hit, if you got 12 or higher on Accuracy Check, the target is Stunned."

Favored Pokémon: Watchog, Audino, Sawsbuck, Cincinno, Braviary

Lenora is the studious curator of the library and museum that is connected to her gym. She greatly loves teaching and will happily point out books for anyone who needs to research anything. Sometimes, she'll even quiz trainers before accepting their challenges.

Lenora is a warm and caring trainer in battle. She's fierce when her Pokémon are in danger, but will rush out to help heal a Pokémon that her own Pokémon defeated too harshly. Her strategies usually involve taking advantage of her Pokémon's versatility while stunning foes over and over.



Castelia City

Castelia City is the largest city in the Unova region. The city's core is a central business district, with huge skyscrapers and other commercial buildings; a series of alleyways lead into this core, where smaller shops are set up among city traffic. The city's outskirts are bounded on all sides by harbors splitting into Unova's two sounds, where ships provide traffic to other regions in the Pokémon world. Castelia's league gym is a tall museum and gallery.



Burgh

Watcher

Special Features -

Inspiring Insight: 1/day, one of Burgh's active Pokémon may use Mirror Move as its action.

Favored Pokémon: Leavanny, Vespiquen, Crustle, Accelgor, Escavalier

Burgh is an artist inspired by Pokémon and Pokémon battles. He loves creating art with his Pokémon, who each also put their hands to canvas and make their own often fun pieces of art. Burgh runs an art gallery out of his gym and loves leading tours around all of the different art curated from talented artists, human or Pokémon, from around the world.

Burgh improvises in battle, thinking only of the current moment with little planning ahead of time. He lives for beauty in each fading moment and tries to spark lively scenes in battle from him to later recreate on canvas. Burgh will go from calmly observing the field to shouting commands wildly as he is inspired in battle.



Nimbasa City

Nimbasa is like a city always celebrating some kind of party at all times. Covered in amusement parks, game corners, and luxury entertainment hotels one can very quickly completely exhaust themselves entirely while staying in Nimbasa. Nimbasa's league gym doubles as a fashion stadium.



Elesa

Rising Star

Special Features -

Sparkling!: Elesa's Pokémon may use the move Attract at-will as their action.

Favored Pokémon:

Zebstrika, Emolga, Luxray, Ampharos, Galvantula

Elesa is a world-famous model who is often showing off very high-class styles that's as beautiful as it is expensive. Elesa's dedication to fashion led to her changing her gym into a fashion hall hosting weekly fashion shows featuring designers from around the world. Despite her expensive tastes, in personality she's very down to earth. She even lets perfect strangers run fashion shows in her gym on off-show days that can lead to actual shows during important show days.

Elesa's battle strategy is extremely flashy. She tries to steal her opponent's thunder by paralyzing her opponent's Pokémon, slowing them down significantly. Elesa then will run circles around the competition and close out the battle.



Driftveil City

Driftveil is an export-oriented borough that minds common ores to ship out of Unova, along with various Unova-made goods. Driftveil also has a league gym that's connected to one of the export warehouses and docks.



Clay

Type Ace (Ground)

Special Features -

Inspiring Power: Clay's Pokémon all have +1 to their attack stats.

Favored Pokémon:

Excadrill, Golurk, Flygon, Krookodile, Claydol

Clay is a powerful business mogul who not only leads one of the most profitable export/import conglomerates worldwide but also works with his hands in Driftveil's mines every day. He's still got energy at the end of the work day to take on challengers at his gym. Clay is always serious and never takes a break from his work, treating his business as his lone legacy.

In battle, Clay doesn't waste time dispatching his foes. His aim is to efficiently defeat threats with his Pokémon in his clay-floor arena in order to move onto his next appointment. Clay doesn't spend any time with challengers unless they really impress him, leaving assistants to distribute badges or to simply show a defeated challenger the door.



Mistralton City

Mistralton is one of Unova's boroughs. It has a massive airport and flies cargo ships out of Unova with goods from Driftveil and the rest of Unova to places that a ship can't reach. It's airport has a league gym inside of its terminal.



Skyla

Type Ace (Flying)



Special Features -

Aerial Acrobatics: Skyla's airborne Pokémon can move +15 ft per turn.

Favored Pokémon: Swanna, Sigilyph, Swoobat, Skarmory, Unfezant

Skyla is a high-flying spirit who pilots cargo planes to and from Mistralton. As a result, she can be frustratingly absent for as much as half of every week. She's often careless as a gym leader, neglecting responsibilities to spend more time in the air. She's even been known to just give away a badge if she believes her team will lose in battle, or just refuse a gym challenge because she thinks she'll win anyway.

This behavior will sometimes get her into trouble, but when she can be persuaded to fight her Pokémon constantly fly circles around the competition using their speed and aerial capabilities to completely deny her foe's chances at victory. When going all out, she's very bubbly and can randomly burst out into laughter.



Icirrus City

Icirrus is located near the summit of a mountain across the sound from Unova's main body. It has many wetlands that sometimes overflow and edge into some of the city's outer limits. It also has a league gym.



Brycen

Rising Star



Special Features -

Showmanship: Brycen's Pokémon have +1 Special Defense and +1 Defense during their first round of combat.

Favored Pokémon: Cryogonal, Beartic, Walrein, Vanilluxe, Weavile

Brycen is a famous movie actor. He started in traditional stage plays but quickly advanced to star in summer blockbusters as action heroes, and sometimes even the major villain. When he's not filming at a PokéStar studio lot and accepting challenges there, he can be found in Icirrus accepting challenges from trainers and protecting the surrounding wilds from natural dangers on the mountainside.

Brycen is sometimes overly dramatic while putting on a show in battle, but should always be taken seriously. His Pokémon will freeze any threat when given the chance, essentially removing them from combat. Anyone who can resist his Pokémon's ice-cold attacks will then have to fight through the sheer power they contain.



Opelucid City

Stacks of apartment complexes, hotels, luxury suites, and office buildings make for a crowded city in Opelucid. Many people live in Opelucid and take public transit to work in the nearby Nimbasa all day. In one tall tower of a building is a league gym.



Drayden

Type Ace (Dragon) / Strategist

Special Features -

Dragon's Pride: Each of Drayden's Pokémon ignore the first stat lowering effects of their opponent's attacks each combat.

Favored Pokémon: Haxorus, Druddigon, Flygon, Altaria, Salamence

Drayden runs his gym right out of his offices, city hall. As mayor, he looks over his city's massive population and will protect them alongside rangers whenever any wild threat enters its borders. He comes from a line of dragon masters who work to train the next generation of Dragon-type trainers to be stronger and stronger with each passing generation. One of his pupils is currently Unova's champion.

Drayden is an imposing individual and is considered a master trainer. He is incredibly perceptive, and can see potential in Trainers and Pokémon alike. Drayden is precise in his battle style, often waiting to see his opponent's attacks and blocking them, or brushing off the effects of them with ease before unleashing a powerful counter move.



Aspertia City

Aspertia is a city-in-progress, filled with cranes helping to construct more and more buildings. It has a very modern feel to its architecture and has a league gym. Aspertia has a tall spiral walkway that looks over one of Unova's sound to see most of central Unova.



Cheren

Researcher / Type Ace (Normal)

Special Features -

Learning Curve: If Cheren's Pokémon missed with an attack during their last action, they have +2 during their accuracy check while attacking.

Favored Pokémon: Stoutland, Castform, Porygon-Z, Bouffalant, Lickilicky

Cheren is a teacher at his gym's trainer school. He teacher Pokémon battling 101 and makes sure each of his students are masters of everything you need to know to be a beginning trainer. He's a relatively new gym leader but has thrown everything he has into taking the position seriously. He loves to battle and teach others how to enjoy battling

Cheren is a dangerous opponent who gets more dangerous the longer a battle goes on as he uses every piece of information that he gains in battle to his advantage. In victory, he'll go over everything he can to improve his challenger's odds next time, however soon that may be. In defeat, he'll help by pointing out some tips for the challenger that will help against other gym leaders in Unova as they continue their league circuit.



Virbank City

Virbank City is a port city with many hangars, docks and waterways. At night, warehouses become dance clubs and the city is filled with all kinds of music through its various music halls and auditoriums. It's largest music stadium is also a league gym.



Roxie

*Rising Star /
Choreographer*

Special Features -

D-O-G-A-R-S: 3/day when Roxie's Pokémon Poisons a foe's Pokémon, the target is Toxicified instead.

Favored Pokémon:

Scolipede, Toxicroak, Garbodor, Crobat, Weezing



Roxie is a rock star who performs almost nightly for a stadium filled with fans in her band, Koffing and the Toxics. She loves her Pokémon and makes songs about how much they rock. She's rough in personality but very friendly to anyone who walks into her gym to challenge her, especially her fans.

Roxie enjoys rocking out while battling with her bass plugged in, strumming along with the rhythm of battle. She tries to exhaust her opponents by poisoning her foes and letting the clock tick by. If that doesn't work, her Pokémon can also deal damage by throwing their weight around. Roxie always makes a battle look fun.

Humilau City

Humilau is just on the very edge of Unova's boarder, opening out into the ocean. It's a quiet beachside city with vacation home built over the shallow waters that stretch out into the ocean for almost half a mile. It has a league gym connected to the ocean.



Marlon

Type Ace (Water)

Special Features -

Expert Swimmer: Marlon and her Pokémon are not hindered by water terrain and can move +10 feet per turn in water.

Favored Pokémon: Jellicent, Wailord, Carracosta, Starmie, Cloyster

Marlon is a spirited trainer with a laidback personality. He enjoys freediving and battling Pokémon underwater to catch them. He manages his gym which is connected to the Marine Tube, a massive underwater walkway that lets you see ocean-dwelling Pokémon in their natural habitat. He is an expert swimmer as well, always looking for a challenge to swim alongside his clearly superior-in-the-water Pokémon.

Marlon's relaxed nature seems to have allowed for his Pokémon to really grow into power without stressing about anything. They each have lots of stamina and can take multiple hits before finally going down. Marlon's always happy to battle trainers and loves receiving challengers at his remote gym.



Undella Town

Undella is a very small and exclusive town with security all over to make sure passers through cause no problems. Many beach side villas are owned by powerful trainers, or business-people.



Giant Chasm

The Giant Chasm is a large impact-crater like canyon that contains a maze-like forest. There are ancient stories about the arrival of great and powerful legendary Pokémon arriving and forming the crater here thousands of years ago.



Vertress City

Vertress is the location of each year's regional championship in Unova. It's surrounded by spreading forests that serve as additional training grounds for powerful trainers.



While there, competitors can enjoy any number of amenities such as luxury hotels, spas, amusements parks, and gym training areas while on campus. Unova's Elite 4 is made up of Shauntal, Marshal, Grimsley, and Caitlin.

Shauntal

Researcher

Special Features -

Haunting Tale: 3/day, Shauntal can add 5 to her Pokémon's accuracy check. This cannot affect whether or not the attack hits, but can affect whether or not additional effects happen with an attack.

Favored Pokémon: Chandelure, Cofagrigus, Gengar, Froslass, Golurk

Shauntal has always got her nose in a book. She might seem to not have time for anything else, but she also is constantly writing her own fictions as well. She will narrate battles making it more dramatic when possible but is really just flexing her narrative flair. Shauntal always seems to be stuck in the past with her stories, but her vast knowledge base allows her battle with ease, even continuing to read while in the midst of a difficult battle.



Marshal

Martial Artist

Special Features -

Make an Opening: Marshal's Pokémon score critical hits on 19-20 during accuracy check.

Favored Pokémon: Conkeldurr, Throh, Sawk, Mienshao, Machop

Marshal prides himself on being the number one pupil of Alder, one of Unova's retired champions. He recognizes the strength in diversity and aims to have a different kind of Pokémon for every kind of opponent. He trains hard right next to his Pokémon and imparts the same power he puts forth into his efforts unto his Pokémon. In turn, they push him harder and in training, this cycle continues as both Marshal and his Pokémon seeming to constantly grow forever.



Grimsley

Strategist

Special Features -

Coin Flip: On any successful hit from one of Grimsley's Pokémon, Grimsley can flip a coin. If he wins, the attack deals +8 damage. If he fails, the attack misses and deals no damage.

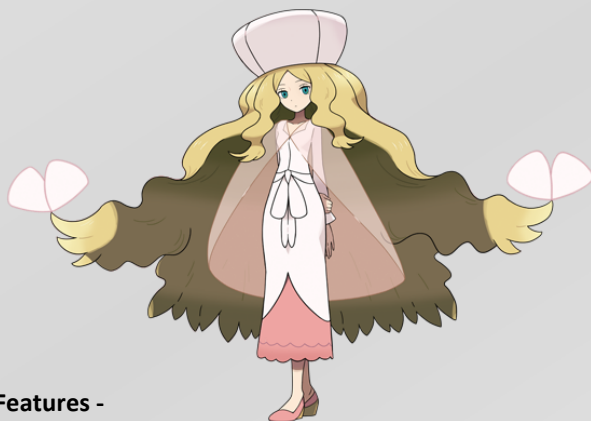
Favored Pokémon: Honchkrow, Liepard, Bisharp, Scrafty, Krookodile

While Grimsley comes from old money, his family has got not of it left. While he seldom shares how their riches were lost, he talks an awful lot about gambling and its lure. He believes that there's no point complaining about what you're dealt and instead should always do the most with what you've got. He always maneuvers his Pokémon into extremely risky situations in battle, even if there is only a slight chance for an excellent payoff. However, Grimsley's chances always turn out to be better than they seem.



Caitlin

Psychic



Special Features -

Overflowing Strength: Caitlin's Pokémon each have +3 Special Attack.

Favored Pokémon: Musharna, Gothitelle, Reuniclus, Metagross, Alakazam

Caitlin is a psychic with an overwhelming amount of power that she can barely contain. She exhausts herself daily just keeping her massive well of power in check. At the same time, she's able to intensely train her Pokémon with their power against her own. Caitlin is gentle, never wanting to cause excessive harm, but will often end battles quickly if possible so she may return to focusing on keeping her psychic powers in check.

Alder

Ace Trainer

Special Features -

Champion's Grace: 3/day, if Alder would fail a skill check or an accuracy check of some kind, he instead succeeds.

Favored Pokémon: Volcarona, Conkeldurr, Reuniclus, Krookodile, Chandelure, Braviary

Alder was the first champion in the Unova region, originally just assigned to the position.

Whenever challenged, he defended his title until he was finally defeated after a decade of service and then he retired. Alder wanders aimlessly around Unova, though he usually finds himself coming upon someone in danger and comes to their aid. He is very reflective and meditates on his thoughts daily. He's a careful combatant, always considering multiple options before acting.



Iris

Type Ace (Dragon)



Special Features -

Champion's Grace: 3/day, if Iris would fail a skill check or an accuracy check of some kind, she instead succeeds.

Favored Pokémon: Haxorus, Hydreigon, Dragonite, Lapras, Aggron, Archeops

Iris is the current reigning champion of Unova. She claimed her champion title from the champions who displaced Alder. She travelled through all of Unova to train as her mentor Drayden instructed her to. She spent one year serving as a gym leader before taking the champion's seat. Her youth and overflowing enthusiasm empower her Pokémon and leads them to victory. Iris loves fighting the strongest trainers there are and can't wait to fight anyone who's worthy of the champion title.

Team Plasma

Team Plasma's original goal was to "liberate" all Pokémon from their Trainers, by either convincing the Trainer to release their Pokémon, or by theft. At this time, their spiritual leader, "N," convinced thousands of people to release their Pokémon to the wild, even trainers who had developed close bonds and friendship abandoned their Pokémon back to the wild. Ghetsis, one of Team Plasma's leaders, exploited the group in an attempt to rule Unova as the only one with any Pokémon.



Two years after Team Plasma's defeat, the group returned with a new goal to simply rule Unova by force. While the new organization still exists, it's not nearly as powerful as the original cult and remaining cells from the original Team Plasma are even seen combating the new Team Plasma groups.

Natural Harmonia Gropius "N"

When N was young, he was orphaned and left in the woods; there, he was raised by Pokémon and learned to communicate with them. He can understand Pokémon and even empathically feel what they feel. He was found by Ghetsis and raised to be the king of Team Plasma. His natural charisma was used to convince thousands of trainers to abandon their Pokémon in the wild, even though many wanted to remain with their trainers. His followers also stole Pokémon from trainers in order to free them in random places in the wild. Eventually, his adoptive father's charade was revealed and N turned out just to be a puppet for Team Plasma to take over Unova with no one able to fight back without their Pokémon. N has since disappeared, though some say he has left with a legendary Pokémon and protect Pokémon everywhere in his name. If N battles anyone, he'll simply call upon the help of any nearby wild Pokémon who will come to his call.



Ghetsis

Ghetsis is the leader of the new Team Plasma. He is almost constantly on the run, being sought by world law enforcement, reformed Team Plasma, and most of Unova's league. He continues to sow seeds of chaos by providing stolen Pokémon to bad people and making them continue to spread discord. He wants to remove Pokémon from any threat so his future reign can go unchallenged. He aims to somehow control a legendary Pokémon in order to achieve these ends as well. Ghetsis is a dangerous person to corner, willing to attack anyone with his Hydreigon, Cofagrigus, Seismitoad, Drapion, Toxicroak, and Eelektross.



Zinzolin of the Seven Sages

Zinzolin is the most active of Team Plasma's Seven Sages. The group itself was once united in their aim to make N king of Team Plasma and achieve Team Plasma's goals. Since Ghetsis' betrayal of his son's plans, the sages are mostly split, either against Ghetsis and repenting, secretly aiding Ghetsis, or just playing both sides. Zinzolin is the most active of the Seven Sages and will battle with his Cryogonal team to achieve his ends which are aligned with Ghetsis. Other than Zinzolin, there is also Gorm, Bronius, Rood, Giallo, Ryoku, and the leader of the sages, Ghetsis.



Colress

The head researcher of Team Plasma, Colress, works to achieve whatever ends Ghetsis requires. Colress despises Ghetsis, but uses Team Plasma's resources in order to further his research which is to discover the true way to draw out the strength of Pokémon. Even with dynamax technology, mega evolution, and z-moves he still believes there is an even greater power locked within. If forced to combat his way out of capture, he'll fight with his Klinklang, Magnezone, Metgross, Rotom, Beheeyem, or Porygon-Z.



Other Trainers of Unova...

Benga

Underdog

Favored Pokémon: Dragonite, Garchomp, Volcarona

Benga is Alder's grandson and excitedly trains while traveling across Unova challenging everyone he thinks might be powerful. He's not particularly focused in strategy but his raw strength is something to respect. One can only imagine what he'll eventually become considering where he already is if he can focus his strength.



Fennel

Researcher / Scientist

Favored Pokémon: Musharna

Fennel is the leading scientist in the world capable of inducing dream world sleep. Her technologies even allow her machines to produce items from dream smoke that originate from dreams that she can watch with her machines. She's always happy to show off her machine's abilities and extract dreams to create something from them. Fennel is bright and gentle natured. She intends to keep her machines safe from anyone who would look to abuse her invention.



Hilbert

Strategist

Special Features -

Stronger and Stronger!: When Hilbert's Pokémon knock out an opponent's Pokémon, all of their stats are raised +1 until the end of the encounter. This effect stacks up to three times.

Favored Pokémon: Samurott, Braviary, Musharna, Galvantula, Carracosta, Roggenrola

Hilbert was a champion of Unova, but chose not to defend his title. Hilbert is close friends with Hilda, Cheren, and Bianca and together they helped to prevent a terrible fate for Unova. Hilbert is eager to battle anyone at what he considers an 'even' level. Hilbert believes that when evenly matched, true strength can be brought out from within to break through any conventional mental barriers. He's easy going and keeps calm in order to take in everything he can and excel when the right moment presents itself.



Hilda

Rising Star

Special Features -

Overcome!: When Hilda's Pokémon are afflicted, she rolls two savings throws for cure roll, always using the better result.

Favored Pokémon: Emboar, Mandibuzz, Reuniclus, Alomomola, Stunfisk, Sawsbuck

Hilda was a champion of Unova, but chose not to defend her title. Hilda is close friends with Hilbert, Cheren, and Bianca and together they helped to prevent a terrible fate for Unova. Cheerful and proud of her strength, Hilda boasts around eager to meet new challenges. She's certainly up for anything, as she has received multiple lead parts in movies made at PokéStar Studios as a walk-on audition. Challenges seem to bring the best out of Hilda, calling her to overcome any obstacle in her way.



Nate

Officer

Special Features -

Gotcha!: The first time Nate's Pokémon are targeted by an attack that fails its accuracy check each combat, Nate's Pokémon automatically succeed their next attack against the same attacker. Nate's Pokémon do not roll accuracy checks to hit in this way.

Favored Pokémon: Samurott, Kabutops, Gliscor, Escavalier, Lucario, Arcanine

Nate is a secret agent who helps international law enforcement weed out Team Plasma and hunts down Ghestsis. While he's not very public about his status, many of his friends know. He temporarily held the champion title in Unova, but chose not to defend it. Nate is an adaptive combatant, constantly looking for advantages and trying to use the field, his Pokémon, and even himself to every advantage possible.

Rosa

Underdog

Special Features -

Time to Energize!: 1/day, Rosa can shout loudly as an action to encourage her Pokémon, recovering their 1/day or 3/day frequency moves as if they have had a long rest.

Favored Pokémon: Serperior, Accelgor, Amoonguss, Lilligant, Delibird, Simipour

Rosa is a confident and powerful trainer. She loves challenges only because they're a bump in her way that she gets to overcome. Some have described her as someone who struggles to hide her power. She has defeated Unova's champion before but declined to hold the title so she could continue to explore and get stronger. It seems that Rosa's enthusiasm alone could power her Pokémon to the top of any challenge completely unhindered.



Bianca

Researcher

Favored Pokémon: Emboar, Stoutland, Musharna, Mienshao, Abomasnow, Nidoqueen

As the extremely eager and sometimes clumsy assistant to Professor Juniper, Bianca often finds herself busy all day long. Bianca is close friends with Hilbert, Hilda, and Cheren and tries to meet up with them often to test her skills. While she never became a champion or gym leader like her friends, she still greatly loves her current interests that involve helping to distribute Pokémon to new trainers. Her encouragement and bright smiles lead to many trainers having an extra skip in their step as they leave for their adventures.

Hugh

Ace Trainer

Special Features -

Battle Quarry: Hugh's Pokémon deal +4 damage against Pokémon being used by a Team Plasma member.

Favored Pokémon: Seviper, Eelektross, Unfezant, Bouffalant, Flygon, Simisear

Hugh is an extremely aggressive trainer who is friendly to anyone who's up for a battle. He's close friends with Nate and Rosa, though it seems there's something that's stopping him from rising to his friends' level of strength. He deeply hates those who are any group that refers to themselves as Team Plasma. He doesn't care if someone was tricked and look to make up for their actions- if you're wearing a Team Plasma uniform, you're worthy of his wrath. Hugh works to squash Team Plasma and free any stolen Pokémon they may have hostage and return them to their proper owners.



Unova might be the most densely city-covered place in the whole world. Still, there are beautiful wild spaces between each major city worth exploring. There is even a Battle subway that travels across the region as well.



Kalos

Kalos features a vast network of rivers and waterways snaking through much of its landscape, cities and towns. To its north is a mountain range where more frigid temperatures exist, extending down into the plains below. Its western shores meet the ocean.

Important Towns and Cities

Aquacorde Town

Aquacorde is a small town without much action, except for the yearly rush of new trainers. Professor Sycamore chooses Aquacorde to host Kalos' starter distributions every year.



Professor Augustine Sycamore

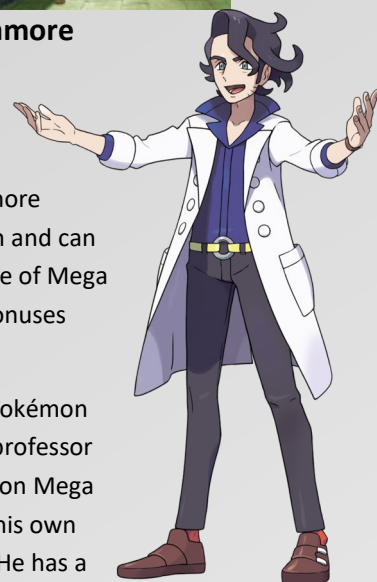
Researcher / Evolver

Special Features -

Mega Evolution Expert: Sycamore is an expert on Mega Evolution and can identify if a Pokémon is capable of Mega Evolution and what kinds of bonuses it will gain.

Professor Sycamore is the Pokémon league's choice as the league professor in Kalos. His expertise focuses on Mega Evolution and is well liked for his own battle prowess by the league. He has a massive laboratory in Lumiose City where he studies Mega Evolution in action in his in-house battlefields. He even has a lab that is used to create artificial mega stones. Sycamore is a determined researcher who follows any trail of information to its end.

Sycamore loves to distribute starters every year for the league and inspires a love of Mega Evolution with demonstrations during seminars leading up to distribution day. This can sometimes be a problem, as Mega Evolution stones and rings are not exactly easy to come by. The professor holds his event in Aquacorde Town as it's a much less busy location for thousands of trainers to flock to a year- it'd be a mess in Lumiose where his lab is. He's always happy to help those in need when he can, so he ends up spending some time in Aquacorde every year to set up and stick around for new trainers who are choosing starters.



Santalune City

Filled with gardens and flowerbeds, Santalune makes for a wonderful place to visit for travelers and Pokémon alike. It's a relatively small city, but still busy for passers through due to its league gym.



Viola

Photographer



Special Features -

Photographic Reflex: 3/day, when an opponent uses a move that they have already hit one of Viola's Pokémon with, they must roll +2 during accuracy check in order to hit her Pokémon.

Favored Pokémon: Vivillon, Masquerain, Butterfree, Beautifly, Venomoth

Viola is an avid photographer who is never seen without her camera in hand. Viola believes that even though moments of beauty may be fleeting, a skilled photographer can share that moment forever so is always happily photographing every moment of joy or action she sees. She always has a smile on her face and an even bigger smile when she's taking a shot of something amazing.

In battle, she's still taking pictures. She uses her powers of observation to minimize threats as battle continues but also to look for weak points. She uses her Pokémon's incapacitating moves in order to gain an edge with her otherwise fragile Pokémon. By covering her foes in webs and powders, they're so debilitated that she can secure victory.



Lumiose City

Lumiose City is the largest city in Kalos by far, being five times the size of the next largest city in the region. It has the largest shopping district, game corners and amusement parks, Professor Sycamore's Laboratory, a massive museum, some of the best hotels in the world, world-class restaurants and cafes, a battle school, and a league gym under the world-famous Prism Tower.



Clemont

Researcher



Special Features -

The Future is Now: 3/day, if Clemont uses an item on his Pokémon, they get +3 during their next accuracy check.

Favored Pokémon:

Heliolisk, Magnezone, Emolga, Manetric, Raichu

As an avid engineer and inventor, Clemont is always creating more and more ways to improve the world. Sometimes his inventions are pretty useless or over-engineered, but much of his inventions currently run his gym all by themselves. He even has robotic staff throughout Prism Tower and various screening rooms to root out challengers who would only take him away from his inventing. He usually screens would-be challengers with technical questions about training Pokémon.

In battle, some might say Clemont over-thinks a solution to defeating his foes. While this may be true, more often than not his results speak for themselves as he boots trainers out the door with victory after victory. Clemont is enthusiastic when speaking to others about potential technology-related solutions to even mundane problems and can even be pulled away from his own work when a new idea suddenly strikes.



Camphrier Town

Camphrier is an old town with old buildings and old castles. Many people who live in Camphrier are not any kind of trainer, instead just living in the town and maintaining its ancient structures.



Cyllage City

Cyllage is a cycling town with miles of cliffside paths and even a path that goes out onto a hard rock path over the ocean water. The cliffsides also feature beautiful bouldering walls that the league gym leader built their gym around.



Grant

Athlete

Special Features -

Rock Climbing: Grant's Pokémon all have the Climber skill.

Favored Pokémon: Aurorus, Tyrantrum, Cradily, Anorith, Aerodactyl

Grant is a skilled mountain climber who loves taking on challenges. On top of being a world-class boulderer, he's also an amazing cyclist who can compete with Olympian athletes. Without fail, Grant will climb any new building or wall he comes across. He's even free climbed Prism Tower. Grant has even created his gym for anyone to practice their free-climbing. He'll constantly race his best times, making each path and wall more difficult as time goes by.

Grant's battlefield in his gym is covered in crags and raised terrain. The rocky surfaces are difficult to navigate for most but his Pokémon are trained to free climb almost as well as he is. If that advantage wasn't enough, his Pokémon are pretty tough, too. Grant is a fan of fossil reanimation and has trained a team of fossilized Pokémon.



Ambrette Town

As a small coastal cove town, Ambrette provides a quiet getaway for visitors. As a bonus, visitors can see Ambrette's beautiful aquarium or visit their fossil reanimation laboratory.



Geosenge Town

Geosenge is surrounded by monolithic stone structures, told to be from an ancient time. The people in Geosenge watch after the stones to see if any of them suddenly move or glow as that is a sign that precedes a terrible catastrophe.



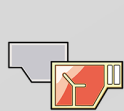
Shalour City

Shalour is a beachside city with the Tower of Mastery off its shore. The city has many beachside vacation spots and a league gym. The gym is located next to the tower of mastery and inside is a massive roller derby ring.



Korrina

Athlete



Special Features -

Fancy Footwork: Korrina's Pokémon can move +10 ft after attacking.

Favored Pokémon: Lucario, Hawlucha, Pangoro, Mienshao, Machop

Korrina is a powerful gym leader who has mastered Mega Evolution and often uses its power with her Lucario. She has an extremely energetic personality and is always excited to meet new people, especially if they want to challenge her. She works out on her roller skates constantly, pushing her Pokémon to be as fast as she is on her skates.

In battle, Korrina is very excitable and her energy is almost like a snowball that keeps growing and growing the longer it's allowed to roll. Korrina's Pokémon rush around the field of battle striking while passing by quickly. Korrina does not hold back, even if her opponent does not have a Mega Evolution themselves. She knows her Pokémon's power and intends to use it.

Coumarine City

Coumarine is a beautiful port city with lush green forests and tall cliffsides. Most of Kalos' exports leave through Coumarine. The league gym is housed inside a massive system of trees.



Ramos

Botanist



Special Features -

Nurturing Growth: Ramos' Pokémon all have +1 Attack or +1 Special Attack.

Favored Pokémon: Gogoat, Victreebel, Jumpluff, Bellossom, Exeggutor

Ramos is a nearly-retired gym leader who spends most of his day grooming the massive bonsai covered gym he works out of. The gym is a massive system of trees planted on top of each other and further covered with many small bonsai. He also grows many kinds of tea plants so he may enjoy fresh-cut tea at all time. He dotes on his Pokémon as much as he does his plants and is very meticulous in his care.

Ramos likes to battle in his sunroof-lit stadium and have his Pokémon set up sunshine. His Pokémon have many different moves that benefit from sunlight, both offensive and defensive. Before battle he likes to calm his mind and will over challengers to sit down with him and drink some tea. During these meetings he often finds out a thing or two about his opponent that might be advantageous in battle.

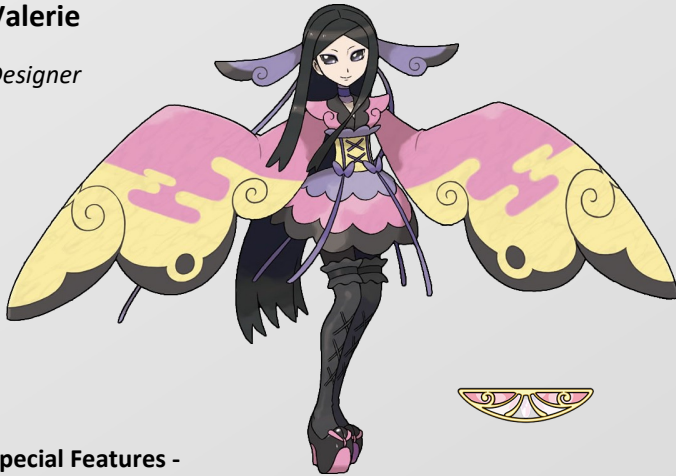
Laverre City

In Lavarre, there are many great trees that have mysteriously grown to tower over buildings. The city seems a little strange, then with such massive trees dwarfing everything around. A league gym is at the base of Laverre's largest tree.



Valerie

Designer



Special Features -

Disorienting Display: Valerie's Pokémon all have +1 Special Defense.

Favored Pokémon: Sylveon, Mawile, Mr. Mime, Aromatisse, Florges

Valerie is an almost alien personality in the world of gym leaders. She speaks in whimsical observations and wears elaborate contacts that make her eyes look like they're popping out. She wears layers and layers of heavy cosplay that blends with a furisode kimono style to create her own look. She also prefers that all of her gym trainers participate in her dress up- at least as far as wearing furisode kimono as well. She's a bit spacey, too as she has trouble focusing on any subject for long.

Once she's battling, Valaerie seems to play with her opponents and make battles go on longer when she can. Her Pokémon will dance across the battlefield and use infatuation tactics to distract Pokémon from harming her team. Once a Pokémon is entranced by her own Pokémon's displays, the battle is basically over.

Dendemille Town

A town covered by windmills and farms. Dendemille is a nice retreat in Kalos, filled with charming and rustic bed-and-breakfasts.



Anistar City

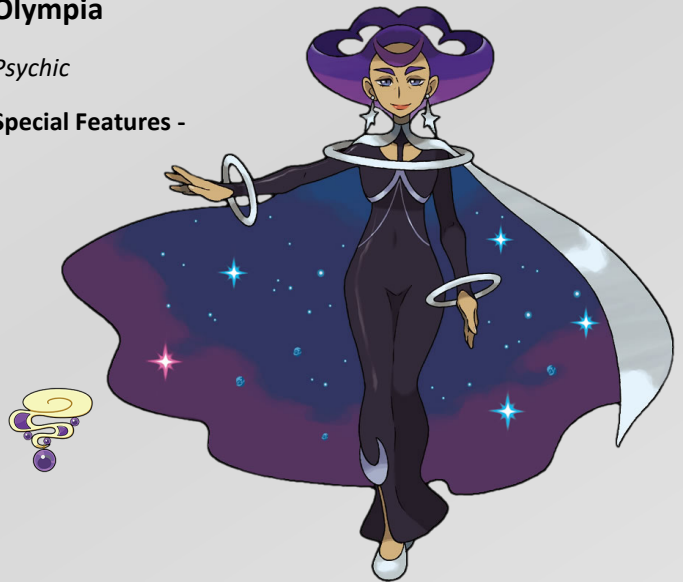
Anistar's most interesting site to visit is a massive sundial that's covered in a mysterious crystalline structure. The city is a gathering place of other oddities and it's no wonder the league gym also has its fair share of oddities.



Olympia

Psychic

Special Features -



Cosmic Flow: Olympia's Pokémon all have +1 Defense or +1 Special Defense.

Favored Pokémon: Meowstic (F), Meowstic (M), Slowking, Sigilyph, Unown (SIGHT)

Olympia's gym doubles as a psychic training school letting people practice their various kinds of telepathic or telekinetic powers, all with Olympia guiding their progress. Olympia has a talent for sensing the flow of someone's destiny and will even be able to see one's fate while holding their hands. Even her whole appearance seems to shimmer from her innate psychic powers constantly releasing off of her as if you're looking at a galaxy swirling in her cape.

Olympia will often seem to wear a blank expression when battling. She's focusing on seeing the outcome of the battle and looking for every opportunity to change the battle's outcome in her favor. Sometimes, she will silently begin to float upwards as she reads the future and telepathically communicates with her Pokémon.

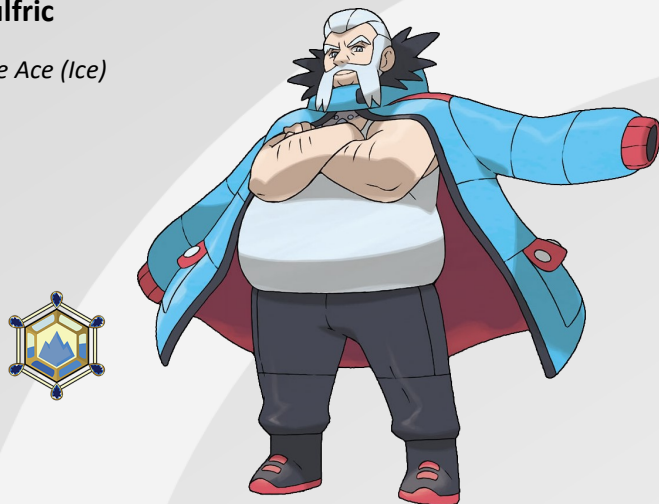
Snowbelle City

Built near the peak of Kalos' tallest Mountain, Snowbelle is a city always covered in snow. It has a league gym for those who wish to journey across the treacherous terrain necessary to get there.



Wulfric

Type Ace (Ice)



Special Features -

Ice Wall: If Wulfric's Pokémon has been hit once during an encounter, it has +2 Defense for the remainder of the encounter.

Favored Pokémon: Avalugg, Abomasnow, Cryogonal, Walrein, Sandslash (Icy Mountain)

Wulfric is usually away from his gym, looking after the nearby Pokémon Village sanctuary, where abused Pokémon have escaped to. He deeply cares for Pokémon, his or otherwise. He despises those who might look down on any Pokémon as they are all thinking creatures with feelings. When found, he'll often judge whether or not he'll accept a trainer's challenge- rejecting those he believes might be unkind to their Pokémon.

Wulfric battles aggressively to the point when he even becomes slightly impatient, relying on his Pokémon's natural toughness. He likes when his challenger is motivated and driven through the battle and wants to see their fiery, burning passion. Wulfric believes progress and victories can be achieved if the trainer really trusts his Pokémon. He wants to see this during the battle and sometimes changes his strategy to see that passion.

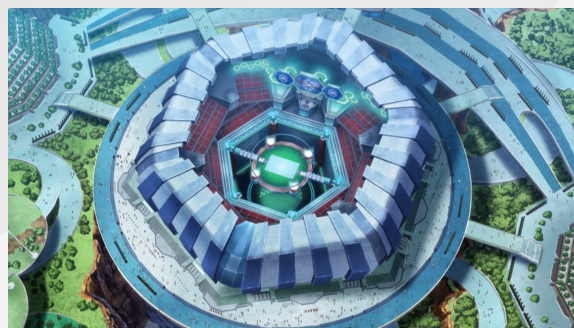
Couriway Town

A city of waterfalls and canals, Couriway serves as a place for coordinators to take in the sights before participating in contests at the Contest Hall.



Lumiose City Championship

When it comes to hosting Kalos' regional championships, there's really no other choice but Lumiose. Lumiose has all of the resources needed to host the massive championship and the rush of fans who come can be supported with all of the hotels available,



While there, competitors can enjoy any number of amenities such as luxury hotels, spas, amusement parks, and gym training areas while in the massive city. Kalos' Elite 4 is made up of Malva, Siebold, Wikstrom, and Drasna.



Malva

Rising Star

Special Features -

Fire Warning: 3/day if Malva's Pokémon uses an attack that can Burn, it successfully Burns the target on hit.

Favored Pokémon: Pyroar, Torkoal, Chandelure, Talonflame, Houndoom

Malva is an ex-Team Flare member who believed in their public goal, but had no idea about the real goal Lysandre was working towards. She is a newscaster for the Kalos region and has a big reputation to uphold, which she has been trying to rebuild since Team Flare turned out to be an evil organization. Malva seems to always be sneering at her opponents, as if her stares could light her foes aflame alone. She burns down her competition and works to stop challengers from getting any further in their trials.



Wikstrom

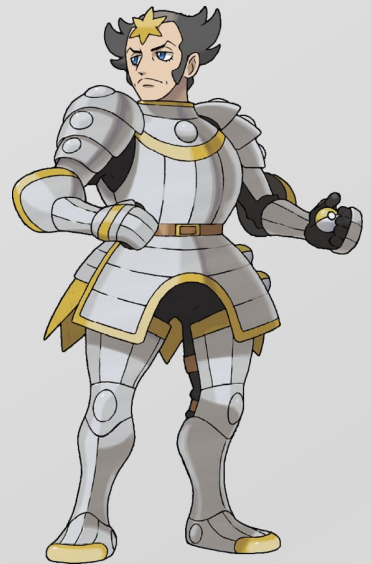
Martial Artist

Special Features -

Point of Honor: 3/day, if any of Wikstrom's Pokémon are Stunned, Asleep, Paralyzed, or Frozen and then hit with an attack, they are cured of the affliction, may immediately use Endure as a free action, and have Priority with all of their moves during the next round of combat.

Favored Pokémon: Aegislash, Scizor, Klefki, Probopass, Steelix

Wikstrom is quite chivalric, reveling in a fair and honorable Pokémon battle. He comes from a long line of knighthood that, while no longer very relevant in modern times, still holds some bearing of honor in a culturally significant way. His Pokémon match his chivalry and will often wait for their chance to attack, rather than striking while an opponent is down he'll wait for them to stand before defeating them outright.



Siebold

Chef

Special Features -

Dine and Dash: If Siebold's Pokémon consume a food-related held item during combat, they have +3 Speed until the end of combat.

Favored Pokémon: Clawitzer, Barbaracle, Starmie, Gyarados, Blastoise

Like his food, Siebold believes Pokémon battling is art. Also like his food, it is fleeting and only truly appreciated in the moment it is experienced. He wishes to see others draw out the potential each Pokémon has so he may bear witness to incredible moments only enjoyable in the moment. This means he often strikes

quickly and decisively; any Pokémon who withstands his powerful attacks will surely make a wonderful performance afterwards.



Drasna

Strategist

Special Features -

Dragon's Well of Strength:

Each of Drasna's Pokémon ignore stat lowering effects of their opponent's attacks.

Favored Pokémon: Noivern, Altaria, Druddigon, Dragalge, Garchomp

Drasna is a loving trainer who cares deeply for everyone unequivocally. Even those who might be filled with hate or evil intent will still be cared for by Drasna if they are injured or in mortal danger, though she will not tolerate their intolerance or grabs for power. Her strength comes from a deep respect for the order of the universe and the Dragon-types she raises. With her guidance and care while training her Pokémon, the overwhelming force she tends to display is not surprising.



Diantha

Coordinator / Rising Star

Special Features -

Champion's Grace: 3/day, if Diantha would fail a skill check or an accuracy check of some kind, she instead succeeds.

Favored Pokémon: Gardevoir, Hawlucha, Tyrantrum, Aurorus, Goodra, Gourgeist

Diantha is a famous movie star whose fame actually came from her champion title. After becoming a champion, many who saw her beauty made her into leads for various world-famous dramas. She takes special interest in trainers who pique her interest and will sometimes take them under her wings to nurture their growth and become a worthy challenger to her title as champion. In battle, she releases the full strength of her Mega Gardevoir and elegantly defeat any opposition to her position.



Team Flare

Team Flare's goal was to create a better and more beautiful world, which looked great on paper but proved to be misleading because they tried to simply eliminate anyone in their way who did not follow their standards. Their standards could change at the drop of a hat, essentially proving this gang to be nothing more than villains wearing the appearance of a charitable organization.



Since the disbanding of Team Flare, rogue cells still run about doing damage in the name of Team Flare. With Lysandre missing, they grab power where they can and cause harm to whomever stands in their way. If Lysandre ever returns, he still holds the knowledge necessary to wipe the world of everything he deems ugly.

Lysandre

The leader of Team Flare is Lysandre, a wealthy philanthropist who shaped public opinion to give him power and influence where he could abuse his position. He aimed to control everyone loyal to him and wipe out any who did not subjugate themselves to him. Lysandre had imprisoned an immortal king from an ancient civilization to learn about a weapon that would wipe everyone he wanted from the planet and planned to use a legendary Pokémon to power the weapon. When he failed, he disappeared in disgrace and has no been seen since. Some believe he is positioning a puppet leader to try and repeat his evil plan, though many in Geosenge, the location of the subterranean weapon, are ready to call for aid if any such thing happens again. Lysandre was a dangerous combatant who would enlist his Pyroar, Honchkrow, Mienshao, and Mega Gyarados to eliminate his enemies.



Xerosic

Lysandre's lead scientist had a cruel interest in brainwashing and mind control technology. He's been captured more than once, but keeps escaping through various means. Lysandre planned to use his technology to convert unwilling but useful people to Team Flare's cause. When backed into a corner, he wasn't very impressive but would still defend himself with his Crobat, Granbull, and Malamar.



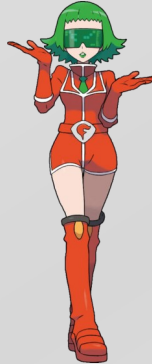
Aliana, Bryony, Celosia, and Mable

These four Team Flare scientists led all of team's research and development. They originally were dedicated to improving the world and helping those in need like Lysandre. Eventually, they all became disillusioned; the world would be much better off without hundreds of millions of humans who were actively ruining it.



Aliana is primarily interested in technological advances in energy. She was tasked with making a suitable energy source to power the ultimate weapon if Lysandre couldn't find a legendary to harness its power from. After realizing no easy amount of human technology could easily power the weapon, she focused on means to capture and use a legendary Pokémon's power. Alina fights using her Mightyna, Seviper, and Druddigon.

Bryony is the operations research analyst and statistician for all of Team Flare's science and technology division. She analyzes every outcome possible to determine the best use of Team Flare's resources and maximize their financial influence. If she's ever wrong about her analysis, it's while battling. Still, she'll try to put up a fight with her Liepard, Purugly, and Bisharp.



In addition to her tasks assigned as a scientist, Celosia was also a Team Flare recruiting specialist. Sometimes she would leverage new members into joining Team Flare or would convince them that it was the wisest choice for them. After inducting a new member and adding their wealth to the organizations, she'd be better funded for her own endeavors or go out and find more minds to bring to the cause. She usually would combat threats with her Manetric, Drapion, and Aegislash.



Mable's work focused on bringing out power from individual Pokémon. She would prod and poke at enraged Pokémon to make them act out even more and release more kinds of power. Supposedly her research would have been used on whatever legendary Pokémon Lysandre captured in order to best force it to release energy to power the ultimate weapon. She looked down on anyone who in her eyes was not strong enough to harm Pokémon for power. She has a Houndoom, Weavile, and Zigagoon for battle.



Other Trainers of Kalos...

Alexa

Watcher

Favored Pokémon: Helioptile, Gogoat, Noivern

Alex is a talented investigative journalist. Like her younger sister, Viola, she'll also take pictures of everything she sees though she doesn't have Viola's artistic eye. Alexa likes to follow the progress of promising challengers in the league circuit, hoping she'll get a scoop about the next champion-to-be.



AZ

???

Favored Pokémon:

Torkoal, Golurk, Sigilyph, Floette

AZ is a disheveled seemingly man, towering over 9 feet tall. He is quiet and rarely engages with others, preferring to observe. In reality, he is an immortal human who is well over three-thousand years old. He wanders Kalos looking for trainers to battle. He was once Lysandre's prisoner as he holds the secrets to activating Kalos' ultimate weapon. He is unsure how he became immortal, but it's likely to be related to his using the ultimate weapon thousands of years ago to end a war.



Calem

Strategist / Evolver

Special Features -

Mega Burst!: Calem can use Mega Evolution as many times as he'd like per day, but may still only use any one Mega Evolution once per 10 mins.

Favored Pokémon: Chesnaught, Kangaskhan, Charizard, Manectric, Gengar, Pinsir

Calem is a natural when it comes to Mega Evolution. From a young age he had a natural tendency to pull out hidden power within Pokémon. He became a celebrity at a young age and with his mastery of Mega Evolution, Calem became a one-time champion of Kalos. He prefers to remain out of the spot light and has since stepped down from his title. He's a quiet individual but becomes extremely animated when in battle, throwing his heart into every move his Pokémon performs. Calem along with his friends Serena, Shauna, Trevor, and Tierno helped to save Kalos from a terrible fate.



Serena

Rising Star / Designer

Special Features -

Shining!: Serena's Pokémon may use the moves Sweet Kiss or Attract at-will as their action.

Favored Pokémon: Delphox, Talonflame, Sylveon, Rhydon, Absol, Clefable

Serena has really gained a popular following after becoming Kalos' champion. She has since retired to pursue fame on television and movie screens, but really shines in the public eye. She's an extremely caring friend who always checks in on those she cares about, especially her shut-in friend Calem. In battle, she draws crowds and even her opponent to her Pokémon's charms. Here, her bright smile is only so bright because she's getting closer to her next victory. Serena along with her friends Calem, Shauna, Trevor, and Tierno helped to save Kalos from a terrible fate.



Shauna

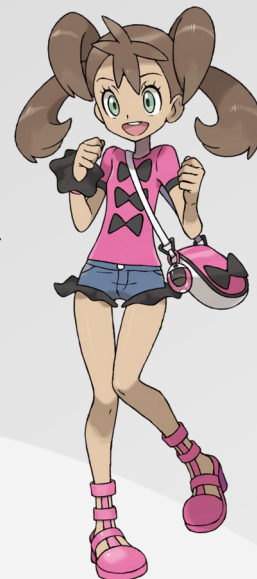
Rising Star

Special Features -

Discovery: Shauna's Pokémon are not affected by any move's effects except for damage if they have already been hit with that attack during this combat.

Favored Pokémon: Greninja, Mamoswine, Furfrou, Delcatty, Goodra, Sylveon

Shauna is an eager and still growing friend and rival of both Calem and Serena. While she's never personally been able to defeat either in battle, she grows stronger and closer to each of them every day, even as they both keep growing as well. Her enthusiasm only matched by her determination. She plans to aim for the champion if she can finally defeat Calem and Serena in a battle. Shauna helped Calem and Serena save Kalos from a terrible fate.



Trevor

Researcher

Special Features -

Learning: Trevor's Pokémon have +1 during accuracy check for each time his Pokémon has already hit a target with the same move they are currently using during this combat.

Favored Pokémon: Florges, Raichu, Aerodactyl, Tyrantrum, Aurorus, Vanilluxe

Trevor studies intensely to become a famous scholar. While he's not as driven to be a top-notch trainer anymore, he's still often dragged into training sessions by Shauna. He's quiet at times, as he's often studying everything and taking notes on his smart devices but can go on for hours about his studies or areas of interest. Trevor helped Calem and Serena save Kalos from a terrible fate.



Tierno

Choreographer

Special Features -

Dancing on the Dancefloor:

When a foe attacks one of Tierno's Pokémon with a non-damaging attack, they must roll +3 during accuracy check to hit against his Pokémon's Speed.

Favored Pokémon: Ludicolo, Crawdaunt, Roserade, Talonflame, Hawlucha, Oricorio

Tierno is a masterful performer, always stepping in rhythm with battle and spinning around while excited. His Pokémon all have their own rhythms and flow while moving around on the battlefield, too. Tierno's high energy keeps his Pokémon moving, constantly reacting to their foes. While Tierno used to be driven to reach the top of the league circuit, he now just wants to bust a move and become an amazing world-recognized dancer with his Pokémon. Tierno helped Clem and Serena save Kalos from a terrible fate.

Kalos is a place of beauty throughout its lands. Its architecture and landscapes are unlike any other in the world.



Alola

Alola is a beautiful tropical island region with an emerging Pokémon League. While it has been approved to become part of the worldwide Pokémon League association, it still needs to decide on all of its league representatives before the Pokémon League funds the creation of gyms and other facilities. Until these things have been settled on, Alola is still one of the nicest places to vacation in, relax around, and explore.

Alola's Four Main Islands

Melemele Island

Melemele is the most densely populated island of Alola and also the most visited island by foreign tourists. It has the most cityscapes, world-class hotel avenues, and massive shopping districts. It's where many adventuring trainers begin their journey since Professor distributes starts at Iki Town on Melemele. Also found on Melemele Island is Hau'oli City, Alola's largest city in the region that is made of four large city-districts that are all connected together.



Akala Island

Akala is the second most densely populated island of Alola and has many tourist destinations as well as several beautiful locations to trek out to from towns and cities. It also has the active volcano, Vela, to check out, as well several massive stadiums that will likely be absorbed into gyms soon enough. Akala has Heahea City, Paniola Town, Royal Avenue, Konikoni City, and the Hano Grand Hotel Village.



Ula'ula Island

Ula'ula is the largest island in Alola's island chain, though its sparsely populated. It has the tallest mountain in Alola, Mount Lanakila, which is also the tallest mountain in the world from base to peak (its base starts underwater). Ula'ula had Malie City, Malie City's massive Malie Garden, Po Town, and Mount Hoku-lani.



Poni Island

Poni is a massive proving ground with many areas with strong wild areas. Still, it has some small human settlements like the Seafolk Village, and the Battle Tree which is run much like a Battle Tower in other regions. There are vast plains, harsh canyons, dense jungles, and harsh rocky shores filled with powerful wild Pokémon all over the island.



Important Towns and Cities

As Alola plans to build gyms, these cities and towns serve as the most likely locations for gyms throughout Alola's four major islands. In each of these locations, promising individuals who are likely future gym leaders, elites, or maybe more are shown

Iki Town

Iki Town is a small town where traditions have been passed down for many generations. Already ahead of the game, Iki Town has begun yearly starter distributions for the Pokémon league with Professor Kukui.



Professor Kukui

Researcher / Stat Ace (Attack) / Stat Ace (Sp.Atk)

Special Features -

Go! Z-Move!: Professor Kukui can let his Pokémon use another Z-Move after one round of combat.

Favored Pokémon:

Lycanroc (Day), Magnezone, Crabominable, Braviary, Snorlax, Ninetales (Icy Mountain)

Professor Kukui works to establish Alola's Pokémon League. He's an eager former champion in another region far away, and puts aside time each day to do stacks of paperwork and legwork to get Alola's league up and running. He's an expert on Pokémon attacks and is particularly interested in studying Z-Moves. He loves teaching Z-Move poses to trainers who happen to be blessed with a Z-Ring. He knows all of them by heart.

Professor Kukui also works to find a proper champion for the Pokémon league. He believes it's somewhere in the next generation, and has already eyed two trainers who have beaten him while he was going all out, but those individuals are not quite ready to represent the islands on a global scale. Kukui's still got all of the power he did in his youth and even tests would-be champions after trainers pass Alola's trials.



Hau'oli City

Hau'oli is a large sprawling city that made up for four large city districts. There's the hotel district which has rows and rows of high-class hotels, the business district where nearly every company that operates in Alola owns at least part of an office building, the shopping district made up of several massive malls and department stores, and the market district which has tens of farmers markets daily and some of the best restaurants in the world.



Ilima

Researcher

Special Features -

Daily Lesson: 3/day, if Ilima would fail a skill check related to Special Attack, he succeeds.

Favored Pokémon: Smeargle, Gumshoos, Raticate (Island), Diggersby, Komala

Ilima has travelled a lot in his youth, learning at different private academies worldwide. He's fond of working with trainers who might want to know more about Pokémon battling, or any other kind of Pokémon-related subject. He has a very gentle heart and always looks for ways to help those in need.

His battle style is reactive, constantly adjusting to new challenges as new information is gathered about his opponent. Ilima is enthusiastic in defeat, thrilled to learn a new weakness of his while seeing a new strategy or strength in his opponent. If asked, he will run a trial for traveling trainers related to exploring the Verdant Caverns, a very lush series of caves outside of Hau'oli City.



Heahea City

Heahea is a tourist destination with many spruced up hotels and shopping districts. While not as busy and massive as Hau'oli, it is a nice change of pace for people who want to take it easier.



Royal Avenue

Royal Avenue is a large amusement park-town that also features a large stadium and a small shopping district. It's located at the base of Wela Volcano and even has tours that lead visitors up to its peak.



Kiawe

Type Ace (Fire)

Special Features -

Fire Within: Kiawe's Pokémon's deal +4 damage against Burned targets.

Favored Pokémon: Marowak (Volcanic), Salazzle, Turtonator, Arcanine, Talonflame

Kiawe is a hot-blooded man who seemingly has a limitless well of energy.

He's always seen training himself physically, performing a fire-knife dancing with his Pokémon, or eating. He plans to serve as one of Alola's Elite 4 so he wants to keep growing in strength until it's official, and then more after that. He's very competitive and that drive keeps pushing him towards his next goal.

In battle he burns his opponents and keeps the flames coming. The unending assault is usually enough to overwhelm opponents, but he doesn't let up until he's sure his foe is finished. If asked for a trial, he pushes trial goers to climb Wela Volcano with their Pokémon and perform a ritual at its peak.



Paniola Town

Paniola Town is a collection of massive farmlands that all branch off from a central town center. Berries, vegetables, and even Pokémon are all raised and farmed in the various connected acres of farmland.



Lana

Capture Specialist

Special Features -

Fishing Master: When Lana is making a capture attempt against a Water-type Pokémon, she rolls twice and uses the better result.

Favored Pokémon: Wishiwashi, Araquanid, Cloyster, Lanturn, Primarina

Lana is a quiet and shy fisher who is an expert angler and sea diver who looks for Pokémon to catch in the waters surrounding all of Alola. She's knowledgeable about both the salt water surroundings and all of the freshwater locations throughout Alola. She's got many siblings and works to mind her own business and keep to herself. Still, Mallow has barged her way into Lana's life and they are best friends.

When battling, Lana's personality almost completely flips as she becomes very aggressive and excitable. She has trained many Pokémon much larger than her but seems to tower over them when dispatching orders during battle. If approached for a trial, Lana will send trainers out to Brooklet Hill west of Paniola, to capture specific underwater Pokémon.



Mallow

Chef

Special Features -

Peculiar Taste: Mallow's Pokémon love anything she makes, making them always exceedingly happy and benefiting from flavor bonuses.

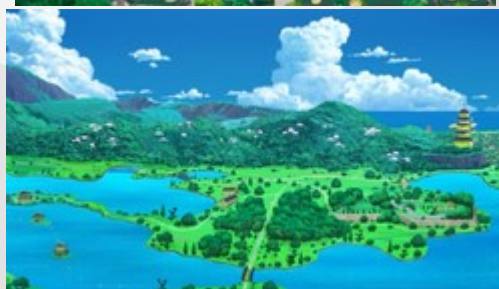
Favored Pokémon: Tsareena, Lurantis, Trevenant, Shiinotic, Decidueye

Mallow works with her family at a region-famous restaurant. It's not very large, but always has a line out the door from open to close. She loves experimenting with foods and inventing new astonishing meals that either blow someone's mind or extinguishes their appetite. She's very close with Lana and together they'll go on adventures in Alola.

Mallow's Pokémon are always full of energy and happy to be battling, they have a lot of food to work out of their system and they've got energy for days. Mallow runs trials when asked to involving foraging for specific and rare ingredients in the Lush Jungle north of Paniola.

Malie City

Malie is a coastal city with eastern influences throughout its city's architecture. Nearly the size of the city itself is the neighboring Malie Garden, which is filled with high-reaching towers, beautiful lakes, elaborate gardens, and wild Pokémon.



Sophocles

Researcher

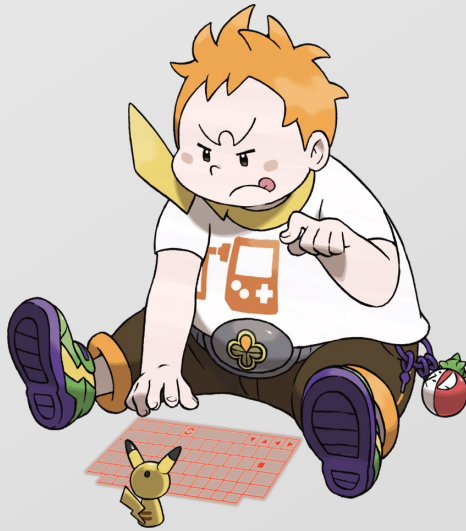
Special Features -

Analytical Insight:

Sophocles' Pokémon have +1 added to their accuracy checks.

Favored Pokémon:

Togedemaru,
Golem (Iron-rich),
Vikavolt, Dedenne,
Electivire



Sophocles is a tech-savvy youth with his face always buried in some device that he's either learning from or building. Despite his age, he works at the Hokulani Research Facility at the top of Mt. Hokulani, west of Malie City. He likes creating puzzles and quizzes, but rarely engages with others to actually let them try the puzzles out. He's Molayne's pupil and friend.

In battle Sophocles seems not even to pay attention to battle, continually looking at his devices and taking notes for future analysis. Sometimes, he might actually lose interest in a battle due to this habit only coming back in a panic once he remembers his Pokémon are waiting for his leadership. If asked to run a trial, he will have trainers solve puzzles, quizzes, and battles rigged against the challenger.

Po Town

The rundown Po Town is a non-governed space filled with suspicious individuals and others who generally disagree with established law. The town keeps to itself unless aggravated and is generally peaceful unless a particularly bad egg is rolling through.



Nanu

Officer

Special Features -

Bad Break: 3/day, Nanu can add this effect to his Pokémon's attack for 1 action: "On hit, if you got 12 or higher on Accuracy Check, the target is Stunned."

Favored Pokémon: Persian (Tropical), Absol, Sableye, Krookodile, Honchkrow

Nanu feels like he needs to look over Po Town. He feels his arrests may have even further turned some of Po Town's residents further onto the path they are already on. He lives outside of its borders and makes sure that wandering visitors know what they're getting into as they travel closer to Po Town. He wears a very tough and apathetic face but has a house filled with stray Meowth and is a big softy.

Nanu's battle style has to do with disabling his foe's Pokémon in various ways to make them ineffective combatants. He then will strike to remove his opponents from play. If he's bothered for a trial, he'll have trainers go into Po Town! The mission is usually to gain the trust and friendship of someone living within Po Town's borders.

Aether House

The Aether House is a small collection of condominiums on the southern side of Ula'ula where people live near some suburbs along the ocean shore. More than one of the buildings is entirely free housing for orphans and other people in need.



Acerola

Type Ace (Ghost)

Special Features -

Light in Everything: 3/day, Acerola can add this effect to her Pokémon's attack for 1 action: "On hit, the target's Accuracy Checks are -1 during their next turn."

Favored Pokémon:

Palossand, Mimikyu, Dhelmise, Froslass, Drifblim



Acerola is a bright presence who loves to spend time with children at day cares and orphanages. She's happy with her life even though her family used to be like royalty and she now spends most of her time with those in need. She is very trusting of the supernatural and understands that the illusions any Pokémon might make are natural, like anything else any kind of Pokémon may make.

Acerola is a fierce and determined combatant who keeps up her offense without letting up. Her Pokémon keep throwing off any opponent's rhythm with afflictions and distractions. Acerola is very happy to run trials and she usually has people face some kind of fear or befriend a wild Pokémon who is fear-inspiring.

Aether Paradise

The Aether Paradise is a large floating artificial island that houses most of the Aether foundation's technology and staff. It is built as a massive hospital and reservation for abused Pokémon. While originally used to house the plans for an evil plan, it has since been under new management and floats all around Alola's main islands.



Seafolk Village

Seafolk Village is one of the only notable towns on Poni Island. Almost the entirety of the rest of island is claimed by powerful wild Pokémon. Seafolk Village is a small fishing town, connected to ruins that have been mostly reclaimed by the wild. Much of the ruins has been maintained and is now used by people as well.



Hapu

Rider

Special Features -

Lay of the Land: Hapu's Pokémon have +1 to their Special Defense

Favored Pokémon: Mudsdale, Krookodile, Flygon, Gastrodon, Golurk

Hapu is a powerful trainer who looks over the land on the outer edges of Seafolk Village. At her young age, she's already taken responsibility for most of the dangerous jobs that you need powerful Pokémon to do in case you run into wilds. It's clear that she's going to be a major player in Alola's Pokémon League, but for now she's focused on the people she cares about.

Hapu's Pokémon are trained to respect the space around them and in battle that means being cautious of foes and certain of strikes. Hapu is calm and serious at all times and issues every command with certainty. In defeat, she's still calm and serious as she reflects on her defeat and considers better options in future scenarios. If a trainer requests a trial from Hapu, she'll send them to retrieve something from Poni's dangerous wild-controlled landscapes.



Mina

Watcher

Special Features -

Paint Splatter: If Mina's Pokémon hit a foe in combat, the next time that foe attempts to target Mina's Pokémon they must roll +1 during their accuracy check.

Favored Pokémon: Granbull, Ribombee, Wigglytuff, Shiinotic, Klefki

Mina is an absent-minded artist who lacks focus when it comes to people, but her almost carefree lifestyle works wonders for her artistic talent and Pokémon training. Mina can usually be found away from towns and cities painting and drawing whatever landscapes and Pokémon she sees. She trails off mid-sentence when she sees a new thing to paint and always seems to be somewhere else in her mind while talking to people.

Mina's Pokémon seem to know what to do during battle with little direction. Mina will issue commands, but her Pokémon seem to act almost randomly and spacey like Mina. Mina is technically a trial captain, but when asked for a trail she might just battle you or tell you that you've passed her trial. Just finding her in the Poni wilds is quite a feat.

Manalo Stadium

Of the coast of Melemele, Alola has already built an artificial island to host its regional championships. Manalo Stadium has ferries going to any from every few hours all day for those who wish to already break in the stadiums for practice and other activities.



While there, visitors can enjoy any number of amenities such as luxury hotels, spas, amusement parks, and gym training areas while in the multi-storied island facility. Until the league is officially set up, Alola's Elite 4 is made up of Hala, Molayne, Olivia, Kahili. Professor Kukui is the acting champion of Alola.



Hala

Martial Artist

Special Features -

Full Force: Hala's Pokémon have +1 to their Attack. Hala's Pokémon have +2 to their Attack when below half of their max HP, instead.

Favored Pokémon: Crabominable, Hariyama, Primeape, Bewear, Poliwrath

Hala is a protector of a sacred site on Melemele and is physically powerful despite his age. He is patient and observant and sees when it is best to strike or to hold your ground. He's encouraging and hopes to be replaced soon, but is clearly one of the strongest trainers in Alola at the moment so is happy to act as a testing ground to find a proper champion for the region. Hala loves Alola very much and cares for anyone who would call and treat Alola as their home.



Molayne

Researcher

Special Features -

Quick Upgrades: When Molayne's Pokémon avoid a hit from a foe, they gain 1d4 temporary HP.

Favored Pokémon: Dugtrio (Volcanic), Sandslash (Icy Mountain), Magnezone, Skarmory, Metagross

Molayne is a capable trainer who also happens to be the Alola Pokémon Storage System administrator on Ula'ula. He trains often with his younger cousin, Sophocles, and together they both get stronger. He is invested in Alola's future league and valiantly fights to test anyone who's want to serve as Alola's first champion. He may seem to always be tired, but Molayne seems to work best under a crunch and enjoys to tackle the extra pressure. When he finally gets to crash, he wakes up ready to take on two or three more days of work.



Olivia

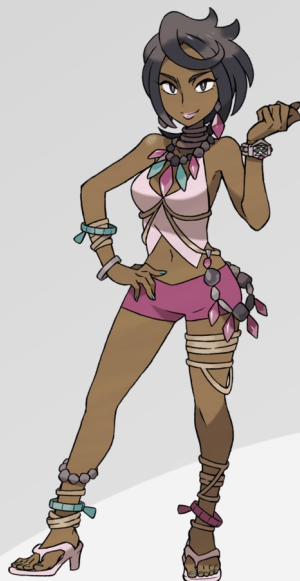
Strategist / Stat Ace (Attack)

Special Features -

Hard as Diamonds: Olivia's Pokémon score critical hits on 19-20 during accuracy check.

Favored Pokémon: Lycanroc (Night), Gigalith, Probopass, Relicanth, Golem (Iron-rich)

Olivia is a seasoned trainer who has been the toughest trainer on Aka-la for over a decade. She loves beautiful stones, gems, and shells, adorning herself in flashy jewelry. She thinks her Pokémon are equally beautiful and will polish their hard edges so they give off brilliant shines, too. Olivia maintains that she's just an average woman but is beyond fierce in battle, shattering anyone in her way. It's likely that she'll continue to play a role in the Elite 4 once Alola's league is official.



Kahili

Type Ace (Flying)

Special Features -

Long Drive: Kahili's Pokémon all have +30 ft to their ranged attacks' range.

Favored Pokémon: Toucannon, Oricorio (Fire), Crobat, Mandibuzz, Hawlucha

The only confirmed Alola Elite 4 member, Kahili, is a master of the sky and has proven herself to be dedicated to the future of Alola's Pokémon League. When she isn't working to help establish the league's presence, she enjoys playing golf throughout Alola's islands. Even as a world-class golfer and trainer, she still occasionally has moments of doubt in her strength. When this happens, she delves into more and more training sessions to push further than ever before. Her Pokémon fight all-in, just like Kahili, blasting foes from a distance.



Team Skull

Team Skull is composed of misfits who have been rejected by various organizations. They steal Pokémon from people, but do not have a specific goal other than to cause trouble and acquire enough money to support themselves. They do not pose a serious threat to the wellbeing of Alola and its residents, the majority of whom consider them thuggish nuisances at worst.



At one point, they were used as a group to pin the misdeeds of the Aether Foundation on when it was being used by Lusamine. They mostly keep to themselves in Po Town now, but can occasionally be seen out around Alola tagging things or just being loud annoyances. Usually, a show of strength scares off Team Skull.

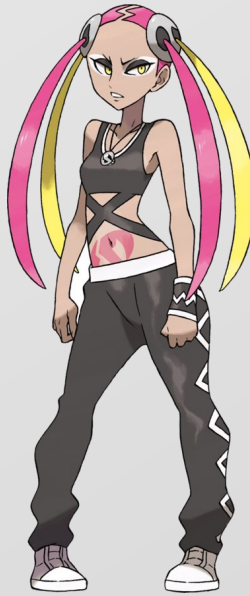
Guzma

Guzma was the leader of Team Skull during the Ultra Beast insurgence. He worked with Lusamine to try and disrupt the establishment of Alola's Pokémon League. He rejected the Pokémon league's presence because he was rejected to serve as a league representative. He's a fearsome combatant who strikes first and keeps the hits coming. He was known for a sour attitude and believed that others who can't make something for themselves on their first try might as well give up and become nuisances like the rest of Team Skull. He is rarely seen in Po Town anymore and is much more actively training to become a powerful force in Alola's future league. Guzma battles alongside his Golisopod, Vikavolt, Masquerain, Scizor, and Pinsir.



Plumeria

Plumeria was the closest thing to an administrator that Team Skull had. She executed plans from Guzma, which actually turned out to be Lusamine's plans, and looked after Team Skull's members in Po Town. She cared about her found family's well-being and would help Guzma take food, supplies, and other necessities to Po town. She would become extremely angry and aggressive towards anyone who threatened harm to Team Skull members. While she's working to make herself into something new, she'll still be seen at Po Town to drop off care packages to the grunts who still look up to her. Her venomous Pokémon include Salazzle, Gengar, Toxapex, Muk (Oil Polluted), and Crobat.



Lusamine

The Aether Foundation was led by Lusamine, who gave unlimited love and caring to anyone around her, they were also experimenting with inter-dimensional travel in order to expand the amount of beings that Lusamine could share her love with. Ultimately, her love was rather monstrous as she would freeze her collected and saved Pokémon in a cryogenic state to simply stare at while they were preserved forever. When she opened holes to other worlds, threats poured into Alola but were all eventually repelled back to where the Ultra Beasts came from. Lusamine was taken away by her daughter, Lillie, to hopefully rehabilitate her. She hasn't been seen for a long time but still owns all of the Aether Foundation's property and investments. During her mad grab at inter-dimensional power, her Pokémon team consisted of Clefable, Milotic, Lilligant, Lopunny, Bewear, and Mismagius.



Aether Foundation

Aether Foundation was created as a means to provide a safe place for recovery from abuse and harm for Pokémon, wild or otherwise. They created a massive floating island to provide aid throughout Alola. Their subordinates were completely loyal to Lusamine without question.



Though the foundation is being ethically and responsibly run now, with Wicke's leadership, there is still a question of how many loyalists are still within the organization that may look to Faba for leadership— or even worse a returned Lusamine who hasn't changed at all. For now they're good but are under careful watch by ranger unions.

Wicke

The Aether Foundation's acting leader may love the people and Pokémon in the world around her as much as Lusamine, but has a vastly different ideology as to how best to show that love. She finds a place for every Pokémon in recovery and once they are healed and ready to return to the wild, sends Aether Foundation members to return the Pokémon to the wild. If the wild doesn't want to return, she finds people within the foundation to adopt and care for the Pokémon. Wicke has to be diligent in her leadership— she still finds members she needs to expel for continuing to help Faba sneak into facilities and run experiments using Aether Foundation's resources long past his welcome. Wicke seldom fights, she believes there's a non-violent solution to everything that isn't healthy competition, but if required to defend herself or the foundation she has a whole team of Ditto.





Faba

The Aether Foundation's former scientific exploration division's leader. Faba was very loyal to Lusamine and when she surrendered the foundation to Wicke's leadership he attempted a coup. He has many plants loyal to him and his grabs for power still within the organization and still manages to spend days in the foundation's underground laboratories until he's detected and he flees again. He's a mechanical genius and has devised many dangerous weapons and even helped to create a perfect synthetic Pokémon meant to combat any threat. When backed into a corner, Faba will fight to escape with his Hypno, Alakazam, Raichu (Island), Bruxish, and Claydol.

Professor Burnet

Professor Burnet specializes in inter-dimensional Pokémon and interdimensional travel. Luckily, Alola has had a string of interdimensional breaches since the Aether Foundation's dangerous experiments so she can study them here with her husband, Professor Kukui. She used to conduct her studies in Unova with Fennel conducting research on the Dream World. Professor Burnet loves to help around Alola with new trainers and is eager to see a Pokémon League properly established.



Other Trainers of Alola...

Ryuki

Type Ace (Dragon) /
Rising Star

Special Features -

Ferocious: Ryuki's Pokémon deal +1d4 damage with every attack against a target they have already attacked that combat.

Favored Pokémon:

Kommo-o, Turtonator,
Dragonite, Drampa,
Garchomp, Hydreigon



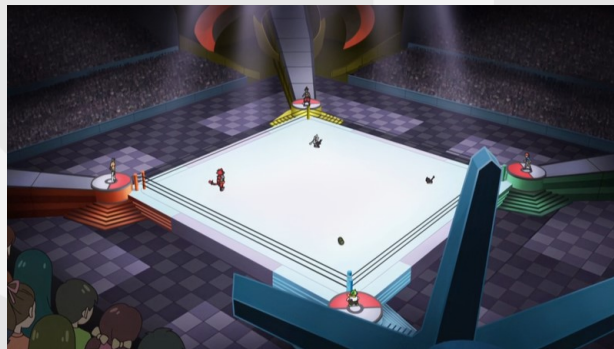
Ryuki is a ferocious trainer who plans to set up in Alola and become a major player in its emerging Pokémon League. He's a talented rock guitarist who has a team full of powerful Dragon-type Pokémon. While he might not have the technical skills you find in some gym leaders, his raw power speaks for itself and is only really defeated by established trainers in Alola.



The Masked Royal

The Masked Royal is a wild brawler who participates in Pokémon battle free-for-alls at Royal Avenue's special arenas. Few know his true identity, but few care to know who it is behind the mask. His Pokémon devastate the ring with powerful Z-Moves. He's as knowledgeable as he is powerful and could probably give the interim

champion, Professor Kukui, a run for his money.



Elio

Rider

Special Features -

All-Terrain Pokémon: Elio's Pokémon are unaffected by hindering terrain, including water, while moving.

Favored Pokémon: Incineroar, Wishiwashi, Mimikyu, Crabominable, Mudsdaile, Lapras

Elio is a young trainer who aims to hit it big and become ridiculously wealthy by undertaking any odd job he comes across. He plans to create the PokéPelago, a Pokémon vacation destination. At one point he considered acting as Alola's champion when he defeated Professor Kukui, but decided the associated responsibilities would not be worth the income. He's a happy-go-lucky young man that seemingly ignores bad news, always choosing to wear a smile and press on. With his friends Selene, Hau, Gladion, and Lillie, he was able to save Alola from a terrible fate.



Selene

Medic

Special Features -

Check Up: 3/day, as a free action, Selene can restore a Pokémon of 20 HP.

Favored Pokémon: Decidueye, Vikavolt, Muk (Oil Polluted), Toxapex, Sharpedo, Machamp

Through careful study of herbology, Selene has learned how to care for Pokémon and heal them. She cares deeply for those in need and is a responsible trainer. She has defeated Kukui in battle, so is potentially going to be Alola's first official champion if that's what she wants once the league gets started. Selene also has a knack for seeing through anyone's deceptions—whether it's harmless or something deeper. Her insight helped to get many leads on the Aether Foundation's true motives. With her friends Elio, Hau, Gladion, and Lillie, she was able to save Alola from a terrible fate.



Hau

Ace Trainer

Special Features -

Full Kinda Force: Hau's Pokémon have +1 Attack if their Attack is higher than their Sp. Attack and +1 Sp. Attack if their Sp. Attack is higher than their Attack.

Favored Pokémon: Primarina, Raichu (Island), Noivern, Charizard, Stoutland, Tauros

Hau is the close friend and rival to both Elio and Selene. When they arrived in Alola, Hau gave them both kind hospitality and they all have been friends since. Hau's grandfather is Hala, so his battle prowess is learned from a very strong leader in the region. He wants to aim for the top in Alola's emerging league and uses his friends to get stronger, though he still struggles to surpass them. Hau's kindness and willingness to protect those in need helped to save Alola from a terrible fate when he and his friends put their lives on the line to protect many who were under attack from the powerful Ultra Beasts.



Gladion

Ace Trainer

Special Features -

Battle Tricks: Gladion's Pokémon may use Sand-attack, Swagger, or Taunt as their attack action each turn.

Favored Pokémon: Silvally, Venusaur, Porygon-Z, Zoroark, Lucario, Crobat

Gladion is a former Team Skull member who left his mother, Lusamine, to rebel against her only to discover that she was also in control of Team Skull. He fought against her ideals to bring Ultra Beasts to their world and after stealing the perfect weapon from the Aether Foundation, Type: Null, he perfected its power and evolved it into Silvally. He and Silvally are formidable opponents, but he still has a lot to figure out since in battle he can't overcome his rivals-turned-friends, Elio or Selene. Gladion helped to protect Alola from the Ultra Beasts when they invaded Alola.



Lillie

Breeder

Special Features -

Z-powered Form: 1/day, if Lillie would fail a skill check or an accuracy check of some kind, she instead succeeds.

Favored Pokémon: Clefable, Comfey, Ribombee, Ninetales (Icy Mountain), Altaria, Mantine

Lillie was originally Professor Kukui's timid assistant who was also using his laboratory as a hideout from her abusive mother, Lusamine. She was protecting a Legendary Pokémon who was fleeing from Lusamine's clutches and bravely protected it as long as she could. Elio and Selene were able to help her evolve the legendary Pokémon and work with it to protect Alola from dangerous Ultra Beasts. Lillie grew a lot with her friends, becoming brave and strong in her own right and now is dedicating herself to rehabilitating her mother. She keeps in touch with her friends but is seldom seen in Alola.

Alola's sights are diverse and much of it is still untamed. It's the perfect place to get lost for a bit and grow as a trainer.



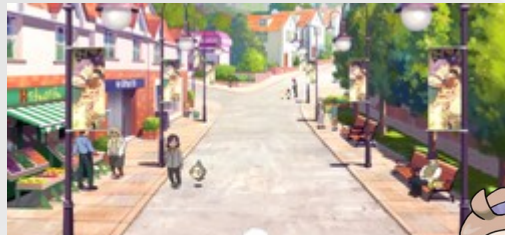
Galar

Galar is a region with lots of history related to kings and knights and ancient wars. It has beautiful rolling hills, harsh and cold waters surrounding its shores, and beautiful modern cities with hundreds of famous sites to visit. Its Pokémon league is especially proud of the strong trainers its competition sifts out. Unlike other leagues, Galar is highly selective of who is allowed to challenge gym leaders so only the best of the best climb to the top.

Important Towns and Cities

Postwick Town

A farming town since days of old, Postwick is where people and their Pokémon live in close harmony. Postwick also hosts the league's yearly starter distribution in its only large facility.



Professor Magnolia

Researcher

Special Features -

Dynamax Expert: By looking at a Pokémon, Magnolia can tell if a Pokémon is capable of Gigantamaxing.

Professor Magnolia is an expert in the Power Spot phenomenon. She spends most of her time researching Power Spots from a distance since she's growing older and has a harder time getting out to do field research. She's still happy to serve as the Pokémon league's professor and travels to Postwick from her lab in Wedgehurst in order to distribute starter Pokémon to trainers who are eager to begin their league circuit.

While not as energetic as her granddaughter, Professor Sonia, Magnolia still is happy to help any new trainers who are patient enough to listen to her instruction. She's well studied in Dynamaxing and knows how to make Dynamax bands out of dynamax stones. Her hands might not move as fast as they used to but she still knows what to do and is happy to help trainers become stars in battle.



Wedgehurst Town

The quiet borough of Wedgehurst is home to the esteemed Pokémon Research Lab. It has massive farming fields surrounding its borders and beautiful lakes.



Motostoke City

Motostoke is an industrial city studded with steam-powered marvels of modern engineering. Motostoke is Galar's most factory and warehouse-filled city producing all human-made goods for the region. It also has a league gym.



Kabu

Coach

Special Features -

Renewing Passion: Kabu's Pokémon's deal +4 damage against Burned targets.

Favored Pokémon: Centiskorch, Torkoal, Ninetales, Arcanine, Salazzle

Kabu is a veteran trainer who's been working to be a champion for decades. He seems to always be right behind the newest generation of trainers which over time has worn him down, but since his battle with the newest champion years ago he's had a burning resurgence of enthusiasm.

Kabu aims for a straightforward, direct approach to battle. He still believes in his youth and the power within, so he tries to keep things simple. He burns as hot as he can and uses his Pokémon to burn his foes and then turns up the heat to overwhelm his opponents.



Turffield Town

As a town nestled within the nurturing bowl of many terraced farming fields, Turffield is a rather quiet place. It has more live-stock farms than other farming towns in Galar and is home to a league gym.



Milo

Breeder

Special Features -

Show of Strength: Milo's Pokémon have +1 to their Defense.

Favored Pokémon: Appletun, Flapple, Eldegoss, Bellossom, Ludicolo

Though his record isn't the best due to his focus on simply having fun in battles, Milo himself is incredibly strong. The rolls of hay grown around his Gym Challenge each weigh over 770 pounds, yet Milo can roll them around easily. He has honed his strength, stamina, and skill as a Pokémon Trainer from a young age by working together with his Pokémon. Because of his gentle nature, he has trouble going all out on weaker opponents.

When pushed, he digs his heels in and his Pokémon throw all of their power into devastating attacks. No matter the circumstances, Milo can be seen with a large warm smile. He's an enthusiastic power in the league and isn't going anywhere despite his soft spot for practically giving away badges.



Hulbury City

Hulbury is a bustling seaport that many visits to see its massive farmers and fishing markets and world-famous restaurant. It serves as Galar's main port and has a beautiful bay that the league gym is attached to.



Nessa

Rising Star



Special Features -

Flowing Stream: Nessa's Pokémon have +1 to their Speed. Nessa's Pokémon with Flopper are treated as if they do not have Flopper.

Favored Pokémon: Drednaw, Golisopod, Toxapex, Pelipper, Quagsire

Nessa is incredibly popular, both as a Gym Leader and as a model. Many people even think the Gym Leader Nessa and the model Nessa are two different people, since she shows a completely different attitude in each role. She's always warm and smiling while in the public eye, but behind closed gym doors she's ferocious, pushing herself and her Pokémon to their limits.

Nessa tries to outmaneuver foes in the water and on the battlefield. Once in the right position, her Pokémon crush foes in fell sweeps. Nessa's frustration when things goes slightly awry is plainly worn on her face and is a sign that she's about to try dangerous and desperate maneuvers. Nessa wants to get to the top and will work every day to get there.



Hammerlocke City

Hammerlocke is a city of great history, living and thriving within castle walls that date back to the middle ages. The entire city is built within massive black stone walls and buildings inside are even built to match this castle motif. In its center, a massive dragon-like sculpture houses a league gym.



Raihan

Type Ace (Dragon) / Rising Star

Special Features -

Weather the Storm: Raihan's Pokémon gain 1d4 temporary HP each time they act within a weather effect.

Favored Pokémon: Duraludon, Flygon, Turtonator, Goodra, Garchomp

Raihan started taking selfies so as to never forget the pain of his defeats, but more recently he has been taking photos showing off his training routine, his fashion choices, and the like becoming an influencer on social media platforms. He has a heated rivalry with Leon, the champion, but has yet to defeat him though he's gotten close. Raihan no doubt looks forward to taking a selfie after finally defeating Leon.

Raihan is commonly regarded as the most skilled Gym Leader in the Galar region. He has striven for victory in every environment, and as a result, he has adopted a battle style where he utilizes weather effects to their fullest. It is rumored that he could easily become another region's Champion should he choose to move, but it seems that to Raihan, defeating Leon is much more important.



Stow-on-side Town

Stow-on-side is a vibrant town that has been built up around ancient murals and labyrinth-like ruins, tucked away in the mountains. It features two league gyms on opposite ends and lively markets year-round.



Bea

Martial Artist

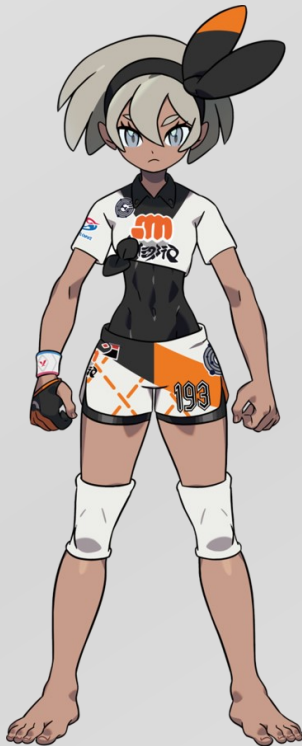
Special Features -

Fearsome Energy: Bea's Pokémon have +4 Attack during their first action in combat.

Favored Pokémon: Machamp, Sirfetch'd, Grapploct, Falinks, Hawlucha

Bea is always seen with a serious face. Some say her parents give her guidelines that are too strict for her to experience a happy youth, but her results in battle are nothing to argue with. Bea will grin as she sees her Pokémon take control of a battle and force their way through any defense.

Given special attention from her parents, Bea trained hard with her partner Pokémon since a very young age. This has honed her judgment skills, and she is able to remain calm and collected even when facing dire situations in battle. She trains her Pokémon with her bare hands and is something of a monster in strength, herself.



Allister

Psychic

Special Features -

Fearsome Energy: Allister's Pokémon have +4 Special Attack during their first action in combat.

Favored Pokémon: Gengar, Runerigus, Cursola, Chandelure, Dusknoir

Allister is a young, mysterious trainer who has taken on the mantle of Gym Leader at a very young age. He has never been known to remove his mask in public. In fact, he has at least one hundred masks of the same design, just to keep spares handy should his mask fall off for some reason. He claims to have developed the ability to see hidden Ghost-type Pokémon after an accident he had when he was four years old.

Allister's Pokémon almost seem to control Allister during battle as he silently sways back and forth. His Pokémon act on some kind of telepathic link. Allister only becomes very animated when he's having his Pokémon release some of their truly terrible power. His Pokémon will put his foes to sleep, then feed on their dreams.

Ballonlea Village

Ballonlea is well hidden, where the people make their homes among the trunks of the towering trees and gigantic glowing funguses in the Glimwood Tangle. It has a strange league gym in this strangely illuminated village.



Opal

Type Ace (Fairy)

Special Features -

Quiz Master: 3/day, if Opal would fail a skill check related to Special Attack, she succeeds.

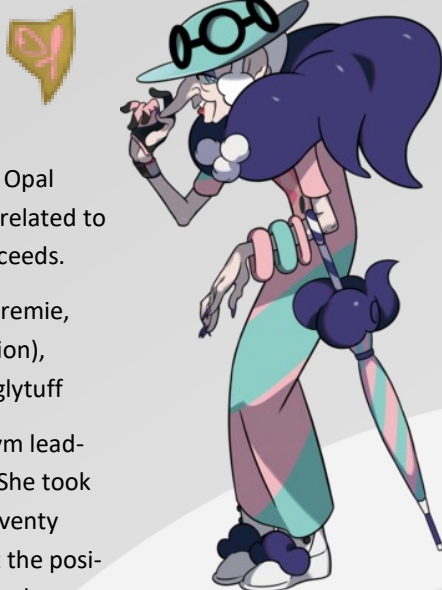
Favored Pokémon: Alcremie, Weezing (Heavy Pollution), Mawile, Togekiss, Wigglytuff

Opal is the oldest gym leader in the Galar region. She took over for her mother seventy years ago and has kept the position since. She feels that her own values have reached their limits, and has finally found a worthy successor in Bede. Bede is still traveling to become stronger for now, but is ready to take over once Opal calls it quits once and for all.

Opal likes to give her challengers elaborate quizzes, seemingly wasting their time as she accepts their challenge regardless of how many questions they get right or wrong. The real purpose is for the challengers to give information to Opal that will be useful in battle. Opal believes that in life, no matter how difficult a question, if you keep thinking about the right answer, and eventually you'll create the right answer.

Circhester City

Buildings from an age long gone still stand about the steaming hot spring that covers Circhester. While most of the city is modern, it has old districts that seem to take you back in time. Circhester has two league gyms.



Gordie

Rising Star

Special Features -

Unbreakable Wall: Gordie's Pokémon cannot have their Defense stat lowered by any effect.

Favored Pokémon: Coalossal, Tyranitar, Stonjourner, Shuckle, Barbaracle

Gordie is a young rising star with his eyes set on the champion's seat. His strict training style means that his Gym has few gym trainers, but he does have quite a fan base. Gordie does his best to make sure his fans are happy, often seen giving out autographs or hosting events. His mother leads Circhester's other league gym.

Though Rock-type Pokémon are typically known for being rough and unrelenting, Gordie has worked hard to achieve victory through a refined and graceful battle style. He always tries to keep his fans happy and thus is very popular among the audience. On the other hand, he has the surprising tendency of shutting himself away in the locker room when he is defeated. This doesn't bother most of his fans, though, and they see this behavior as endearing.

Melony

Type Ace (Ice) / Coach

Special Features -

Impenetrable Wall: Melony's Pokémon cannot have their Special Defense stat lowered by any effect.

Favored Pokémon: Lapras, Darmanitan (Icy Mountain), Eiscue, Mr. Rime, Frosmoth

Melony has been a gym leader since she was in her twenties. She is also known as a very effective coach, but her coaching style is incredibly strict. Her battle style is fittingly severe and stoic, as well. Any gym trainers who manage to remain under Melony are sure to be powerful opponents. Her son, Gordie, leads Circhester's other league gym.

A harsh Pokémon battle between the mother and son ended up dividing the whole town. Ever since that day, Melony and Gordie hardly ever see each other. That being said, Melony supposedly managed to become the first member of Gordie's fan club. In battle, her passion flares up and freezes the opposition with zero hesitation.



Spikemuth City

This rocking town has a punk vibe and streets crammed with shops lined up in a way that makes everywhere seem crowded. The city itself seems almost always dark with its towering buildings and gloomy warehouse districts, where you'll find its league gym.



Piers

Rising Star / Strategist

Special Features -

Passionate Flair: Each of Piers' Pokémon ignore the first stat lowering effects of their opponent's attacks each combat.

Favored Pokémon: Obstagoon, Toxtricity, Skuntank, Malamar, Scrafty

The rock star Piers is always hosting some kind of party at his gym. He's a very passionate musician, singing his heart out every night and even louder during battles. He is going to pass his gym on to his younger sister, Marnie, but she's still traveling and training with her friends and rivals.

He's technically the leader of Team Yell, as Marnie's number one supporter, and will occasionally rally Team Yell together to do good. He gives it his all during battle and will even face Dynamaxing foes and win, without using the power himself! Piers tends to get riled up and will often reveal his strategy early on, but he has the strength and skill to triumph regardless. However, his true passions are singing and song writing, and his talents in these fields are well-known.



Isle of Armor

The once non-human inhabited island reserve for wild Pokémon was bought by a retired champion and slightly developed to sustain visitors and trainers in order to become a place for extreme training and trainers looking for a real adventure.



Klara

Ace Trainer

Special Features -

Rotten Attitude: Once per turn 3/day, Klara may reroll an accuracy check if the move can Poison or Toxify, but failed to do so. She must use the second result.

Favored Pokémon: Slowbro (Spice Diet), Weezing (Heavy Pollution), Drapion, Scolipede, Dustox

Klara was originally an underground pop singer. She promoted herself as a star that had both cuteness and the virulence of poison. She energetically held live concerts and other events, even selling some Klara-themed collectables that she made herself. Unfortunately, she never really took off in that area and hopes to use being a Gym Leader as leverage for popularity. She trains on the Isle of Armor under Mustard's tutelage to one day become a Gym Leader for Galar's Pokémon League.



Avery

Psychic

Special Features -

Rude Demeanor: Once per turn 3/day, Avery may reroll an accuracy check if the move can Confuse, but failed to do so. He must use the second result.

Favored Pokémon: Slowking (Spice Diet), Rapidash (Forest Glade), Swoobat, Alakazam, Gothitelle

Avery comes from a long-standing family of psychics. Each Psychic-type Gym Leader of Galar has been from the same bloodline as Avery, and thus, Avery has been destined to bear the burden of Gym Leader since even before he was born. Ever since he was a child, Avery could freely move things with his mind but lacked other skills, such as teleportation or telepathy. This has caused the rest of his family to label him as a disappointment. He trains on the Isle of Armor under Mustard's tutelage to one day become a Gym Leader for Galar's Pokémon League.

Crown Tundra

The snow-swept realm off of Galar's main body, the Crown Tundra, is a place of power and mystery. Powerful Pokémon and terrible secrets of the past are hidden across the frigid wastes for trainers looking for dire training grounds.



Wyndon City



Wyndon City

A booming metropolis, Wyndon serves as the place to be in Galar. Wyndon is filled with shopping districts, business and conglomerate skyscrapers, amusement parks, luxury hotels and everything you'd expect from the capital of Galar. Wyndon hosts the regional championship every year and draws crowds from all over the world since Galar is one of the only places with Dynamaxing. Galar does not have a formal Elite 4, but does have a champion- Leon.



Leon

Ace Trainer

Special Features -

Champion's Grace: 3/day, if Leon would fail a skill check or an accuracy check of some kind, he instead succeeds.

Favored Pokémon: Charizard, Haxorus, Dragapult, Aegislash, Rhyperior, Mr. Rime



Leon is known far and wide for taking part in the league circuit at the tender age of 10 years old—and even more so for claiming victory in the Champion Cup on his first attempt. For over ten years, he and his partner Charizard has remained unbeaten in both League and exhibition matches until the arrival of Victor and Gloria. Both have defeated him during the champion cup, but neither have taken his title from him as they both continue to journey and train.

Leon's dream, even when he was still the Champion, was to make Galarian Trainers the strongest Trainers in the world. In order to fulfill that dream, he has rebuilt Rose Tower into the Battle Tower, a facility dedicated to Pokémon battles. People say that he seems even more lively now than he was as an undefeated champion. Since it's likely that either Victor or Gloria can come back and claim their title at any time, he desperately trains in the Battle Tower to reclaim his true champion title.

Team Yell

Team Yell are fans of Marnie who want her to become champion. However, despite the good intentions of their leader, Piers, to form a fan club of sorts to cheer on his younger sister, the grunts take things too far by rudely obstructing her rivals in their gym challenges and doing anything to prevent them from becoming champion instead of Marnie.



While not doing anything explicitly illegal, their annoying obstructions and yelling can be quite bothersome at times. With Marnie travelling around to train and become stronger they are much less active, instead choosing to cheer her on when she visits Spikemuth.

Macros Cosmos

Macros Cosmos is a large conglomerate that was led by Chairman Rose. Without knowing exactly what their boss was up to, group members would attack others, steal from people, and bring general harm to trainers who were trying to interfere with Rose's dangerous plans. Due to members looking indistinguishable from other league officials, it was very difficult to differentiate who was a part of Rose's catastrophic plan. It's hard to know who was a part of the organization's evil plan, but it's possible that not all of them have been weeded out.



Chairman Rose

Chairman Rose was the president of Macro Cosmos and the chairman of the Galar Pokémon League. He also designed and developed the metropolis of Wyndon, which houses the headquarters for both the Galar Pokémon League and Macro Cosmos. He was painted as a truly heroic example of the Galar region, working tirelessly to ensure its prosperity. Secretly he aimed to create a device that would capture a terrible force and use it to power Galar one million times over to ensure its prosperity into the future. However, in doing so Rose would have endangered hundreds of thousands of lives for a chance to maybe succeed in achieving his goal.



Since his defeat at the hands of Leon, Victor, Gloria, and Hop, he has hidden himself from the public eye and is mostly unblamed for his hand in the near-destruction of Galar. Mostly, because Galar was saved. He is wanted by several law enforcement agencies, but he is a lower priority since he is not perceived as a threat for now. He has left his former administrator in charge of Macros Cosmos for the time being and she has not since faced any criminal charges for her role in Rose's plans. Rose was once a championship runner-up and is a strong trainer who often travelled with his team consisting of Copperajah, Kinklang, Perrserker, Ferrothorn, and Escavalier.

Oleana

The inventor of the Dynamax band, Oleana, revolutionized the Galar Pokémon league. She was quickly scooped up into Macros Cosmos and eventually became its acting president. Oleana is completely loyal to Chairman Rose and followed and aided him in his pursuit to recreate and harness the Darkest Day. Despite her obvious involvement in the near-destruction of Galar, she faces no criminal charges. Perhaps Rose has pulled some strings behind the scenes? She normally displays a very morose and bored face. When Chairman Rose is insulted or meddled with, Oleana completely loses her cool and will angrily lash out at anyone she perceives to be a threat with her Garbodor, Milotic, Salazzle, Tsareena, and Froslass.



Other Trainers of Galar...

Mustard

Martial Artist

Special Features -

Champion's Grace: 3/day, if Mustard would fail a skill check or an accuracy check of some kind, he instead succeeds.

Favored Pokémon: Urshifu, Kommo-o, Lycanroc (Day), Corviknight, Luxray, Mienshao



Mustard is a long-retired champion of Galar. His intense drive for strength meant he insisted on discipline, both in himself and in others. His character changed drastically, however, after his post-retirement globe-trotting. His sudden purchase of the deserted island added to the surprise of those around him when he used all of his savings to establish the Isle of Armor. It was a worthy investment, as many others have joined him there to seek strength through training in the wilds of the island.

Professor Sonia

Sonia is an expert in Galar's history and her research was crucial in saving Galar from a terrible fate. She is close friends with many Gym Leaders and Leon. She also mentored Victor, Gloria, and Hop on Pokémon basics when they were beginning trainers. She maintains a massive library on lore about the whole world and hopes to expand her knowledge base after becoming a true master of Galar's history. She is never seen without her Yamper.



Victor

Researcher

Special Features -

Champion's Grace: 3/day, if Victor would fail a skill check or an accuracy check of some kind, he instead succeeds.

Favored Pokémon: Rillaboom, Sirfetch'd, Conkeldurr, Sandaconda, Boltund, Orbeetle

Victor is a focused and masterful craftsman who takes the same care he has into making things as he does while training his Pokémon. He's an intuitive trainer and his knowledge of how many mechanical and technical devices work gives him insight into how most things around him work. He's particularly fond of Professors Sonia and Magnolia and research various things with them in their laboratory while traveling and continuing to get stronger. He's defeated Leon during a champion cup, which means he's allowed to claim the title if he were to take on its responsibilities, but for now he's still working to get stronger.



Gloria

Ace Trainer

Special Features -

Champion's Grace: 3/day, if Gloria would fail a skill check or an accuracy check of some kind, she instead succeeds.

Favored Pokémon: Cinderace, Falinks, Toxtricity, Barraskewda, Eiscue, Stunfisk (Iron-rich)

Gloria is a joyful and cunning trainer who has used her battle prowess to climb to the top of the Galar Pokémon League. She's defeated Leon in battle, but doesn't want to take on the responsibilities of champion just yet so has gone off to explore and train in the more remote parts of Galar. She's a wily battler who always finds interesting plans of attack that catch her opponents off-guard and seems to dig her way out of no-win situations constantly. As she grows stronger, Gloria seems to pick up friendly rivalries with every gym leader as it becomes clear that she'll be the one to beat once she formally takes Leon's seat.



Hop

Underdog

Special Features -

Reaching for the Top: 3/day, if Hop would fail a check or an accuracy check of some kind by 1, he instead succeeds.

Favored Pokémon: Inteleon, Corviknight, Snorlax, Dubwool, Pincurchin, Cramorant

As the younger brother of Leon, Hop has a lot to live up to. Due to his obsession with champions, his knowledge base is well built and he's got loads of battle data to work off of. His battle style is pretty wild, where he will let his Pokémon battle freely and really enjoy themselves, only coming in with key advice when absolutely necessary. Though he hasn't beaten his brother yet, or his friends and rivals Victor and Gloria, his battle prowess is well known. He helped to save Galar from a terrible fate and has even gained the favor of a legendary Pokémon during his travels.



Marnie

Rising Star

Special Features -

Yell's Idol: If at least thirty members of Team Yell are nearby watching her battle, Marnie's Pokémon all have +1 to their stats.

Favored Pokémon: Grimmsnarl, Morpeko, Scrafty, Toxicroak, Liepard, Thievul

As a child, Marnie was timid and a bit of a crybaby. However, she became more cheerful as she played with the Pokémon she received from her brother, Piers, and her talents as a Trainer also grew greatly. Though many in Spikemuth see her as a local celebrity, she herself has no interest in pursuing fame. However, she says she does appreciate the support of Team Yell, her personal cheering squad. Recently she's been declared the inheritor of the Spikemuth gym and even serves as its leader when she's in town, but continues to journey and grow stronger in order to surpass her friends and rivals who defeated Leon before she could.



Bede

Strategist

Special Features -

"Pink": 3/day, if Bede would fail a check or an accuracy check of some kind, he can reroll the check but must keep the second result.

Favored Pokémon: Hatterene, Sylveon, Rapidash (Forest Glade), Gardevoir, Mawile, Reuniclus

Bede spent some time living in an orphanage after his family ran into some trouble when he was young. He always had difficulty getting along with others and would constantly get into fights. He was at one point chosen by Chairman Rose and overzealously sought to get more of his attention by helping Rose with his secret project. Once expelled from the league circuit for damaging a cultural site, Opal took him in and rehabilitated him. Opal sees a "certain pink" in Bede that will define his future as the trainer inheriting the Ballonlea gym leader position. He harbors a bitter rivalry with Victor and Gloria who he desperately trains to surpass.



Galar is a region filled with history to discovery and stranger things in its uninhabited lands.



Other People of the World...

Scott

Scott is an extremely wealthy eccentric who loves to watch extremely intense, high skill Pokémon battling. To that end, he has funded Battle Frontiers across the globe—just to watch Pokémon battle. He has an eye for talented trainers and often encourages trainers to take a break from their gym battles and league circuits to travel to a Battle Frontier and try their hand at a different kind of glory.



Factory Head Noland

Favored Pokémon: Pinsir, Sandslash, Machop, Venusaur, Golduck, Manetric



Noland is a Frontier Brain who runs the Battle Factory. He instructs others that just reading and knowledge of Pokémon isn't enough to learn about Pokémon; instead, a Trainer must gain experience in battle with hundreds of different kinds of Pokémon. At the Battle Factory, trainers rent Pokémon that they likely have never seen before and battle their way to Noland who will also battle them with Pokémon randomly given to him. Noland is known for being gruff, but his passion for Pokémon makes him more than formidable in battle.



Gabby and Ty

Gabby, an investigative reporter, and Ty, her trusty camera technician, travel everywhere to get the scoop on the hottest up and coming trainers and get their name out and known. Typically, they'll participate in a battle against a trainer they're interested in interviewing and depending on the outcome, Gabby will know whether or not the trainer will go far. When battling, Gabby uses her Magnezone and Ty will use his Exploud.



Arena Tycoon Greta

Favored Pokémon: Heracross, Umbreon, Shedinja, Gengar, Breloom, Musharna



Greta's style makes her a genius Arena Tycoon. The order to compete in always stays the same, so Greta's Pokémon are trained specifically to be aggressive leads and last ditch anchors. She's always eager to meet new talented challengers and loves to match herself with an exciting opponent. Not one for shyness, Greta will bluntly state if she thinks you're not worth her time. She only will entertain her audience with the best shows possible. One-sided sweeps are not something she's interested in. In addition to being a Frontier Brain, Greta is a practiced martial artist.

Dome Ace Tucker

Favored Pokémon:

Charizard, Salamence, Swampert, Metagross, Arcanine, Lilligant

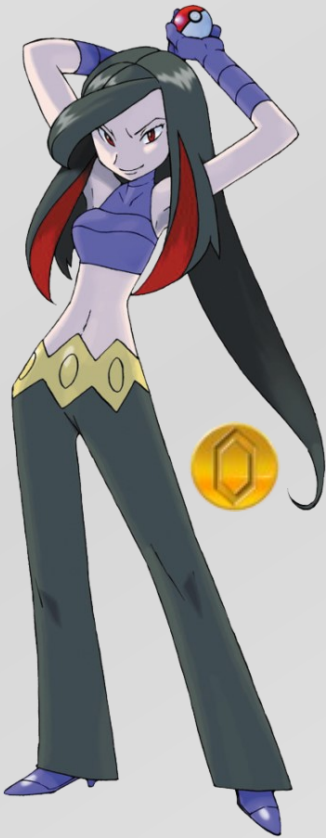
Tucker always enjoys taking center stage. He's very openly narcissistic, but has the battle prowess to carry his ego. He's good at measuring the worth of his opponents and tends to focus on battling to end things quickly, to avoid any chance to mess up and look foolish in front of his adoring fans. He designs his own wardrobes that best shows off his glamorous style and does not like cooperating with other Frontier Brains that he thinks have no fashion sense.



Palace Maven Spencer

Favored Pokémon: Crobat, Slowking, Lapras, Dusknoir, Claydol, Blissey

Spencer is a veteran trainer who has retired to a not-so-comfy job as a Frontier Brain. He is gentle and trusts his Pokémon completely, treating them like his siblings in the same family. He will loudly and brashly threaten opponents to catch them off-guard but is a complete softy. He can be quite reclusive so whenever someone is worthy of a battle with him, many people are excited to come see him battle.



Pike Queen Lucy

Favored Pokémon: Seviper, Steelix, Gyarados, Milotic, Serperior, Sandaconda

Lucy claims to have trampled beautiful fields and braved terrible storms to become the Frontier Brain she is today. She isn't one for idle chatter, preferring to get right to battle. She's always eager for battle and when it's over, she goes right back to training before battling some more. The Battle Pike runs Pokémon to near-exhaustion before she takes the stage, having battled prior to her challenger's match as well, and her battle strategy intelligently adapts to any problems that her Pokémon may have acquired during preliminary battles.



Pyramid King Brandon

Favored Pokémon: Dusknoir, Golurk, Solrock, Sigilyph, Ninjask, Unown (SCOUT)

The Frontier Brain Brandon is a world known explorer and documentarian. He goes to great lengths for his work and goes to greater lengths in battle to secure victory. He's very well studied and his Pokémon have seen just about everything he has in the wild. He designed the Battle Pyramid as a massive safari of dangerous encounters that ultimately lead to him and his Pokémon. Brandon is known to have allied himself with many legendary Pokémon and will even battle alongside them if he believes a challenger is worthy of his greatest efforts.

Salon Maiden Anabel

Favored Pokémon: Alakazam, Snorlax, Lucario, Metagross, Espeon, Hatterene

In addition to being a Frontier Brain, Anabel is a member of an international law enforcement group. She has a mysterious past and has even has experience traveling to other dimensions. When she's at her battle facility she happily accepts all challengers who can make it through rigorous trials to make it to her. She goes all out but never is cruel in her victories. She cares deeply for the whole world and puts her life on the line in her work, working to get ahead of any dangerous threats to the world and fighting those who put themselves before the rest of life everywhere.



Tower Tycoon Palmer

Favored Pokémon: Dragonite, Rhyperior, Milotic, Rampardos, Incineroar, Meganium

Palmer is a maverick in battle and uses very unpredictable strategies with very powerful Pokémon. He's an energetic Frontier Brain who encourages everyone to try and climb to the top, but will knock down anyone who isn't strong enough to stand there without a second thought. His son, Barry, aims to take his seat one day and having saved the world might already be worthy of replacing his father as a Frontier Brain.



Looker

For reasons, Looker never reveals his actual name to anyone. He is an adept master of disguise and knows almost every language on earth. He works undercover and infiltrates dangerous groups in order to find out what they are doing and who their leader is to take them down. He's not the best Pokémon battler but will use his Growlithe and Croagunk when absolutely necessary, who also help him with detective work. Looker seems to notice threads of conspiracies that others overlook. His insight has led to many leads that have helped more capable combatants save the world.



Factory Head Thorton

Favored Pokémon: Bronzong, Tyranitar, Ledian, Ursaring, Skarmory, Electivire

Thorton is an organized genius obsessed with data collection. He has memorized match up probabilities for millions of Pokémon battles and relies on this data to earn wins as a Frontier Brain in a facility that can randomly assign Pokémon to use. Sometimes Thorton is thought of as being airheaded and disconnected, but that's only because he's playing mock plays out in his head, almost constantly, with the help of his trusty battle tablet (of his own design no less).



Arcade Star Dahlia

Favored Pokémon: Togekiss, Blaziken, Dusknoir, Ludicolo, Medicham, Oricorio (Electric)

Dahlia takes center stage with joy and life, encouraging anyone to take the stage with her and battle for glory. She's always wearing a smile and never rejects a battle when there's a chance for her to show off how she became a Frontier Brain. She's very acrobatic and love to show off her dance moves while her Poké-

mon throws down on the battlefield. Her energy is only barely exceeded by her Pokémon and their combined aura of joy is surely how they push through and win so many tough battles.

Hall Matron Argenta



Favored Pokémon: Absol, Mismagius, Mamoswine, Ambipom, Gorebyss, Grapploct

Argenta is and talented Frontier Brain who uses her vast well of experience to adapt to any situation in battle. She invites others to overcome her, she expects the next generation of champions to be able to beat her and let her retire. She sees things through a lens of star power and how powerful a Pokémon can be is directly related to how good of a show they can put on. She's a big fan of most gym leaders, frontier brains, elites, and champions, as they are her peers and she loves to still learn new things whenever possible.



Castle Valet Darach

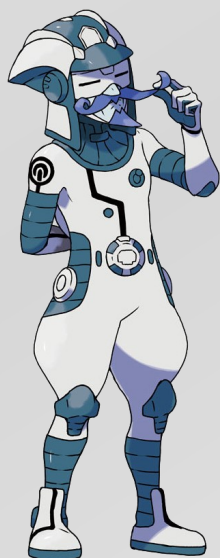
Favored Pokémon: Staraptor, Empoleon, Houndoom, Gallade, Zebstrika, Kingler

Darach almost never seems to enjoy meeting challengers, instead thinking most of them beneath his efforts. He exists as a Frontier Brain almost entirely to placate the boredom of his mistress and Elite 4 member, Caitlin. He is highly proficient in Pokémon battles and seems to know the most effective was to accomplish his goals in battle. He's always looking at his watch to determine how much time is being wasted on those unworthy of his or his mistress' attention.

Professor Cedric Juniper

A former league professor of the Unova region, Professor Juniper specializes in Pokémon biology and formerly, distribution. His daughter is now in charge of distribution but he carries on his research in her laboratory and sometimes will do joint efforts with his successful daughter. If his daughter finds herself with full classes in weeks leading up to starter distribution, he will lead seminars for the overflow with the same energy and enthusiasm as his daughter. If he ever does a demo battle, he has a Samurott, Serperior, and his Emboar— a perfect team to demo for new trainers.





Phyco

Phyco is a captain in the Ultra Recon Squad. His skin color is an odd pale blue, despite being human. He often speaks of another world and works with his team to locate what he considers anomalies to return them to wherever they came. His speech is filled with rhetorical questions and always seems distracted. Luckily, his subordinates who accompany him are often more goal oriented and focused on tasks at hand.

Soliera, Dulse, and Zossie

Members of the Ultra Recon Squad often seen with Phyco. Soliera acts as an active field commander, often interpreting Phyco's instructions and distributing them as she sees fit. Dulse is a stern man with many personal standards he lives by. Zossie is a young girl who seems to get easily distracted and lost in her own thoughts, not unlike Phyco.



Giovanni... of another world

This Giovanni conquered the world one region at a time in a parallel universe. He leads a group named Team Rainbow Rocket. Eventually he controlled a means to travel between worlds and drafted other villainous leaders from additional parallel universes. He was thwarted, but simply retreated with the knowledge that he'd need to grow stronger. There's no telling when he'll appear again and who he'll bring next time.



Subway Boss Emmet

Favored Pokémon: Crustle, Garbodor, Durant, Klinklang, Haxorus, Eelektross

Talented co-runner of the Battle subway, Emmet is a proactive combatant who actively seeks to disrupt his opponent's plans and win. He organizes tournaments in the Battle Subway with his brother and makes sure the trains are filled with talented trainers. He is always extremely excited to battle, always seeing new opportunities to expand his horizons and grow stronger.



Subway Boss Ingo

Favored Pokémon: Excadrill, Chandelure, Galvantula, Archeops, Goodra, Beheeyem

Irritable co-runner of the Battle subway, Ingo is a patient battler who waits to assess an opponent's threat level before enacting a strategy to dispatch them. He maintains the facilities and makes sure each of his employees are well cared for. He is always cautious and sometimes unwilling to battle, often thinking of excuses to avoid wasting his time with a



trainer below himself or his brother.

Battle Chatelaine

Evelyn

Favored Pokémon:

Primeape, Persian,
Pachirisu, Lumineon,
Shiinotic, Wishiwashi

Evelyn is the shiest leader in the Battle Chateau but is a dominant battler who consistently takes sudden and unexpected wins. While she is usually quiet around strangers, she can become quite talkative if she feels she understands you after a battle and finds you gentle and easy to get along with.



Battle Chatelaine

Dana

Favored Pokémon:

Mamoswine, Magnezone,
Dragalge, Girafarig,
Whimsicott, Magcargo

Dana is a pouty leader in the Battle Chateau. She's not interested in battles with weaklings and will even turn her head away at those who defeat her in battle, in disbelief of their worthiness. If you can convince her of your strength and have the patience to earn her friendship, she's a very loyal person who defends her friends to great lengths, as seen in her friendships with the other Battle Chatelaine.



Battle Chatelaine

Nita

Favored Pokémon:

Purugly, Wigglytuff,
Grumpig, Snorlax,
Hariyama, Walrein

Nita is a hyperactive fast-talking leader in the Battle Chateau who dominates battle with her strong Pokémon who are known for taking hit after hit and just not going down. She's

always seen munching on some kind of pastry and eagerly will share her love of sweets with anyone who earns her respect. She's always ready for a battle and can't wait to meet every Pokémon you bring to the battlefield.



Battle Chatelaine

Morgan

Favored Pokémon: Mantine,
Klefki, Sawsbuck, Swalot,
Ninetales (Icy Mountain),
Grimmsnarl

Morgan is known as the most powerful in the Battle Chateau. She's a patient woman who studies her challengers before devising a perfect plan to eliminate their Pokémon from battle. She is quiet, preferring to observe and listen to others. If you can get her to have an open discussion with her, she'll most likely

only ask questions of others so they may talk and she may continue to observe. When not battling, she likes to sing for others.

Peony

Favored Pokémon: Copperajah, Perrasrker, Bronzong, Scizor, Aggron

Peony is a wild adventurer who enjoys delving into myths and dungeons. He is a retired Gym Leader and a one time champion in the Galar region. Peony is Chairman Rose's younger brother and bears a passing resemblance to him. While he is completely unrelated to the near destruction of Galar, he still keeps that detail to himself often.



Ball Guy

Ball Guy is an extremely enthusiastic fan of Pokémon League battles. He's assigned himself the official mascot of Galar's Pokémon League and he is often found at different gyms and stadiums. He enthusiastically gives unique Poké Balls to league challengers and boasts the most complete Poké Ball collection in the world, privately. No one knows his true identity.



Sina and Dexio

Favored Pokémon (Sina): Glaceon, Lilligant, Oranguru, Abomasnow, Sandslash (Icy Mountain), Drampa

Favored Pokémon (Dexio): Espeon, Metagross, Alakazam, Slowking, Raichu (Island), Passimian

Sina and Dexio are Professor Sycamore's very talented assistants. Both are capable Mega Evolution battlers who take advantage of their vast knowledge to gain the upper hand during battle. The two of them often vacation together when not working in Kalos with the professor, usually to do some form of field research or another.



Sordward and Shielbert

Favored Pokémon (Sordard): Sirfetch'd, Golisopod, Doublade, Bisharp

Favored Pokémon (Shielbert): Sirfetch'd, Bronzong, Falinks, Klinklang

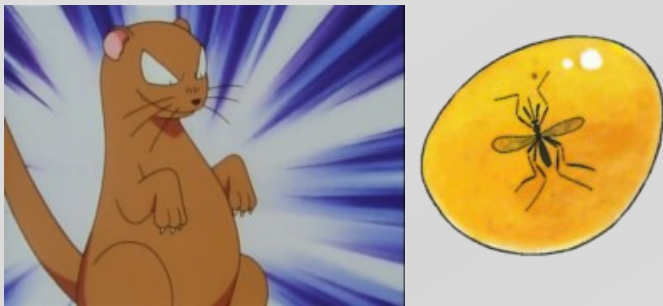
Sordward and Shielbert are two wealthy brothers who claimed that they were the true inheritors to the royal titles of kings of Galar. They caused a stir that was quickly shut down by the champions of Galar. After being utterly defeated, the two swore to fix their ways and make up for their mistakes. They never faced any consequences, likely because of their wealth. They have personalities that are as obnoxious as the hair styles they wear. Hardly anyone gets along with them.

Creating Pokémon

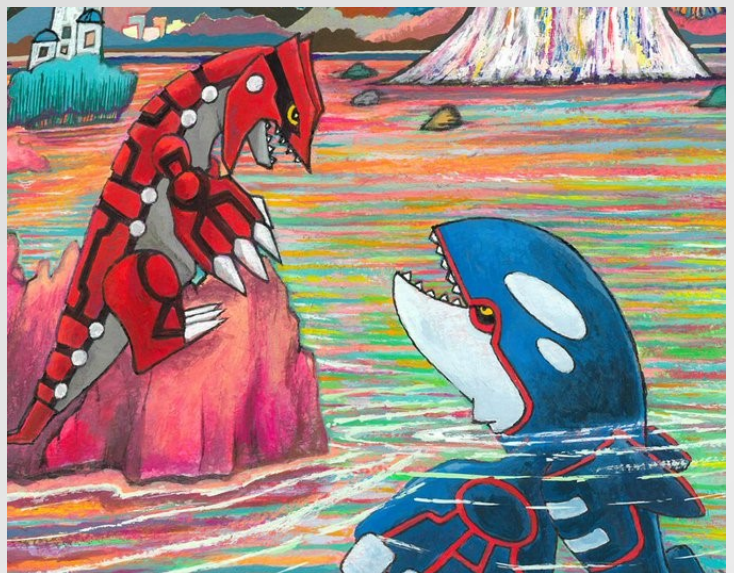
As the Game Master, you have the power to create your own Pokémon. You will choose how they look, what moves they may know, they could even have an elemental type unique to the campaign you run. When deciding to create your own Pokémon, it can be difficult to assign stats, so consider using a stat block, typing, and move proficiencies already in the Pokédex. While not all Pokémon are built equal, the Pokémon in the Pokédex at least work within Pokémon Tabletop Adventures system.

If you are going to create your own stat block, consider the total amount of stats distributed across various Pokémon within the Pokédex. While looking at HP in the Pokédex, divide its value by six in order to determine its approximate value in comparison to other stats.

Consider proficiencies, passives, and starting moves as well and what kinds of evolutions it might experience. Take a look through move lists in the PHB to see what might make for a fun Pokémon. You should avoid creating invulnerable Pokémon, so be sensible when making Pokémon unless you're aiming for creating an Arceus-like threat for your players.



If you are importing Pokémon from a fan made game, or even another franchise entirely, it's quite easy to do so. Divide each Pokémon stat by ten and round down to get the new Attack, Defense, Special Attack, Special Defense, and Speed of the Pokémon. You can then multiply the divided-by-ten HP stat by 6 to get its new value. If you're importing a Yokai, Digimon, or anything without the six Pokémon stats to use as a Pokémon in PTA3, just try to approximate the stats as closely as possible.



Legendary Pokémon

In the next section, legendary Pokémon will be listed with stats, some pictures, and some lore. Like lore throughout the Game Master's Guide, you can adjust any of it however you see fit in order to tell the story you want to tell with your players. If you are adjusting stats of any of these Pokémon, be aware of what they will look like if your players capture a legendary Pokémon.

The legendary stats will be listed the same way you'd find Pokémon in the Pokédex, but there are a couple of other things to be aware of:

Legendary - In this section, some Pokémon will have legendary passives, legendary attacks, or legendary skills. They are all detailed per Pokémon and many have different rules unlike any other.

Legendary Indicators - These symbols indicate what kind of legendary Pokémon you are using.



Ultra Beasts are from another dimension. They are invasive and will attack Pokémon and humans at the slightest provocation. They are capturable by Poké Balls, however and in the parallel universe they are from they are captured and kept as allies like Pokémon in the Pokémon world. A strong trainer may make for a good Ultra Beast leader if they're lucky enough to capture them.



Human-created Legendary Pokémon are powerful, but ultimately limited in that they are not gods or lesser deities that hold domain over some force of nature. If they are ever captured, it is entirely possible that a Poké Ball may weaken their maximum strength.

Capturing a Legendary Pokémon

Simply put, most legendary Pokémon are not meant to be restrained. Still, here are some suggested capture rates to use:

Category	Base Capture Rate
Ultra Beasts	-25
Man-made Legendary Pokémon	-50
Beings of Nature / Oddities	-100
Gods	-500

Still, if captured, Poké Balls ultimately cannot contain the massive amount of power these Pokémon have and will likely cripple their power. Generally, the Pokémon HP should be drastically lowered, rarely exceeding 100, and the Pokémon will no longer have its **Legendary** moves, passives, and features.

In addition to being mostly immune to Poké Balls, most legendary Pokémon with more than 200 HP are also immune to status afflictions, or moves that set HP, at your discretion. By resting for a turn, they can even ignore move frequencies.



Beings of Nature and oddities are Legendary Pokémon of incredible strength that often hold domain over some force in the world. They are not unique and though exceedingly rare, there are multiple of them in the world. Some even believe that each region will have many of these kinds of legendary Pokémon to find.



Gods are unique and are simply untamable. While these legendary Pokémon are definitely mortal and combatable, they are exceedingly powerful. It's likely that they cannot be captured no matter what is done to them in order to weaken them.



Type: Null



Normal - Large (Size), Heavy (Weight)

Hit Points: 90 **Defense:** 10 **Special Defense:** 10

Speed: 8 (40 ft.) **Attack:** 10 **Special Attack:** 11

Skills: Burrow (*moves through earth easily*), Climber (*treats walls and ceilings as normal terrain*), Gilled (*can breathe underwater*), Intelligence (*very smart*), Mind Lock (*mind can't be read*), Strength (*very strong*), Swimmer (*can swim*), Tracker (*can follow scents*)

Passives: Metal Sound (+1 *Special Attack*), Scary Face (+2 *Speed*), Battle Armor (*Critical hits are treated as normal hits against you.*)


Moves (Attack +5, Special Attack +5, Speed +4)

Pursuit - *Melee Dark Attack:* At-Will 2d6. Pursuit deals +6 damage to a target if they moved away from you during their last action.

X-Scissor - *Melee Bug Attack:* 3/day 3d10.

Iron Head - *Melee Steel Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Biology: Diet - Omnivore, Habitat - Cave / Forest / Mountain / Urban Lab

Evolution: Type: Null  Silvally

Proficiencies: Melee attacks / Moves that lower opponent's stats temporarily



Silvally



Normal - Large (Size), Heavy (Weight)

Hit Points: 90 **Defense:** 10 **Special Defense:** 10

Speed: 12 (60 ft.) **Attack:** 10 **Special Attack:** 11

Skills: Burrow, Climber, Gilled, Intelligence, Mind Lock, Strength, Swimmer, Tracker

Passives: Metal Sound, Scary Face, Battle Armor

Moves (Attack +5, Special Attack +5, Speed +6)

Air Slash - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Tri Attack - *Ranged(20ft) Normal Special Attack:* 3/day 3d10. On hit, if you got 17 or higher on Accuracy Check, the target is randomly either Paralyzed, Burned, or Frozen.

Legendary

Multi-Attack - *Melee Normal Attack:* 3/day 3d10. Multi-Attack's Type changes depending on which Memory you are holding.

RKS System - *Legendary Passive* - Silvally changes its type depending on which Memory is held by Silvally.

Type: Null was created by the Aether Foundation to be an "Anti-Ultra Beast Fighting life-form". Codenamed "Beast Killer", Type: Null was developed with cells taken from all known Pokémon types. This was done with the intention of giving it the ability to shift between types by holding a corresponding memory, an ability originally inspired by the myths of Arceus. Several were produced in secret and it's likely that its designers have distributed its blueprints to other less than reputable laboratories around the world.

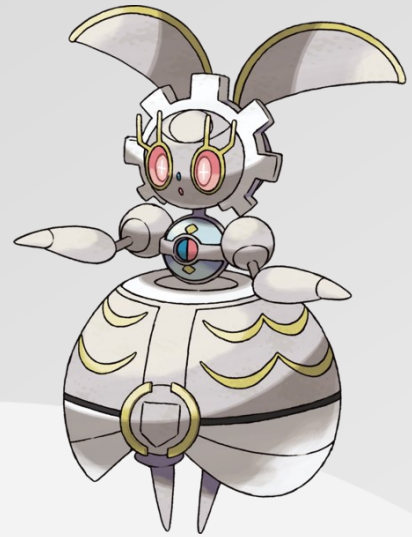




Once it finds a partner it trusts completely, Type: Null destroys its own control mask during an evolution that was not programmed into it during creation to become Silvally. It reverts to its natural, wild temperament, but it is nonetheless loyal to its trainer who it became so close to, and will even risk its own life in its partner's defense. The destruction of its mask re-activates its RKS System, allowing it to change its type according to the memory attached to it; its eyes, spikes, drives, and fin membrane all change color to match its current type.



Magearna was created by a scientist over 500 years ago. The sphere in this Pokémon's chest is known as the Soul-Heart, and the scientist created it by collecting life energy from Pokémon. The Soul-Heart is the true body of Magearna. Due to its ability to feel other's pain, it will try as hard as it can to save injured Pokémon. It can even perceive the emotions, thoughts, or feelings of other Pokémon as well. Whenever it is sleeping or sometimes when it is sad, Magearna can fold up take on the appearance of an ancient prototype Poké Ball. It's very likely that Magearna was replicated from its blueprint and there are several hidden away in ruins, waiting to interact with others again.



Magearna



Steel / Fairy - Medium (Size), Heavy (Weight)

Hit Points: 96 **Defense:** 14 **Special Defense:** 12

Speed: 7 (35 ft.) **Attack:** 10 **Special Attack:** 13

Skills: Flight (*can fly*), Telepath (*can read minds*)

Passives: Iron Defense (+2 Defense)

Moves (Attack +5, Special Attack +6, Speed +3)

Mirror Shot - Ranged(20ft) Steel Special Attack: At-Will 2d8.

Psybeam - Ranged(15ft beam) Psychic Special Attack: 3/day 3d8.
On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

Aurora Beam - Ranged(15ft beam) Ice Special Attack: 3/day 3d8.
On hit, all target's Attack are -1 for 10 mins. This effect cannot be stacked.

Flash Cannon - Ranged(20ft) Steel Special Attack: 3/day 3d10.
On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Aura Sphere - Ranged(30ft) Fighting Special Attack: 1/day 3d12.
You can't miss targets with less than 20 Special Defense.

Legendary

Soul-Heart - *Legendary Passive* - When an ally within line of sight is knocked out, your Special Attack is +6 for 10 mins.

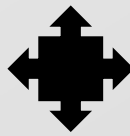
Fleur Cannon - Ranged(40ft, 20ft blast) Fairy Special Attack: 3/day 5d20.

Biology: Diet - Ergovore, Habitat - Mountain / Urban Ruins

Proficiencies: Fairy / Steel / Elemental Attack / Energy Blast



Genesect



Bug / Steel - Medium (Size), Heavy (Weight)

Hit Points: 210 **Defense:** 10 **Special Defense:** 10

Speed: 12 (60 ft.) **Attack:** 12 **Special Attack:** 13

Skills: Flight (*can fly*), Threaded (*can move around on spun threads*), Zapper (*can produce electricity*)

Passives: Agility (+2 Speed), Metal Sound (+1 Special Attack), Download (*Your Attack is +1 against targets with lower Special Defense than Defense. Your Special Attack is +1 against targets with lower Defense than Special Defense.*)

Moves (Attack +6, Special Attack +6, Speed +6)

Metal Claw - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Flame Charge - *Melee Fire Attack:* At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

Zap Cannon - *Ranged(30ft) Electric Special Attack:* 1/day 5d12. Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

Hyper Beam - *Ranged(25ft beam) Normal Special Attack:* 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Legendary

Techno Blast - *Ranged(40ft, 20ft blast) Normal Special Attack:* At-Will 3d8. Techno Blast's type can be changed to Ice, Electric, Fire, or Water when used.

Genesis Panic - *Legendary Passive* - When your HP is at 40 or less HP, all of your attacks become At-Will frequency. If you use a move that you normally would not be able to use any more per day due to its frequency, you lose 1d12 HP when you use it.

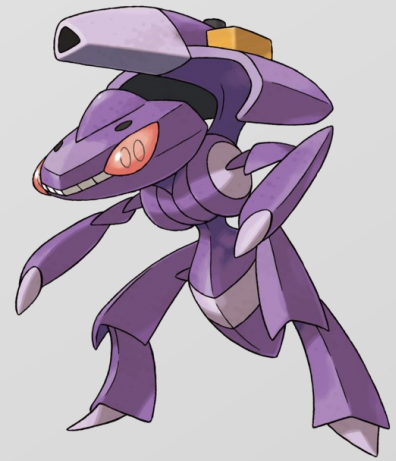
Folding Form - *Legendary Passive* - Once per turn as a free action, Genesect can change into its Folded Form or back into its regular form. While in its aerodynamic Folded Form, its Speed is 25, but Genesect cannot attack.

Biology: Diet - Ergovore, Habitat - Cave / Urban Lab

Proficiencies: Bug / Electric / Steel / Magnetic

Genesect was revived from an ancient fossil and technologically enhanced by Team Plasma to create the most powerful Pokémon ever. The project was cancelled and

the associated laboratory was closed because Team Plasma's leader decided that the original Pokémon would lose their beauty if modified by science. However, some scientists kept working on it, angry that N denied their talent. In secret, the scientists reconstructed Genesect and installed the cannon on its back. They made several Genesect and many other laboratories stole and replicated the blueprints to create more Genesect.



Mew is an extremely rare Pokémon that has been seen by only a few people. Information on every Pokémon in the world is contained in Mew's cell structure, so unsurprisingly it can use any move in existence. Some Pokémon scholars believe Mew to be the ancestor of all existing Pokémon, but the idea is debatable. Mew fossils were found and taken by Team Rocket funded scientists to create the perfect life form. Mew is rarely found by anyone, and even when seen is never recognized as a Mew due to its transformative powers.



Mewtwo was created after years of horrific gene splicing and DNA engineering experiments based on Mew's DNA. It is said that most Mewtwo have the most savage heart among all Pokémon, lack compassion, and strike fear into its enemy with cold, glowing eyes. Because it was engineered to be the ultimate in battle, it can only think of defeating its foes and subjugating others with its psychic powers. When Team Rocket funded its creation, the first Mewtwo completely obliterated the lab it was born from killing all of the scientists present for its birth. Somehow research related to replicating the experiments related to creating Mewtwo was leaked before the first Mewtwo destroyed its place of birth and other Rocket cells have used their data to recreate the savage experiment, meaning it is not a unique being. Many savage in strength and cruelty exist scattered in remote places around the world.

Mew



Psychic - Small (Size), Light (Weight)

Hit Points: 100 **Defense:** 12 **Special Defense:** 12

Speed: 10 (50 ft.) **Attack:** 10 **Special Attack:** 11

Skills: Flight (*can fly*), Intelligence (*very smart*), Invisibility (*can turn invisible*), Mind Lock (*mind can't be read*), Stealth (*can make stealth skill checks*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Amnesia (+2 Special Defense), Barrier (+2 Defense), Nasty Plot (+1 Special Attack), Synchronize (*When you are Burned, Poisoned, Paralyzed, or Toxicified by a foe, by a foe, the offender is also given the same affliction.*)

Moves (Attack +5, Special Attack +5, Speed +5)

Psychic - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Aura Sphere - Ranged(30ft) Fighting Special Attack: 1/day 3d12. You can't miss targets with less than 20 Special Defense.

Metronome - Normal Effect: 3/day. Immediately use a random attack (non-Legendary).

Legendary

Enigma Transformation - Ranged(25ft) Normal Effect: At-Will. You transform into another non-legendary Pokémon then recover 25 HP. You can use any of the Pokémon's moves and have all of its passives. You may also use any move that the Pokémon could feasibly learn while transformed. Mew retains all of its moves and passives, but may replace its non-HP stats when Mew transforms with the Pokémon Mew transformed into. 3/day Enigma Transformation can be used as a free action. Enigma Transformation lasts as long as Mew wants it to

Biology: Diet - Omnivore, Habitat - Forest / Mountain / Rainforest

Proficiencies: Mew can know any move



Mewtwo



Psychic - Large (Size), Heavy (Weight)

Hit Points: 330 **Defense:** 16 **Special Defense:** 16

Speed: 13 (65 ft.) **Attack:** 11 **Special Attack:** 16

Skills: Flight (*can fly*), Intelligence (*very smart*), Mind Lock (*mind can't be read*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*), Mind Control (*can enslave up to three targets hit with Psychic-type attacks at a time*)

Passives: Amnesia (+2 *Special Defense*), Barrier (+2 *Defense*), Nasty Plot (+1 *Special Attack*), Insomnia (*You are immune to being put to Sleep.*), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Steadfast (*When you are Stunned, your Speed is +1 for 10 mins.*)

Moves (Attack +5, Special Attack +8, Speed +6)

Confusion - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Psychic - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Recover - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

Legendary

Psystrike - Ranged(20ft) Psychic Special Attack: 1/day 5d12. Psystrike's Accuracy Check is made against the target's Defense.

Mind-reading Disable - Ranged(20ft) Normal Effect: 3/day. Choose an attack the target knows. That move cannot be used by the target for 5 mins.

Force Field - Legendary Passive - +5 Defense, +5 Special Defense

Mega Evolution - 3/day as a free action, Mega Evolve into Mega Mewtwo X or Mega Mewtwo Y if Mewtwo possesses a Mega Stone for 10 mins.

Psycho Rage - 3/day choose two other different moves except for Recover to use as your attack, ignoring their frequencies. Mewtwo may only use Psycho Rage while below 100 HP.

Mindslaver - Legendary Passive - When Mewtwo hits with a Psychic-type attack, the target must make a Concentration skill check of 11 or higher (Pokémon roll without adding anything). If they fail, Mewtwo may choose to deal no damage with the attack but now decides how the target acts on their turns until they make a Concentration Skill check of 16 or higher on their turn or Mewtwo dismisses them from control.



Mega Mewtwo X



Psychic / Fighting - Large (Size), Heavy (Weight)

Hit Points: 330 **Defense:** 17 **Special Defense:** 17

Speed: 13 (65 ft.) **Attack:** 19 **Special Attack:** 16

Additional Moves (Attack +9, Special Attack +8, Speed +6)

Zen Headbutt - Melee Psychic Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

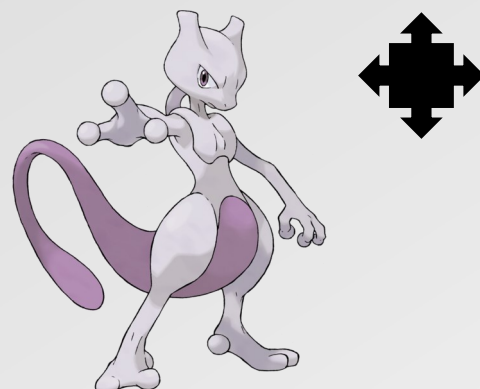
Drain Punch - Melee Fighting Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

Triple Kick - Melee Fighting Attack: 3/day 1d20. Triple Kick is a Scatter attack. Up to 3 attacks. Triple Kick's last attack on hit deals an additional 1d12 damage.

Despite not being designed with the feature in mind, Mewtwo is compatible with rare Mega Stones. Instead of gathering power from a bond with a human partner to enable the Mega Evolution, Mewtwo in possession of a Mega Stone can Mega Evolve with no Key Stone, instead through sheer rage and force alone.

Biology: Diet - Omnivore, Habitat - Cave / Urban Abandoned

Proficiencies: Psychic / Bruiser / Elemental Attack / Energy Blast



Mega Mewtwo Y

Psychic - Large (Size), Heavy (Weight)

Hit Points: 330 **Defense:** 14 **Special Defense:** 19

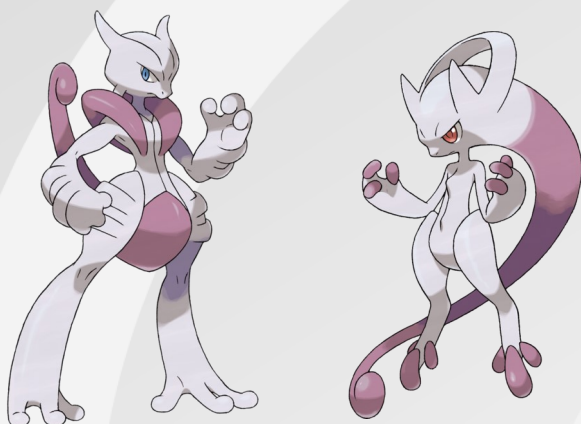
Speed: 14 (70 ft.) **Attack:** 15 **Special Attack:** 20

Additional Moves (Attack +7, Special Attack +10, Speed +7)

Mirror Coat - Ranged(40ft) Psychic Effect: 1/day. Mirror Coat is used as a Reaction. After an enemy hits you with a ranged Special Attack move that deals damage, use Mirror Coat to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

Hyper Blast - Ranged(25ft beam) Normal Special Attack: 1/day 5d20. Hyper Blast has -2 during Accuracy Check. You may have Hyper Blast be a Psychic-type attack.

Extreme Speed - Melee Normal Attack: 3/day 3d10. Extreme Speed has Priority and cannot be contested for Priority.



Nihilego, codenamed PARASITE, is a parasitic organism and, by latching onto one's head, is capable of injecting a neurotoxin that subtly alters the thoughts and actions of any human or Pokémon that becomes its host. This neurotoxin stimulates intense feelings of excitement while causing a loss of inhibitions, which acts to forcibly bring out any latent potential within the host while wearing away at their minds. Nihilego's exact levels of intelligence are unknown, but it seems to act mainly on a self-preservation instinct.

Nihilego

Rock / Poison - Medium (Size), Medium (Weight)

Hit Points: 66 **Defense:** 6 **Special Defense:** 13*

Speed: 10 (50 ft.) **Attack:** 6 **Special Attack:** 13

Skills: Flight (can fly)

Passives: Tickle (+1 Attack, +1 Defense)

Moves (Attack +3, Special Attack +6, Speed +5)

Clear Smog - Ranged(5ft burst) Poison Special Attack: At-Will 1d12.

Psybeam - Ranged(15ft beam) Psychic Special Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

Power Gem - Ranged(20ft) Rock Special Attack: 3/day 3d10.

Venom Drench - Ranged(10ft) Poison Effect: 3/day. Venom Drench can only target a Poisoned or Toxified enemy. On hit, the target's Attack, Special Attack, and Speed are -3 for 10 mins. This effect cannot be stacked.

Head Smash - Melee Rock Attack: 1/day 7d12. On hit, you lose HP equal to half of the damage you deal.

Ultra Beast

Beast Boost - Ultra Beast Passive - Whenever you knock out a foe, your highest(or marked if tied*) stat is raised +1 for 10 mins.

Biology: Diet - Omnivore, Habitat - Foreign Dimension

Proficiencies: Electric / Poison / Psychic / Rock / Parasitic



Ultra Beasts infrequently appear from Ultra Wormholes. These appearances are apparently as unexpected for the Ultra Beasts as for people and Pokémon, which tends to make them combative. They are especially drawn to people who have passed through an Ultra Wormhole, due to the residual wormhole energy on them, apparently expecting to find a wormhole they can use to return home.

Ultra Beasts have been extensively studied and many have been codenamed. They each have uniquely terrifying traits, but once captured behave much like Pokémon when partnered with powerful trainers.

Buzzwole



Bug / Fighting - Large (Size), Superweight (Weight)

Hit Points: 66 **Defense:** 16 * **Special Defense:** 5

Speed: 8 (40 ft.) **Attack:** 15 **Special Attack:** 5

Skills: Flight (*can fly*), Strength (*very strong*)

Passives: Bulk Up (+1 Attack, +1 Defense), Harden (+1 Defense), Focus Energy (*Attacks are critical hits on natural 18-20*)

Moves (Attack +7, Special Attack +2, Speed +4)

Power-Up Punch - *Melee Fighting Attack: At-Will 2d6.* On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Taunt - *Ranged(20ft) Dark Effect: 3/day.* On hit, the target may only use attacks that target you or your allies for 1 min.

Lunge - *Melee Bug Attack: 3/day 3d8.* On hit, the target's Attack is -1 for 10 mins. This effect cannot be stacked.

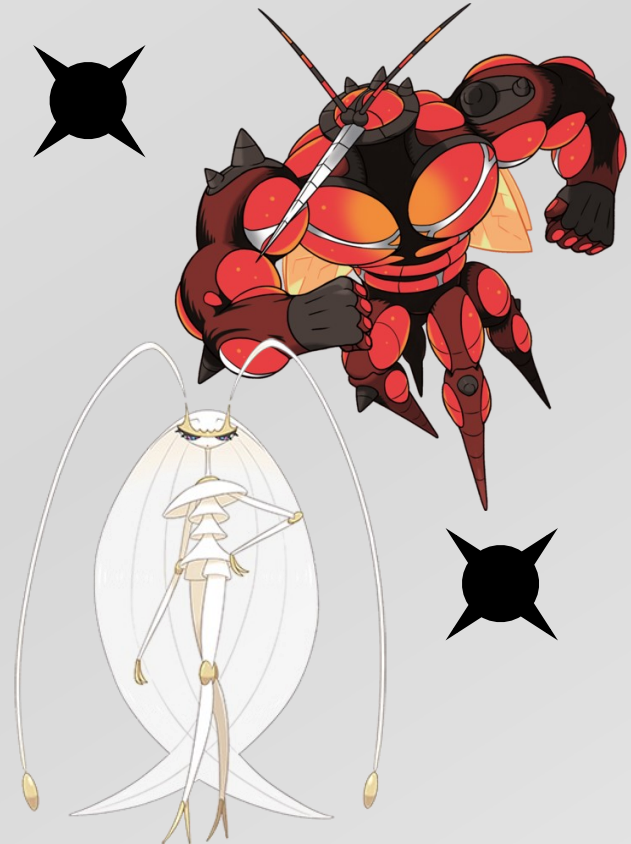
Dynamic Punch - *Melee Fighting Attack: 1/day 5d12.* Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

Counter - *Melee Fighting Effect: 1/day.* Counter is used as a Reaction. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

Ultra Beast

Beast Boost - *Ultra Beast Passive* - Whenever you knock out a foe, your highest(*or marked if tied**) stat is raised +1 for 10 mins.

The most notable feature of Buzzwole is its ability to strengthen itself. Codenamed ABSORPTION, by stabbing its proboscis into a foe, it absorbs the foe's energy. This in turn triggers a chemical reaction within its body fluids that causes its muscles to grow at explosive rates, further augmenting its already considerable strength. Buzzwole appears to strike bodybuilding poses before it performs any sort of action. This is thought to be its main form of communication, but what it could be trying to communicate is not understood.



Pheromosa, codenamed BEAUTY, have lithe, elegant bodies capable of sudden feats of acceleration, able to twitch its limbs at an estimated 120 mph instantaneously. It also produces a sort of disarming pheromone, which is described as previously unknown to science that can cause those nearby to become awestruck by its presence. It displays a considerable reluctance towards touching anything, as if it interprets the world as being unclean somehow.

Biology: Diet - Omnivore, Habitat - Foreign Dimension

Proficiencies: Bug / Fighting / Martial (*No Kicks*) / Parasitic / Winged

Pheromosa



Bug / Fighting - Large (Size), Medium (Weight)

Hit Points: 42 **Defense:** 4 **Special Defense:** 4

Speed: 17 (85 ft.)* **Attack:** 15 **Special Attack:** 14

Skills: Flight (*can fly*), Strength (*very strong*)

Passives: Agility (+2 Speed), Leer (+1 Attack)

Moves (Attack +7, Special Attack +7, Speed +8)

Silver Wind - Ranged(10ft) Bug Special Attack: 1/day 2d8. On hit, your Attack, Special Attack, Defense, Special Defense, and Speed are each raised +1 for 1 hour.

Bounce - Melee Flying Attack: 1/day 3d12. When you use this attack, you raise yourself 40 ft into the air, then you immediately end your turn. During your next turn, return to the ground, then your movement speed is doubled and then you may roll Bounce's Accuracy Check and damage. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Triple Kick - Melee Fighting Attack: 3/day 1d20. Triple Kick is a Scatter attack. Up to 3 attacks. Triple Kick's last attack on hit deals an additional 1d12 damage.

Bug Buzz - Ranged(20ft) Bug Special Attack: 1/day 3d12. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

High Jump Kick - Melee Fighting Attack: 1/day 5d12. High Jump Kick has -2 during Accuracy Check. If you miss, you lose HP equal to half of your Max HP.

Ultra Beast

Beast Boost - Ultra Beast Passive - Whenever you knock out a foe, your highest(*or marked if tied**) stat is raised +1 for 10 mins.

Biology: Diet - Omnivore, Habitat - Foreign Dimension

Proficiencies: Bug / Fighting / Lepidopteran / Martial (*No Punches*) / Winged

Xurkitree, codenamed LIGHTNING, raids power plants and is speculated to sustain itself with electricity. This is supported by observations that it will plug its limbs and tail into the ground when it is low on energy and enter a tree-like state to absorb electricity from the earth. Its entire body crackles with astonishing electrical power. The cables that make up its body have been noted as being made of the same material as electrical wiring, and as such are highly efficient conductors of electricity. Its body contains an organ that produces energy, and it can discharge tens of thousands of volts at once.



Xurkitree



Electric - Large (Size), Superweight (Weight)

Hit Points: 48 **Defense:** 7 **Special Defense:** 9

Speed: 8 (40 ft.) **Attack:** 9 **Special Attack:** 20*

Skills: Flight (*can fly*), Zapper (*can produce electricity*)

Passives: Eerie Impulse (+2 Special Defense), Tail Glow (+3 Special Attack)

Moves (Attack +4, Special Attack +10, Speed +4)

Signal Beam - Ranged(15ft beam) Bug Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Confused.

Thunderbolt - Ranged(30ft) Electric Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Hypnosis - Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

Power Whip - Melee Grass Attack: 1/day 5d12. Power Whip has -2 during Accuracy Check.

Zap Cannon - Ranged(30ft) Electric Special Attack: 1/day 5d12. Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

Ultra Beast

Beast Boost - Ultra Beast Passive - Whenever you knock out a foe, your highest(*or marked if tied**) stat is raised +1 for 10 mins.

Biology: Diet - Ergovore, Habitat - Foreign Dimension

Proficiencies: Electric / Energy Blast / Parasitic

Celesteela



Steel / Flying - Gigantic (Size), Superweight (Weight)

Hit Points: 60 **Defense:** 12* **Special Defense:** 10

Speed: 8 (40 ft.) **Attack:** 10 **Special Attack:** 12

Skills: Flight (*can fly*)

Passives: Autotomize (+2 Speed), Iron Defense (+2 Defense), Metal Sound (+1 Special Attack)

Moves (Attack +5, Special Attack +6, Speed +4)

Smack Down - Ranged(25ft) Rock Attack: 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

Mega Drain - Melee Grass Special Attack: 3/day 2d10. On hit, you regain HP equal to half of the damage dealt.

Flash Cannon - Ranged(20ft) Steel Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Seed Bomb - Ranged(15ft) Grass Attack: 3/day 3d10.

Heavy Slam - Melee Steel Attack: 3/day 3d10. Heavy Slam can only target lighter targets.

Ultra Beast

Beast Boost - Ultra Beast Passive - Whenever you knock out a foe, your highest(*or marked if tied**) stat is raised +1 for 10 mins.

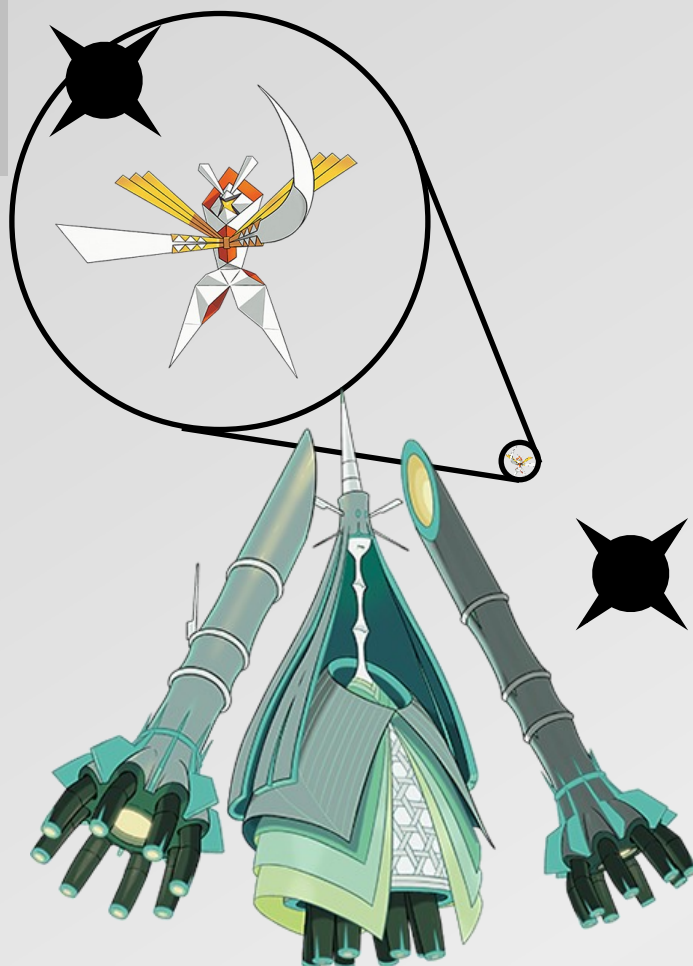
Biology: Diet - Terravore, Habitat - Foreign Dimension

Proficiencies: Flying / Grass / Steel / Stampeding

Celesteela, codenamed BLASTER, has a distinctive feature- it can store massive amounts of energy within itself: a flammable gas that it can shoot from its two huge arms. This is mostly used to propel itself in flight and for battle, but it is thought to have sufficient power and lift to even fly into space. Celesteela rocket thrusts are powerful enough to destroy a small forest. Despite being Steel-type, its body is plantlike and can absorb nutrients from the soil. Celesteela can have a long lifespan, as one was found buried deep underground for over two-hundred years.

Despite its small size compared to the other Ultra Beasts, Kartana, codenamed SLASH, is extremely dangerous, as every edge of its body is incredibly sharp. It is able to cut down steel with one stroke of the blades on its arms, and any opponents that try to attack can be similarly cut apart. Its light, paper-like body allows it to evade most attacks by simply floating out of the way, but it also makes it highly vulnerable to fire and moisture.

Guzzlord, codenamed GLUTTONY, bodies feel like hard rubber. In order to eat, its tongue moves in a wave-like motion that pulls food towards its mouth. There have been reports of it eating small hills and buildings in less than a day. Its constant hunger causes it to eat anything within reach of its two, pincer-like tongues. Despite its appetite, no droppings have ever been found. It is speculated to convert everything it consumes into energy with no waste leftover. It is highly dangerous as it embodies the word omnivorous more than any other creature yet discovered.



Kartana



Grass / Steel - Tiny (Size), Featherweight (Weight)

Hit Points: 36 **Defense:** 13 **Special Defense:** 3

Speed: 11 (55 ft.) **Attack:** 20* **Special Attack:** 6

Skills: Flight (*can fly*)

Passives: Swords Dance (+2 Attack)

Moves (Attack +10, Special Attack +3, Speed +5)

Sacred Sword - *Melee Fighting Attack:* 3/day 3d10. Sacred Sword has +2 during Accuracy Check.

Leaf Blade - *Melee Grass Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.

X-Scissor - *Melee Bug Attack:* 3/day 3d10.

Air Slash - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Psycho Cut - *Ranged(20ft) Psychic Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Psycho Cut is a critical hit.

Ultra Beast

Beast Boost - *Ultra Beast Passive* - Whenever you knock out a foe, your highest(*or marked if tied**) stat is raised +1 for 10 mins.

Biology: Diet - Herbivore, Habitat - Foreign Dimension

Proficiencies: Blades

Guzzlord



Dark / Dragon - Gigantic (Size), Superweight (Weight)

Hit Points: 132 **Defense:** 5 **Special Defense:** 5

Speed: 4 (20 ft.) **Attack:** 10* **Special Attack:** 10

Skills: Sinker (*can't swim*), Strength (*very strong*)

Passives: -

Moves (Attack +5, Special Attack +5, Speed +2)

Stomping Tantrum - *Melee Ground Attack:* 1/day 3d12. If you missed with your last attack during the last round, Stomping Tantrum has 5d12 for damage instead.

Crunch - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Thrash - *Melee Normal Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

Heavy Slam - *Melee Steel Attack:* 3/day 3d10. Heavy Slam can only target lighter targets.

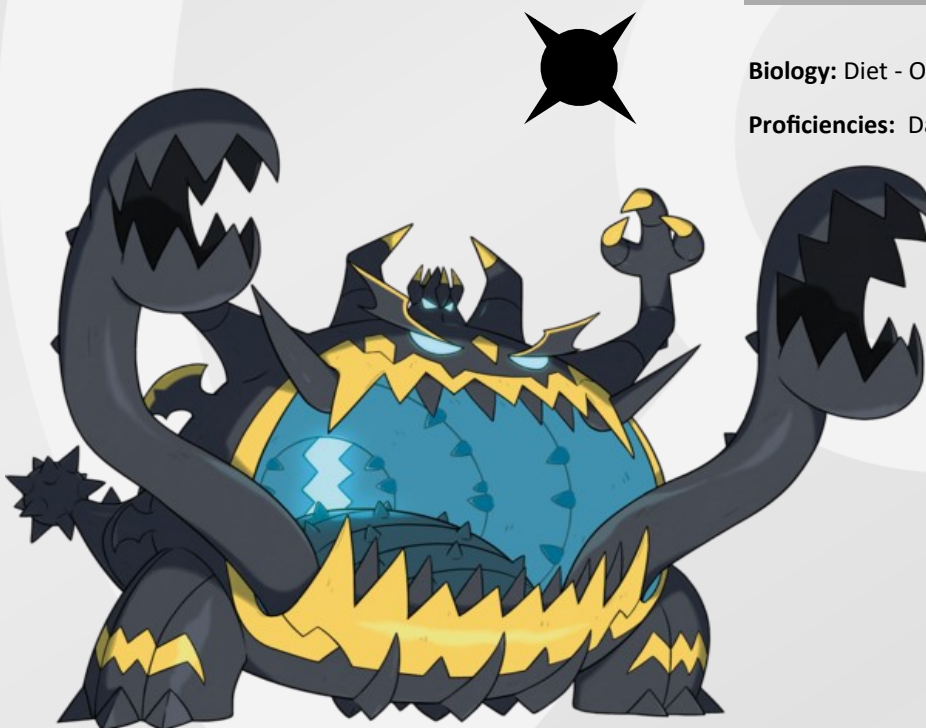
Dragon Rush - *Melee Dragon Attack:* 3/day 3d10. Dragon Rush has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Ultra Beast

Beast Boost - *Ultra Beast Passive* - Whenever you knock out a foe, your highest(*or marked if tied**) stat is raised +1 for 10 mins.

Biology: Diet - Omnivore, Habitat - Foreign Dimension

Proficiencies: Dark / Dragon / Poison / Glutton / Stampeding



Stakataka



Rock / Steel - Huge (Size), Superweight (Weight)

Hit Points: 36 **Defense:** 23* **Special Defense:** 10

Speed: 3 (15 ft.) **Attack:** 13 **Special Attack:** 5

Skills: Modular (*consists of 137 parts*), Sinker (*can't swim*), Strength (*very strong*)

Passives: Autotomize (+2 Speed), Iron Defense (+2 Defense),

Moves (Attack +6, Special Attack +2, Speed +1)

Protect - *Self Normal Effect:* 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

Rock Blast - *Ranged(10ft) Rock Attack:* At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

Rock Slide - *Ranged(20ft, 10ft wave) Rock Attack:* 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Stealth Rock - *Ranged(5ft) Rock Effect:* 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check.

Iron Head - *Melee Steel Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Ultra Beast

Beast Boost - *Ultra Beast Passive* - Whenever you knock out a foe, your highest(*or marked if tied**) stat is raised +1 for 10 mins.

Biology: Diet - Terravore, Habitat - Foreign Dimension

Proficiencies: Steel / Rock / Magnetic / Stamping

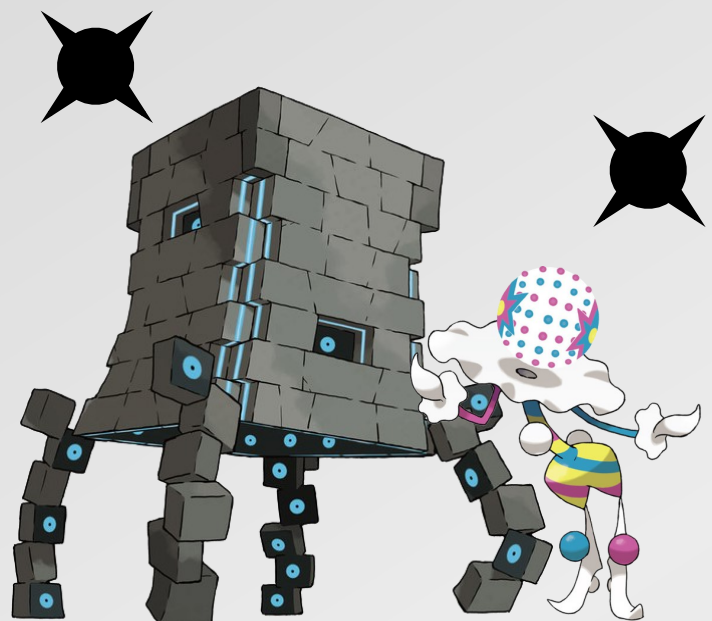
Composed of many dark gray, stone lifeforms stacked together to form a four-sided tower with a spindly leg on each corner, Stakataka, codenamed ASSEMBLY, is a hivemind Ultra Beast who shifts around as its body constantly forms a solid creature. Each stone square has a black underside with a circular, glowing blue eye in the center. These eyes will turn red whenever angered or fighting and share what they see with each other part of Stakataka. Stakataka hates having anything on top of itself and will violently try to shake anything stacked on top of it.

Codenamed BURST, Blacephalon is a destructive Ultra Beast who is prone to throwing what seems to be its head at others, only to have it destructively explode. Blacephalon heads seem to regrow very quickly but its destructive blasts are disruptive nonetheless. It seems to like gathering attention and will perform tricks and slapstick bits to gather a crowd before randomly exploding, much to the dismay and panic of onlookers.

Poipole, codenamed ADHESIVE, has a large head that is filled with a glowing, adhesive poison, which it can fire from the needles on its head. While spraying opponents with this venom, it almost seems to laugh wildly. This Ultra Beast will nest with others of its kind, making what looks like hives when latched together. It is the only known Ultra Beast to evolve in the same way Pokémon do.



The evolved Ultra Beast, Naganadel, codenamed STINGER, houses hundreds of liters of poisonous liquid inside its body. It fires a glowing, venomous liquid from its needles. This liquid is also immensely adhesive. It flies with much more certainty after growing wings through what seems to be evolution and is greatly dangerous and predatory. With stingers through its body, hands, and wings, approaching this Ultra Beast is very dangerous.



Blacephalon



Fire / Ghost - Large (Size), Medium (Weight)

Hit Points: 30 **Defense:** 5 **Special Defense:** 9

Speed: 11 (55 ft.) **Attack:** 13 **Special Attack:** 16*

Skills: Firestarter (*can create fire*)

Passives: Calm Mind (+1 Special Attack, +1 Special Defense),

Moves (Attack +6, Special Attack +8, Speed +5)

Ember - Ranged(10ft) Fire Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Astonish - Melee Ghost Attack: At-Will 1d10. On hit, if you got 19 or higher on Accuracy Check, the target is Stunned.

Light Screen - Ranged(30ft) Normal Effect: 3/day. Place 40ft of Light Screen Wall. Light Screen Wall has the following ability: Special Attacks that target through this wall deal 10 less damage after applying weakness and resistance. This Wall disappears after 2 mins.

Shadow Ball - Ranged(20ft) Ghost Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Ultra Beast

Beast Boost - Ultra Beast Passive - Whenever you knock out a foe, your highest(*or marked if tied**) stat is raised +1 for 10 mins.

Mind Blown - Ranged(20ft burst) Fire Special Attack: 1/day 5d20. On hit, you lose 15 HP.

Biology: Diet - Omnivore, Habitat - Foreign Dimension

Proficiencies: Fire / Ghost / Psychic / Weird



Poipole



Poison - Small (Size), Light (Weight)

Hit Points: 42 **Defense:** 8 **Special Defense:** 7

Speed: 7 (35 ft.) **Attack:** 7 **Special Attack:** 8

Skills: Flight (*can fly*)

Passives: Growl (+1 Defense), Nasty Plot (+1 Special Attack),

Moves (Attack +3, Special Attack +4, Speed +3)

Peck - Melee Flying Attack: At-Will 2d6.

Acid Spray - Ranged(20ft) Poison Special Attack: 3/day 1d20. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Poison Jab - Melee Poison Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned.

Naganadel



Poison / Dragon - Huge (Size), Heavy (Weight)

Hit Points: 42 **Defense:** 8 **Special Defense:** 7

Speed: 12 (60 ft.) **Attack:** 7 **Special Attack:** 14*

Skills: Flight (*can fly*)

Passives: Growl, Nasty Plot

Moves (Attack +3, Special Attack +7, Speed +6)

Air Cutter - Ranged(15ft) Flying Special Attack: At-Will 2d8. Air Cutter has -1 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Air Cutter is a critical hit.

Fell Stinger - Melee Bug Attack: At-Will 2d8. If you knock out a target with Fell Stinger, your Attack is +2 for 10 mins. This effect cannot be stacked.

Dragon Pulse - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

Toxic - Melee Poison Effect: 1/day. Toxic has -3 during Accuracy Check, unless the user is Poison type. On hit, the target is Toxicifies the target.

Ultra Beast

Beast Boost - Ultra Beast Passive - Whenever you knock out a foe, your highest(*or marked if tied**) stat is raised +1 for 10 mins.

Biology: Diet - Omnivore, Habitat - Foreign Dimension

Evolution: Poipole Naganadel

Proficiencies: Dragon / Poison / Prickly / Winged (*Naganadel*)

Articuno



Ice / Flying - Large (Size), Medium (Weight)

Hit Points: 108 **Defense:** 10 **Special Defense:** 13

Speed: 11 (55 ft.) **Attack:** 9 **Special Attack:** 10

Skills: Flight (*can fly*), Freezer (*can create ice*), Guster (*can produce wind*)

Passives: Agility (+2 Speed), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Snow Cloak (*While in Hailing weather, any foe's attacks made against you have -1 during Accuracy Check.*)

Moves (Attack +4, Special Attack +5, Speed +5)

Ice Beam - Ranged(20ft beam) Ice Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Blizzard - Ranged(20ft, 10ft wave) Ice Special Attack: 1/day 5d12. Blizzard has -2 during Accuracy Check unless it's Hailing. On hit, if you got 18 or higher on Accuracy Check, the targets are Frozen.

Hurricane - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

Sheer Cold - Ranged(15ft, 10ft wave) Ice Special Attack: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Roost - Self Flying Effect: 1/day. You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

Legendary

Birds of Legend - *Legendary Passive* - You are compelled to compete for dominance in the presence of other Birds of Legend.

Biology: Diet - Omnivore, Habitat - Artic / Tundra

Proficiencies: Flying / Ice / Psychic (*Remote Isles Articuno*) / Avian / Blades (*Remote Isles Articuno*) / Winged

When Articuno flaps its wings, it can chill the moisture in the air around it, making snow fall. It flies from icy mountain to icy mountain. According to legend, it appears before doomed travelers lost in icy regions. Articuno sometimes aids travelers and guides them to safety. Articuno lives in cold, isolated locations.



Articuno (Remote Isles)



Psychic / Flying - Large (Size), Medium (Weight)

Hit Points: 108 **Defense:** 9 **Special Defense:** 10

Speed: 12 (60 ft.) **Attack:** 9 **Special Attack:** 13

Skills: Flight (*can fly*), Guster (*can produce wind*), Telekinetic (*can move things with their mind*)

Passives: Agility (+2 Speed), Competitive (*If a foe lowers any of your stats, you have +2 Special Attack until your lowered stats are returned to normal.*), Pressure

Moves (Attack +4, Special Attack +6, Speed +6)

Confusion - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Hypnosis - Ranged(10ft) Psychic Effect: 3/day. Hypnosis has -4 during Accuracy Check. On hit, the target is put Asleep.

Hurricane - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

Recover - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

Legendary

Freezing Glare - Ranged(20ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Birds of Legend - *Legendary Passive* - You are compelled to compete for dominance in the presence of other Birds of Legend.



Zapdos (Remote Isles)



Fighting / Flying - Large (Size), Medium (Weight)

Hit Points: 108 **Defense:** 9 **Special Defense:** 9

Speed: 12 (60 ft.) **Attack:** 13 **Special Attack:** 9

Skills: Flight (*can fly*)

Passives: Agility (+2 Speed), Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*), Pressure

Moves (Attack +6, Special Attack +4, Speed +6)

Drill Peck - *Melee Flying Attack:* 3/day 3d10.

Detect - *Ranged Fighting Effect:* 1/day. Detect is used as a Reaction. When you would be hit by a move, use Detect to instead ignore the damage and any effects of the attack.

Brick Break - *Melee Fighting Attack:* 3/day 3d8. Destroy any Walls within 5 ft. You may target Walls with Brick Break without needing to roll Accuracy Check or damage.

Close Combat - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Legendary

Thunderous Kick - *Melee Fighting Attack:* 1/day 5d12. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Birds of Legend - *Legendary Passive* - You are compelled to compete for dominance in the presence of other Birds of Legend.

Zapdos



Electric / Flying - Large (Size), Medium (Weight)

Hit Points: 108 **Defense:** 9 **Special Defense:** 9

Speed: 12 (60 ft.) **Attack:** 9 **Special Attack:** 13

Skills: Flight (*can fly*), Gust (can produce wind), Zapper (*can produce electricity*)

Passives: Agility (+2 Speed), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Static (*Whenever you are hit with a melee attack, roll 1d4. On 4, Paralyze the attacker.*)

Moves (Attack +4, Special Attack +6, Speed +6)

Drill Peck - *Melee Flying Attack:* 3/day 3d10.

Thunderbolt - *Ranged(30ft) Electric Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Thunder - *Ranged(30ft, 5ft blast) Electric Special Attack:* 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

Zap Cannon - *Ranged(30ft) Electric Special Attack:* 1/day 5d12. Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

Roost - *Self Flying Effect:* 1/day. You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

Legendary

Birds of Legend - *Legendary Passive* - You are compelled to compete for dominance in the presence of other Birds of Legend.

Biology: Diet - Omnivore, Habitat - Mountain / Urban Plant

Proficiencies: Electric / Fighting (*Remote Isles Zapdos*) / Flying / Martial (Kicks) (*Remote Isles Zapdos*) / Avian / Winged

Zapdos causes savage thunderstorms by flapping its glittering wings. Zapdos flaps its wings, and summer storms appear, throwing lightning every which way. It's said that you can hear this legendary Pokémon coming, as its wings make a very distinctive popping sound as it flies. In places with droughts, it is a great blessing to have a Zapdos fly by and bring a downpour with its lightnings storms.



Moltres



Fire / Flying - Large (Size), Medium (Weight)

Hit Points: 108 **Defense:** 9 **Special Defense:** 9

Speed: 11 (55 ft.) **Attack:** 10 **Special Attack:** 13

Skills: Firestarter (*can create fire*), Flight (*can fly*), Gust (*can produce wind*)

Passives: Agility (+2 Speed), Flame Body (*Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.*), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*)

Moves (Attack +5, Special Attack +6, Speed +5)

Fire Spin - Ranged(20ft) Fire Special Attack: 3/day 1d4. On hit, the target is bound in place for 1d4 rounds. For each round the target is bound, it takes 1d4 special damage on its turns.

Flamethrower - Ranged(20ft beam) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Heat Wave - Ranged(25ft burst) Fire Special Attack: 1/day 3d12. On hit, if you got 17 or higher on Accuracy Check, targets are Burned.

Burn Up - Ranged(25ft burst) Fire Special Attack: 1/day 5d12. After use, if the user is only Fire type it becomes Normal type, and if the user is Fire type and another type it loses its Fire typing. This effect lasts for 10 mins.

Roost - Self Flying Effect: 1/day. You must be on the ground to use Roost. You are healed HP equal to half of your Max HP.

Legendary

Birds of Legend - *Legendary Passive* - You are compelled to compete for dominance in the presence of other Birds of Legend.

Biology: Diet - Omnivore, Habitat - Cave / Mountain

Proficiencies: Dark (*Remote Isles Moltres*) / Fire / Flying / Avian / Winged

As tradition has it, the onset of spring heralds the return of Moltres from its southern home. Its bright orange color and fiery aspect lends to its overwhelming appearance. If Moltres is injured, it returns to a volcano to heal its wings with magma. It can turn the night sky red with every flap of its wings creating a dazzling flare of flames.



Moltres (Remote Isles)



Dark / Flying - Large (Size), Medium (Weight)

Hit Points: 108 **Defense:** 9 **Special Defense:** 13

Speed: 11 (55 ft.) **Attack:** 9 **Special Attack:** 11

Skills: Flight (*can fly*), Gust (*can produce wind*)

Passives: Agility (+2 Speed), Nasty Plot (+1 Special Attack), Berserk (*While below half HP, you have +2 Special Attack.*), Pressure

Moves (Attack +4, Special Attack +5, Speed +5)

Sucker Punch - Melee Dark Attack: 1/day 3d8. Sucker Punch is used as a Reaction. When you are a targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

Air Slash - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Hurricane - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

Endure - Ranged Normal Effect: 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.

Legendary

Fiery Wrath - Ranged(20ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

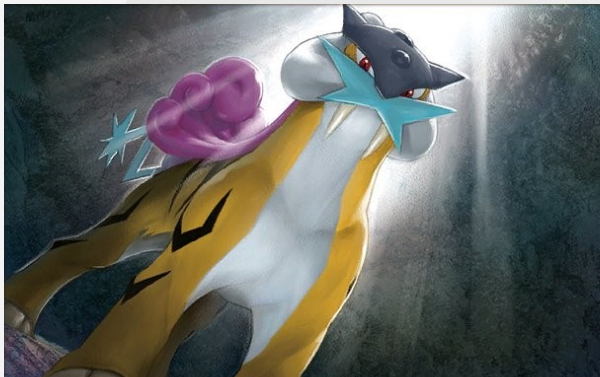
Birds of Legend - *Legendary Passive* - You are compelled to compete for dominance in the presence of other Birds of Legend.



It is said that when an Articuno and Moltres combines their powers of ice and fire, they are the source and cradle of the nearby oceans, and that a Zapdos with its electric energy creates the currents and streams. These three legendary birds are closely bound to the guardian of the ocean, Lugia. They hold a fierce rivalry between each other and will bicker and infight until chaos in the sky is loosed throughout the lands nearby. Lugia is said to rise from a nearby sea and quell their fighting. The birds will return to wherever they live if they are broken up during their fighting.



If you see a bolt of lightning flash across the ground instead of from the sky, you may have just caught a glimpse of a Raikou. If you hear a peal of thunder that lasts longer than it should, that may be the roar of a Raikou. The rain clouds it carries on its back let it fire thunderbolts. Some stories claim that it descended with lightning.



The three legendary beasts are said to embody the three events that symbolize renewal in an ancient tale. Raikou is the lightning that begins change, Entei is the fire that burns away the past, and Suicune represents the winds and rain that put out the fires. It is no wonder they are associated with Ho-oh, the legendary Pokémon who comes back to life in its death from the ashes. Ho-oh is said to protect these legendary beasts from harm whenever it can.

Raikou



Electric - Large (Size), Heavy (Weight)

Hit Points: 108 **Defense:** 8 **Special Defense:** 11

Speed: 12 (60 ft.) **Attack:** 10 **Special Attack:** 13

Skills: Strength (*very strong*), Zapper (*can produce electricity*),

Passives: Calm Mind (+1 Special Attack, +1 Special Defense), Leer (+1 Attack), Inner Focus (You are immune to being Stunned.), Pressure (If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.), Volt Absorb (When you are hit by an electric-type attack, half the damage after applying weakness and resistance, then you heal that much HP instead of taking damage.)

Moves (Attack +5, Special Attack +6, Speed +6)

Roar - Ranged(30ft burst) Normal Effect: 1/day. On hit, Pokémon that are smaller than you will not want to fight and will attempt to run away from you.

Thunder Fang - Melee Electric Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Paralyzed.

Crunch - Melee Dark Attack: 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Rain Dance - Water Field Effect: 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Thunder - Ranged(30ft, 5ft blast) Electric Special Attack: 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

Legendary

Legendary Sprint - *Legendary Passive* - If you move in one direction for more than 100 ft, your Speed becomes 30 until you change direction or stop. While moving at this speed, you may run over any terrain.

Biology: Diet - Omnivore, Habitat - Grassland / Mountain

Proficiencies: Electric / Claws / Fangs / Weather

Entei



Fire - Large (Size), Superweight (Weight)

Hit Points: 144 **Defense:** 9 **Special Defense:** 9

Speed: 10 (50 ft.) **Attack:** 12 **Special Attack:** 10

Skills: Firestarter (*can create fire*), Strength (*very strong*)

Passives: Calm Mind (+1 Special Attack, +1 Special Defense), Leer (+1 Attack), Flash Fire (*If hit by a Fire-type attack, your Fire type attacks deal +1d10 damage for 2 mins.*), Inner Focus (*You are immune to being Stunned.*), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*)

Moves (Attack +6, Special Attack +5, Speed +5)

Roar - Ranged(30ft burst) Normal Effect: 1/day. On hit, Pokémon that are smaller than you will not want to fight and will attempt to run away from you.

Fire Fang - Melee Fire Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Burned.

Flamethrower - Ranged(20ft beam) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Fire Blast - Ranged(40ft, 10ft blast) Fire Special Attack: 1/day 5d12. Fire Blast has -2 during Accuracy Check unless it's Sunny. On hit, if you got 18 or higher on Accuracy Check, the targets are Burned.

Eruption - Ranged(30ft burst) Fire Special Attack: 1/day 3d10. If you are at Max HP, Eruption has 5d12 for damage instead.

Legendary

Legendary Sprint - *Legendary Passive* - If you move in one direction for more than 100 ft, your Speed becomes 30 until you change direction or stop. While moving at this speed, you may run over any terrain.

Biology: Diet - Omnivore, Habitat - Cave / Mountain

Proficiencies: Fire / Claws / Fangs / Weather



Entei embodies the passion and complete dominance of magma. In myth, it is said to have been born in the eruption of a volcano. It sends up massive bursts of fire that utterly consume all that they touch. It's said that nearby volcanoes erupt when it roars. Unable to contain its sheer power, it races headlong around the land.



Suicune has the power to walk across water and purify tainted water with its touch. It travels across grasslands in search of water to purify. Northern winds always seem to blow stronger in its presence. Suicune are said to appear to the pure and encourages the start of positive change, having purified any darkness left behind from sudden and violent change.



Suicune



Water - Large (Size), Superweight (Weight)

Hit Points: 120 **Defense:** 12 **Special Defense:** 13

Speed: 9 (45 ft.) **Attack:** 8 **Special Attack:** 10

Skills: Fountain (*can create water*), Strength (*very strong*)

Passives: Calm Mind (+1 Special Attack, +1 Special Defense), Leer (+1 Attack), Inner Focus (*You are immune to being Stunned.*), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Water Absorb (*When you are hit by a water-type attack, half the damage after applying weakness and resistance, then you heal that much HP instead of taking damage.*)

Moves (Attack +4, Special Attack +5, Speed +4)

Ice Fang - *Melee Ice Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

Bubble Beam - *Ranged(20ft) Water Special Attack:* 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Aurora Beam - *Ranged(15ft beam) Ice Special Attack:* 3/day 3d8. On hit, all target's Attack are -1 for 10 mins. This effect cannot be stacked.

Hydro Pump - *Ranged(30ft beam) Water Special Attack:* 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

Rain Dance - *Water Field Effect:* 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Legendary

Legendary Sprint - *Legendary Passive* - If you move in one direction for more than 100 ft, your Speed becomes 30 until you change direction or stop. While moving at this speed, you may run over any terrain.

Biology: Diet - Omnivore, Habitat - Forest / Grassland

Proficiencies: Ice / Water / Claws / Fangs / Weather

Guardian deities work together as a unit to protect a region. It is unknown how a set of guardian deities assign themselves to a part of the world, but wherever they appear the region's culture is partially shaped by their presence. Whether they split their protection over four quadrants of a region, four islands, or four corners, they all will come together when a greater threat is present that any single guardian cannot fend off on its own.

Each guardian can form itself into a totem-looking symbol and summon forth a massive being of light with their body serving as the head of this humanoid titan. The guardians do so temporarily to savagely attack anything that would threaten the land they've tied themselves to.



Tapu Koko is known for protecting its home, but it is fickle and will not necessarily help people in need. However, it is very curious, and may come to play or battle with people or Pokémon that interest it. It is able to store electricity by closing itself inside the shells on its arms. It has an explosive temper, but can instantly forget what enraged it in the first place.



Tapu Lele is known to scatter glowing scales, which affect others by stimulating and healing their bodies; however, these scales are also dangerous if too many are touched at once. An old legend says that Tapu Lele ended a war by healing the tired warriors with its scales. Its strength comes from the energy stored within its shell. If Tapu Lele finds itself at a disadvantage in battle, it will prioritize not outright losing as opposed to trying for a decisive victory. It is said to gain energy from the scent of flowers.

Tapu Koko



Electric / Fairy - Medium (Size), Medium (Weight)

Hit Points: 84 **Defense:** 10 **Special Defense:** 8

Speed: 15 (75 ft.) **Attack:** 14 **Special Attack:** 10

Skills: Flight (*can fly*), Strength (*very strong*), Zapper (*can produce electricity*)

Passives: Agility (+2 *Speed*), Screech (+2 *Attack*), Withdraw (+1 *Defense*), Electric Surge (*As a free action you may deplete one use of Electric Terrain and use Electric Terrain.*), Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

Moves (Attack +7, Special Attack +5, Speed +7)

Thunder Shock - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Spark - Melee Electric Attack: 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Wild Charge - Melee Electric Attack: 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal.

Electric Terrain - Electric Field Effect: 3/day. You create a circle of Electrified Terrain with a 60ft diameter. Anyone touching the ground within the Electrified terrain is immune to being put to Sleep. Within the Electrified Terrain, Electric-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Legendary

Nature's Madness - Ranged(25ft) Fairy Special Attack: 1/day. On hit, the target's current HP is halved.

Guardian Deity - Legendary Passive - When at the post you are guarding (temple, shrine, sacred ground), you take 10 less damage from any attack.

Guardian Sync - Legendary Passive - When you are with at least one other Guardian and at least one ally's Guardian Deity is active, your HP is 420.

Biology: Diet - Herbivore, Habitat - Forest / Mountain / Urban Temple or Shrine

Proficiencies: Electric / Fairy / Avian / Martial



Tapu Bulu is able to command vegetation to grow and change shape to its will. Despite its fearsome power, it is largely inactive, leading some to consider it a lazy guardian. It has a peaceful disposition and does not like to cause unnecessary violence, so it rings the bell on its tail to alert others of its presence. However, it is merciless to those who offend it and it is said to have once repelled thieves from its ruins by swinging trees like clubs.



Tapu Fini can freely manipulate water and gains energy from ocean currents. To avoid harm to itself in battle, it shrouds its surroundings in a mysterious fog that sends its opponents into a self-destructive trance. The guardian also unleashes this fog as a test for those who seek the special water it can create, which is said to purify anything it touches. Tapu Fini does not care much for humans. Despite this, it is willing to help those who prove themselves worthy.



Tapu Lele



Psychic / Fairy - Medium (Size), Medium (Weight)

Hit Points: 84 **Defense:** 10 **Special Defense:** 12

Speed: 10 (50 ft.) **Attack:** 10 **Special Attack:** 13

Skills: Flight (*can fly*), Strength (*very strong*), Telekinetic (*can move things with their mind*)

Passives: Tickle (+1 Attack, +1 Defense), Withdraw (+1 Defense), Psychic Surge (*As a free action you may deplete one use of Psychic Terrain and use Psychic Terrain.*), Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

Moves (Attack +5, Special Attack +6, Speed +5)

Confusion - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Draining Kiss - Melee Fairy Special Attack: 3/day 2d8. On hit, you regain HP equal to half of the damage dealt.

Moonblast - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Psychic Terrain - Psychic Field Effect: 3/day. You create a circle of Psychic Terrain with a 60ft diameter. If touching the ground, within the Psychic Terrain, Priority and Reaction moves may not be used. Within the Psychic Terrain, Psychic-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Legendary

Nature's Madness - Ranged(25ft) Fairy Special Attack: 1/day. On hit, the target's current HP is halved.

Guardian Deity - Legendary Passive - When at the post you are guarding (temple, shrine, sacred ground), you take 10 less damage from any attack.

Guardian Sync - Legendary Passive - When you are with at least one other Guardian and at least one ally's Guardian Deity is active, your HP is 420.

Biology: Diet - Herbivore, Habitat - Forest / Mountain / Urban Temple or Shrine

Proficiencies: Fairy / Psychic / Lepidopteran / Weird

Tapu Bulu



Grass / Fairy - Large (Size), Medium (Weight)

Hit Points: 84 **Defense:** 13 **Special Defense:** 10

Speed: 10 (50 ft.) **Attack:** 13 **Special Attack:** 9

Skills: Flight (*can fly*), Sprouter (*can manipulate plant life*), Strength (*very strong*)

Passives: Scary Face (+2 Speed), Withdraw (+1 Defense), Grassy Surge (*As a free action you may deplete one use of Grassy Terrain and use Grassy Terrain.*), Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

Moves (Attack +6, Special Attack +4, Speed +5)

Zen Headbutt - Melee Psychic Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Horn Leech - Melee Grass Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

Megahorn - Melee Bug Attack: 1/day 5d12.

Grassy Terrain - Grass Field Effect: 3/day. You create a circle of Grassy Terrain with a 60ft diameter. Anyone who acts within the Grassy terrain recovers 1d12 HP after acting. Within the Grassy Terrain, Grass-type attacks deal an additional 8 damage. This terrain disappears after 2 mins.

Legendary

Nature's Madness - Ranged(25ft) Fairy Special Attack: 1/day. On hit, the target's current HP is halved.

Guardian Deity - Legendary Passive - When at the post you are guarding (temple, shrine, sacred ground), you take 10 less damage from any attack.

Guardian Sync - Legendary Passive - When you are with at least one other Guardian and at least one ally's Guardian Deity is active, your HP is 420.

Biology: Diet - Herbivore, Habitat - Forest / Mountain / Urban Temple or Shrine

Proficiencies: Fairy / Grass / Horned / Martial

Tapu Fini



Water / Fairy - Medium (Size), Medium (Weight)

Hit Points: 84 **Defense:** 13 **Special Defense:** 13

Speed: 9 (45 ft.) **Attack:** 8 **Special Attack:** 10

Skills: Flight (*can fly*), Fountain (*can create water*), Gilled (*can breathe underwater*), Strength (*very strong*), Swimmer (*can swim*)

Passives: Withdraw (+1 Defense), Misty Surge (*As a free action you may deplete one use of Misty Terrain and use Misty Terrain.*), Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

Moves (Attack +4, Special Attack +5, Speed +4)

Water Gun - Ranged(20ft) Water Special Attack: At-Will 2d6.

Aqua Ring - Self Water Effect: 1/day. Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.

Muddy Water - Ranged(20ft, 10ft wave) Water Special Attack: 1/day 3d12. On hit, any target's Accuracy Checks are -2 during their next turn. This effect cannot be stacked.

Misty Terrain - Fairy Field Effect: 3/day. You create a circle of Misty Terrain with a 60ft diameter. Within the Misty terrain, Dragon-type attacks are resisted by anyone who is not already resistant to Dragon-type attacks and afflictions cannot be given to anyone. This terrain disappears after 2 mins.

Legendary

Nature's Madness - Ranged(25ft) Fairy Special Attack: 1/day. On hit, the target's current HP is halved.

Guardian Deity - *Legendary Passive* - When at the post you are guarding (temple, shrine, sacred ground), you take 10 less damage from any attack.

Guardian Sync - *Legendary Passive* - When you are with at least one other Guardian and at least one ally's Guardian Deity is active, your HP is 420.

Biology: Diet - Herbivore, Habitat - Forest / Mountain / Urban Temple or Shrine

Proficiencies: Fairy / Water / Healer / Piscean

The Swords of Justice have challenged humans according to legend in order to protect other Pokémon from losing their homes to human expansion. According to legend, the Swords of Justice distrust humans because of the war that endangered the Pokémon. They fought back against the human armies, overwhelming them with their combined might. It has been said that if human conflict ever again threatened to safety of Pokémon, that they would return to quell the fighting and preserve a climate of peace. They live in remote places but will come to each other's aid if possible.



Cobalion has a composed demeanor, but dislikes humans. Once, it fought against people to protect Pokémon. Its glare can make even an unruly Pokémon obey it. Cobalion is said to have the air of a leader since its birth and acts as the leader whenever in the presence of other Swords of Justice. If peace is possible, Cobalion is capable of calming even the most vicious of foes.



Terrakion fought humans alongside the other Swords of Justice in order to protect Pokémon. Terrakion is said to possess a phenomenal power, which can destroy a castle wall with one blow. Should a small Pokémon be bullied by anyone or anything, Terrakion will crush the oppressor without mercy. Terrakion is a follower and rarely acts on its own without instruction by another Sword of Justice.

Cobalion



Steel / Fighting - Large (Size), Superweight (Weight)

Hit Points: 108 **Defense:** 13 **Special Defense:** 7

Speed: 11 (55 ft.) **Attack:** 12 **Special Attack:** 10

Skills: Strength (*very strong*), Telepath (*can read minds*)

Passives: Swords Dance (+2 Attack), Work Up (+1 Attack, +1 Special Attack), Justified (When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.)

Moves (Attack +6, Special Attack +5, Speed +5)

Double Kick - *Melee Fighting Attack:* 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

Metal Claw - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Iron Head - *Melee Steel Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Sacred Sword - *Melee Fighting Attack:* 3/day 3d10. Sacred Sword has +2 during Accuracy Check.

Close Combat - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Legendary

Swords of Justice - *Legendary Passive* - Whenever you are fighting alongside another Sword of Justice, your attacks deal +6 damage. In addition, your Defense and Special Defense is +1 for each other Sword of Justice you are fighting alongside.

Biology: Diet - Omnivore, Habitat - Cave / Forest / Grassland / Mountain

Proficiencies: Fighting / Steel / Blades / Stamping



Terrakion



Rock / Fighting - Large (Size), Superweight (Weight)

Hit Points: 108 **Defense:** 9 **Special Defense:** 9

Speed: 11 (55 ft.) **Attack:** 16 **Special Attack:** 8

Skills: Strength (*very strong*), Telepath (*can read minds*)

Passives: Swords Dance (+2 Attack), Work Up (+1 Attack, +1 Special Attack), Justified (When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.)

Moves (Attack +8, Special Attack +4, Speed +5)

Double Kick - *Melee Fighting Attack:* 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

Smack Down - *Ranged(25ft) Rock Attack:* 3/day 1d20. On hit, Smack Down knocks the target out of the air, removing any Ground-type immunities and disabling the target's ability to move in the air for 2 mins.

Stone Edge - *Ranged(25ft) Rock Attack:* 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

Sacred Sword - *Melee Fighting Attack:* 3/day 3d10. Sacred Sword has +2 during Accuracy Check.

Close Combat - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Legendary

Swords of Justice - *Legendary Passive* - Whenever you are fighting alongside another Sword of Justice, your attacks deal +6 damage. In addition, your Defense and Special Defense is +1 for each other Sword of Justice you are fighting alongside.

Biology: Diet - Omnivore, Habitat - Cave / Forest / Grassland / Mountain

Proficiencies: Fighting / Rock / Blades / Stamping



Virizion



Grass / Fighting - Large (Size), Superweight (Weight)

Hit Points: 108 **Defense:** 7 **Special Defense:** 13

Speed: 11 (55 ft.) **Attack:** 12 **Special Attack:** 10

Skills: Strength (*very strong*), Telepath (*can read minds*)

Passives: Swords Dance (+2 Attack), Work Up (+1 Attack, +1 Special Attack), Justified (When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.)

Moves (Attack +6, Special Attack +5, Speed +5)

Double Kick - *Melee Fighting Attack:* 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

Giga Drain - *Melee Grass Special Attack:* 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

Leaf Blade - *Melee Grass Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, Leaf Blade is a critical hit.

Sacred Sword - *Melee Fighting Attack:* 3/day 3d10. Sacred Sword has +2 during Accuracy Check.

Close Combat - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Legendary

Swords of Justice - *Legendary Passive* - Whenever you are fighting alongside another Sword of Justice, your attacks deal +6 damage. In addition, your Defense and Special Defense is +1 for each other Sword of Justice you are fighting alongside.

Biology: Diet - Omnivore, Habitat - Cave / Forest / Grassland / Mountain

Proficiencies: Fighting / Grass / Blades / Stamping



Keldeo



Water / Fighting - Large (Size), Medium (Weight)

Hit Points: 108 **Defense:** 9 **Special Defense:** 9

Speed: 11 (55 ft.) **Attack:** 10 **Special Attack:** 14

Skills: Strength (*very strong*), Telepath (*can read minds*)

Passives: Swords Dance (+2 Attack), Work Up (+1 Attack, +1 Special Attack), Justified (When a foe hits you with a Dark-type attack, your Attack is +1 for 10 mins.)

Moves (Attack +5, Special Attack +7, Speed +5)

Double Kick - *Melee Fighting Attack:* 3/day 1d20. Double Kick is a Scatter attack. It has two attacks.

Aqua Jet - *Melee Water Attack:* At-Will 2d6. Aqua Jet has Priority.

Bubble Beam - *Ranged(20ft) Water Special Attack:* 3/day 3d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Sacred Sword - *Melee Fighting Attack:* 3/day 3d10. Sacred Sword has +2 during Accuracy Check.

Close Combat - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Legendary

Swords of Justice - *Legendary Passive* - Whenever you are fighting alongside another Sword of Justice, your attacks deal +6 damage. In addition, your Defense and Special Defense is +1 for each other Sword of Justice you are fighting alongside.

Biology: Diet - Omnivore, Habitat - Cave / Forest / Grassland / Mountain

Proficiencies: Fighting / Water / Blades / Bruiser



Virizion battled against humans in order to protect Pokémon. Virizion attacks its opponents by first darting around them with whirlwind-like speed before using its horns on its head. The horns are as sharp as blades. The blades are used to swiftly cut down opponents. One unique trait among the Swords of Justice held dearly by Virizion is its seeming interest in keeping its appearance as elegant as possible. It will often start working to get any grime off of itself, even during battle, while carrying on with a fight.



Keldeo was trained by the other members of the Swords of Justice. Keldeo tends to journey across the land, and often appears at beautiful watersides. Keldeo also travels in order to further improve itself through training. It can walk across water by ejecting water from its hooves. It is said Keldeo must endure harsh battles in order for the forehead horn to develop, which is when its true power will be awakened. Until then, its horn is short and white. It is thought that when Keldeo becomes resolute, its body fills with power and it becomes swifter. The horn on its forehead is filled with hidden power earned through countless battles against oppressive forces. Its horn can change into a sword which can cut through nearly anything.



Long ago, the Forces of Nature Thundurus and Tornadus fought in the sky and wrought terrible destruction upon the land with their ferocious gales and fierce thunderstorms. Landorus, mostly immune to the fury of Thundurus and Tornadus, punished the two of them for their feud and tamed them both. For this reason, people will often find shrines to Landorus and warnings of the dangerous Tornadus and Thundurus.



The lower half of a Tornadus body is wrapped in a cloud of energy. It zooms through the sky at dizzying speeds. Tornadus expels massive energy from its tail, causing severe storms. If left unchecked, the power is eventually great enough to blow houses away. The windstorms it can brew are even greater once it changes into its Therian form— it grows massive wings that help to stir up terrible hurricanes.



The spikes on a Thundurus tail discharge immense bolts of lightning as it cracks its tail violently. It flies around the sky and twirls its tail to gather massive black thunderclouds. It shattered rock and tree with its massive thunderbolts and starts forest fires, sometimes not letting its clouds rain to stir up more destruction. In its Therian form, it grows massive forearms and swipe around, tearing bolts of lightnings into the ground and spreading mayhem.

Tornadus



Flying - Huge (Size), Medium (Weight)

Incarnate Form

Hit Points: 96 **Defense:** 7 **Special Defense:** 8

Speed: 13 (65 ft.) **Attack:** 12 **Special Attack:** 13

Therian Form

Hit Points: 96 **Defense:** 8 **Special Defense:** 9

Speed: 14 (70 ft.) **Attack:** 10 **Special Attack:** 11

Skills: Flight (*can fly*), Freezer (*can create ice*), Guster (*can produce wind*)

Passives: Agility (+2 Speed), Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*), Prankster (*Your attacks that do not deal damage on hit have Priority.*), Regenerator (*You recover to Max HP after resting for 1 hour.*)

Moves (**Attack +6/+5, Special Attack +6/+5, Speed +6/+7**)

Air Slash - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Dark Pulse - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Revenge - Melee Fighting Attack: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

Thrash - Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies.

Hurricane - Ranged(25ft, 10ft blast) Flying Special Attack: 1/day 5d12. Hurricane has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Confused.

Legendary

Force of Nature - *Legendary Passive* - As a free action, you may change into your Therian Form, or change back into your Incarnate Form.

Biology: Diet - Omnivore, Habitat - Mountain

Proficiencies: Flying / Elemental Attack EI / Weather



Landorus seems to live above the skies. It comes down to quell the massive destruction the other Forces of Nature commit when they get out of hand. Neither Thundurus nor Tornadus become too destructive unless they meet and begin to compete for the most destruction. At this point, Landorus will descend to lay down its law. It will take on its Therian form if necessary to pounce on and tear through the destructive Forces of Nature. Landorus enjoys many shrines built in its name and will kindly water fields of crops for those who pay it homage.



Thundurus



Electric / Flying - Huge (Size), Medium (Weight)

Incarnate Form

Hit Points: 96 **Defense:** 7 **Special Defense:** 8

Speed: 13 (65 ft.) **Attack:** 12 **Special Attack:** 14

Therian Form

Hit Points: 96 **Defense:** 7 **Special Defense:** 9

Speed: 12 (60 ft.) **Attack:** 11 **Special Attack:** 15

Skills: Flight (*can fly*), Guster (*can produce wind*), Zapper (*can produce electricity*)

Passives: Agility (+2 Speed), Nasty Plot (+1 Special Attack), Defiant (*If a foe lowers any of your stats, you have +2 Attack until your lowered stats are returned to normal.*), Prankster (*Your attacks that do not deal damage on hit have Priority.*), Volt Absorb (*When you are hit by an electric-type attack, half the damage after applying weakness and resistance, then you heal that much HP instead of taking damage.*)

Moves (Attack +6/+5, Special Attack +7, Speed +6)

Shock Wave - Ranged(20ft) Electric Special Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

Dark Pulse - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Revenge - Melee Fighting Attack: 3/day 3d8. If you were attacked by the target this round, use 3d12 for damage instead.

Thrash - Melee Normal Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies.

Thunder - Ranged(30ft, 5ft blast) Electric Special Attack: 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

Legendary

Force of Nature - *Legendary Passive* - As a free action, you may change into your Therian Form, or change back into your Incarnate Form.

Biology: Diet - Omnivore, Habitat - Mountain

Proficiencies: Electric / Fighting / Weather

Landorus



Ground / Flying - Huge (Size), Medium (Weight)

Incarnate Form

Hit Points: 108 **Defense:** 10 **Special Defense:** 8

Speed: 10 (50 ft.) **Attack:** 15 **Special Attack:** 12

Therian Form

Hit Points: 108 **Defense:** 10 **Special Defense:** 8

Speed: 9 (45 ft.) **Attack:** 17 **Special Attack:** 11

Skills: Flight (*can fly*), Groundshaper (*can manipulate the ground*), Guster (*can produce wind*)

Passives: Intimidate (+1 Defense), Swords Dance (+2 Attack), Sand Force (*While in Sandstorming Weather, your Rock-type and Ground-type attacks deal +4 damage.*), Sheer Force (*Your attacks that have additional effects that affect the target may deal +4 damage, but will not have those additional effects.*)

Moves (Attack +7/+8, Special Attack +6/+5, Speed +5/+4)

Extrasensory - Ranged(10ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Rock Slide - Ranged(20ft, 10ft wave) Rock Attack: 1/day 5d12. Rock Slide has -2 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Earthquake - Ranged(30ft burst) Ground Attack: 1/day 5d12.

Stone Edge - Ranged(25ft) Rock Attack: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

Outrage - Melee Dragon Attack: 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies.

Legendary

Force of Nature - *Legendary Passive* - As a free action, you may change into your Therian Form, or change back into your Incarnate Form.

Biology: Diet - Omnivore, Habitat - Mountain

Proficiencies: Ground / Psychic / Stampeding / Weather



Latias



Dragon / Psychic - Large (Size), Medium (Weight)

Hit Points: 96 **Defense:** 10 **Special Defense:** 13

Speed: 14 (70 ft.) **Attack:** 9 **Special Attack:** 11

Skills: Flight (*can fly*), Guster (*can produce wind*), Invisibility (*can turn invisible*), Telepath (*can read minds*)

Passives: Agility (+2 Speed), Charm (+1 Defense), Dragon Dance (+1 Attack, +1 Speed), Levitate (*You are immune to Ground-type moves while you are airborne.*)

Moves (Attack +4, Special Attack +5, Speed +7)

Heal Pulse - Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Recover - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

Psychic - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

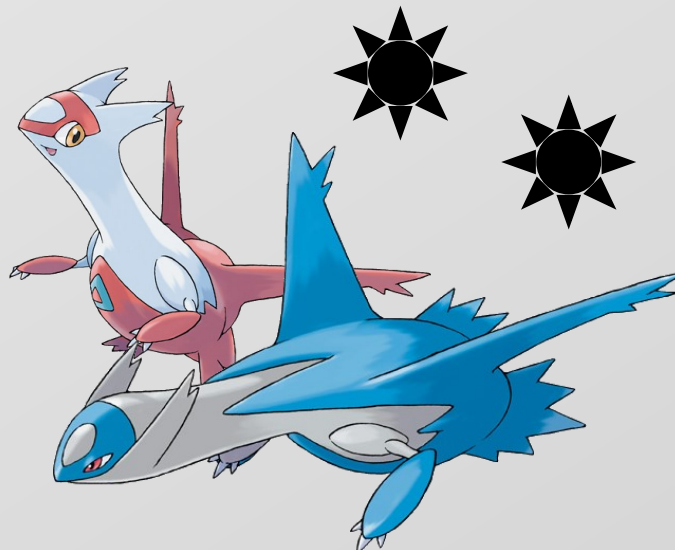
Dragon Pulse - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

Legendary

Mega Evolution - 3/day As a free action, Mega Evolve into Mega Latias if Latias possesses a Mega Stone for 10 mins. When Mega Evolving, Latias gains 384 HP. When Mega Latias reverts, if it has more than 96 HP, it is lowered to 96 HP.

Mist Ball - Ranged(30ft) Psychic Special Attack: 3/day 5d10. On hit, target's Special Attack is -10 for 10 mins.

Legendary Flight - *Legendary Passive* - If you move in one direction for more than 100 ft, your Speed becomes 30 until you change direction or stop.



Latias and Latios are sibling legendary Pokémon, always paired with another. They serve as the guardians of Soul Dew, a relic from an ancient time that empowers both of them. Both, either through physical transformation or through some kind of illusion are capable of temporarily taking on the appearance of a human they've seen. They are exceedingly fast, becoming blurs that jet by at near-sonic speeds. Both are capable of using Mega Stones to Mega Evolve. Instead of using the power made from a bond with a trainer and their Pokémon, it is their reliance on each other that can empower them to Mega Evolve without the use of a Key Stone.

Mega Latias



Dragon / Psychic - Large (Size), Heavy (Weight)

Hit Points: 480 **Defense:** 13 **Special Defense:** 15

Speed: 14 (70 ft.) **Attack:** 11 **Special Attack:** 14

(Attack +5, Special Attack +7, Speed +7)



Biology: Diet - Omnivore, Habitat - Beach / Forest / Grassland / Mountain

Proficiencies: Psychic / Dragon / Draconian / Energy Blast

Latios



Dragon / Psychic - Large (Size), Medium (Weight)

Hit Points: 96 **Defense:** 9 **Special Defense:** 11

Speed: 14 (70 ft.) **Attack:** 10 **Special Attack:** 13

Skills: Flight (*can fly*), Gust (*can produce wind*), Invisibility (*can turn invisible*), Telepath (*can read minds*)

Passives: Agility (+2 Speed), Charm (+1 Defense), Dragon Dance (+1 Attack, +1 Speed), Levitate (*You are immune to Ground-type moves while you are airborne.*)

Moves (Attack +5, Special Attack +6, Speed +7)

Heal Pulse - Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Recover - Self Normal Effect: 1/day. You are healed HP equal to half of your Max HP.

Psychic - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Dragon Pulse - Ranged(10ft) Dragon Special Attack: 3/day 3d10.

Legendary

Mega Evolution - 3/day As a free action, Mega Evolve into Mega Latios is Latios possesses a Mega Stone for 10 mins. When Mega Evolving, Latios gains 384 HP. When Mega Latios reverts, if it has more than 96 HP, it is lowered to 96 HP.

Luster Purge - Ranged(20ft) Psychic Special Attack: 3/day 5d10. On hit, the target's Special Defense is -10 for 10 mins. This effect cannot be stacked.

Legendary Flight - Legendary Passive - If you move in one direction for more than 100 ft, your Speed becomes 30 until you change direction or stop.



Latias ruffles its feathers and cries loudly when there is hostility toward it. Its glass-like, downy feathers can enfold its body and refract light, which allows it to become invisible or alter its appearance. It is highly intelligent and is capable of using telepathy to communicate with others. Latias has the ability to share what it sees with its sibling Latios. It normally does not make contact with humans or other Pokémon, and disappears when an enemy is nearby.



Latios prefers compassionate Trainers, to whom it opens its heart. It uses telepathy to detect locations and the emotions of others, and is highly intelligent. If they sense the presence of a human or an enemy, they will generally use the light-bending trait of their down coats to make themselves invisible while they telepathically investigate. Where Latias is safe and will flee from potential conflict, Latios is more investigative and willing to fight it's way out of a bad situation it finds itself in.

Mega Latios



Dragon / Psychic - Large (Size), Heavy (Weight)

Hit Points: 480 **Defense:** 11 **Special Defense:** 12

Speed: 14 (70 ft.) **Attack:** 14 **Special Attack:** 16

(Attack +7, Special Attack +8, Speed +7)

Biology: Diet - Omnivore, Habitat - Beach / Forest / Grassland / Mountain

Proficiencies: Psychic / Dragon / Draconian / Energy Blast

Regirock



Rock - Huge (Size), Superweight (Weight)

Hit Points: 96 **Defense:** 22 **Special Defense:** 10

Speed: 5 (25 ft.) **Attack:** 10 **Special Attack:** 5

Skills: Groundshaper (*can manipulate the ground*), Magnetic (*controls magnetic fields*), Strength (*very strong*), Zapper (*can produce electricity*)

Passives: Iron Defense (+2 Defense), Clear Body (*Your stats cannot be lowered by a foe's effects.*), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

Moves (Attack +5, Special Attack +2, Speed +2)

Stomp - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Rock Throw - *Ranged(20ft) Rock Attack:* At-Will 2d6.

Stone Edge - *Ranged(25ft) Rock Attack:* 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

Hammer Arm - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

Hyper Beam - *Ranged(25ft beam) Normal Special Attack:* 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Legendary

Legendary Titans - *Legendary Passive* - When gathered with at least two other Legendary Titans, Regigigas is compelled to awaken if nearby.

Biology: Diet - Ergovore, Habitat - Cave / Mountain

Proficiencies: Electric / Rock / Magnetic / Stampeding



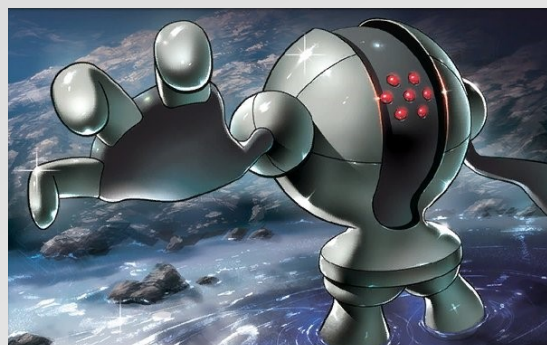
Long ago, Regigigas is said to have pulled the continents into place, and then created the hundreds of titans from an icy mountain, rocks, magma, and crystallized dragon energy in its image. Regigigas was apparently worshiped at one time, alongside the other legendary titans, by ancient people. Due to it being so powerful, Regigigas was sealed away. The many other titans were spirited away all over the world.



A titan that is made entirely of rocks and boulders. If parts of its body chip off in battle, Regirock repairs itself by adding new rocks. Supposedly, Regirock was the first kind of titan Regigigas built.



Regice wears an aura of terribly cold air. Small things will freeze solid just by going near this Pokémon. Its inner icy body is so cold, it will not melt even if it is immersed in magma. Regice was made by Regigigas during the ice age.



The body of Registeel is harder than any other kind of metal. The metal is composed of a mysterious substance. Not only is it hard, it shrinks and stretches flexibly. Regigigas made Registeel after the ice age while playing with a curious substance that is not of this earth.

Regice



Ice - Huge (Size), Superweight (Weight)

Hit Points: 96 **Defense:** 10 **Special Defense:** 22

Speed: 5 (25 ft.) **Attack:** 5 **Special Attack:** 10

Skills: Chilled (*always cold*), Freezer (*can create ice*), Magnetic (*controls magnetic fields*), Strength (*very strong*), Zapper (*can produce electricity*)

Passives: Amnesia (+2 Special Defense), Clear Body (*Your stats cannot be lowered by a foe's effects.*), Ice Body (*If in Hailing weather, you recover 4 HP after you act and you don't take damage from Hailing weather.*)

Moves (Attack +2, Special Attack +5, Speed +2)

Stomp - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Icy Wind - *Ranged(10ft) Ice Special Attack:* At-Will 2d8. On hit, the target's Speed is -1 for 10 mins. This effect cannot be stacked.

Ice Beam - *Ranged(20ft beam) Ice Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Hammer Arm - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

Hyper Beam - *Ranged(25ft beam) Normal Special Attack:* 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Legendary

Legendary Titans - *Legendary Passive* - When gathered with at least two other Legendary Titans, Regigigas is compelled to awaken if nearby.

Biology: Diet - Ergovore, Habitat - Cave / Mountain

Proficiencies: Electric / Ice / Magnetic / Stampeding



Registeel



Steel - Huge (Size), Superweight (Weight)

Hit Points: 96 **Defense:** 17 **Special Defense:** 17

Speed: 5 (25 ft.) **Attack:** 8 **Special Attack:** 8

Skills: Groundshaper (*can manipulate the ground*), Magnetic (*controls magnetic fields*), Strength (*very strong*), Zapper (*can produce electricity*)

Passives: Amnesia (+2 Special Defense), Iron Defense (+2 Defense), Clear Body (*Your stats cannot be lowered by a foe's effects.*), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

Moves (Attack +4, Special Attack +4, Speed +2)

Metal Claw - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Iron Head - *Melee Steel Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Flash Cannon - *Ranged(20ft) Steel Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Hammer Arm - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

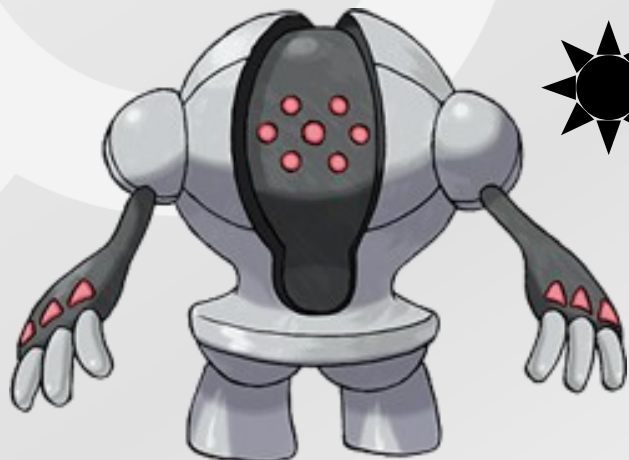
Hyper Beam - *Ranged(25ft beam) Normal Special Attack:* 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Legendary

Legendary Titans - *Legendary Passive* - When gathered with at least two other Legendary Titans, Regigigas is compelled to awaken if nearby.

Biology: Diet - Ergovore, Habitat - Cave / Mountain

Proficiencies: Electric / Steel / Magnetic / Stampeding



Regieleki



Electric - Huge (Size), Superweight (Weight)

Hit Points: 96 **Defense:** 5 **Special Defense:** 5

Speed: 20(100ft.) **Attack:** 10 **Special Attack:** 10

Skills: Magnetic (*controls magnetic fields*), Strength (*very strong*), Zapper (*can produce electricity*)

Passives: Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

Moves (Attack +5, Special Attack +5, Speed +10)

Stomp - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Thunder Shock - *Ranged(20ft) Electric Special Attack:* At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Thunder - *Ranged(30ft, 5ft blast) Electric Special Attack:* 1/day 5d12. Thunder has -2 during Accuracy Check unless it's Raining. On hit, if you got 14 or higher on Accuracy Check, the targets are Paralyzed.

Hyper Beam - *Ranged(25ft beam) Normal Special Attack:* 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Legendary

Thunder Cage - *Ranged(50ft burst) Electric Special Attack:* 1/day 3d8. On hit, all targets are bound to ground for 1d4 turns. For each turn the target is bound, it takes 1d6 damage.

Transistor - *Legendary Passive* - Electric-type attacks used within 100ft of you deal +8 damage.

Legendary Titans - *Legendary Passive* - When gathered with at least two other Legendary Titans, Regigigas is compelled to awaken if nearby.

Biology: Diet - Ergovore, Habitat - Cave / Mountain

Proficiencies: Electric / Magnetic / Stampeding

Regieleki is built like an electric reactor. If Regieleki were ever to become unstable, it would unleash a massive wave of devastating power. Of the legendary titans, Regieleki hums the loudest with a near-constant high pitched screech as it continuously generates power within itself.

Regidrago



Dragon - Huge (Size), Superweight (Weight)

Hit Points: 240 **Defense:** 5 **Special Defense:** 5

Speed: 9 (45 ft.) **Attack:** 11 **Special Attack:** 10

Skills: Magnetic (*controls magnetic fields*), Strength (*very strong*)

Passives: Dragon Dance (+1 Attack, +1 Speed), Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

Moves (Attack +5, Special Attack +5, Speed +4)

Stomp - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Dragon Breath - *Ranged(10ft) Dragon Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Hammer Arm - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

Hyper Beam - *Ranged(25ft beam) Normal Special Attack:* 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Legendary

Dragon Energy - *Ranged(30ft burst) Dragon Special Attack:* 1/day 3d10. If you are at Max HP, Dragon energy has 5d12 for damage instead.

Dragon's Maw - *Legendary Passive* - Dragon-type attacks used within 100ft of you deal +8 damage.

Legendary Titans - *Legendary Passive* - When gathered with at least two other Legendary Titans, Regigigas is compelled to awaken if nearby.

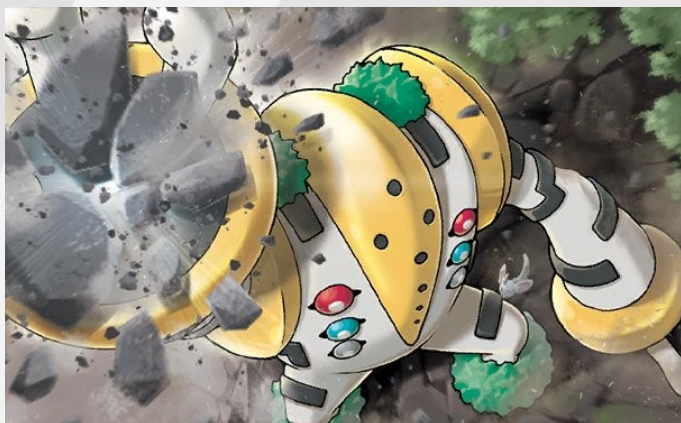
Biology: Diet - Ergovore, Habitat - Cave / Mountain

Proficiencies: Dragon / Draconic / Magnetic / Stampeding

Regidrago is a being that is made entirely of crystalized draconic energy. It is thought that at one time, Regidrago resembled an ancient Dragon Pokémon. Supposedly, the powers of every Dragon-type Pokémon are held within Regidrago and Regidrago is capable of releasing that draconian power during battle.



Regigigas is a skilled craftsman. It created the legendary titans out of inanimate objects and brought them to life. Regigigas is also capable of controlling the titans, though they have changed beyond their original design, so if anything Regigigas can only really aim them. It can survive extreme conditions as it is able to work with the boiling temperatures of magma as well as frigid ice. When Regigigas is disturbed from its slumber, it can sometimes go on a rampage, angry about being locked away for millennia.



Regigigas

Normal - Gigantic (Size), Superweight (Weight)

Hit Points: 1660 **Defense:** 13 **Special Defense:** 13

Speed: 2 (10 ft.) **Attack:** 2 **Special Attack:** 2

Skills: Groundshaper (*can manipulate the ground*), Magnetic (*controls magnetic fields*), Zapper (*can produce electricity*)

Passives: Amnesia (+2 Special Defense), Iron Defense (+2 Defense, Clear Body (*Your stats cannot be lowered by a foe's effects.*))

Moves (*Attack +1/+X, Special Attack +1/+X, Speed +1/+X*)

Stomp - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Confuse Ray - *Ranged(20ft) Ghost Effect:* 1/day. On hit, the target becomes Confused.

Dizzy Punch - *Melee Normal Attack:* 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

Heavy Slam - *Melee Steel Attack:* 3/day 3d10. Heavy Slam can only target lighter targets.

Giga Impact - *Melee(10ft burst) Normal Attack:* 1/day 5d20. Giga Impact has -2 during Accuracy Check. You cannot act during the next round.

Legendary

Monstrous Strength - *Legendary Passive* - Regigigas can move mountains by shoving them as quickly as it can move.

Slow Start - *Legendary Passive* - At the beginning of each of its turns, Regigigas gets +2 Attack, +2 Special Attack, and +2 Speed unless those stats are at 20 or higher. Then, if Regigigas uses Giga Impact or Hyper Beam while any of its stats are at 20 or higher, its Attack, Special Attack, and Speed are reset to 2 each and all of its frequencies are refreshed as if Regigigas has taken a long rest.

Biology: Diet - Ergovore, Habitat - Cave / Mountain / Tundra

Proficiencies: Dragon / Electric / Ice / Rock / Steel / Bruiser / Energy Blast / Stampeding

Uxie



Psychic - Small (Size), Featherweight (Weight)

Hit Points: 96 **Defense:** 13 **Special Defense:** 15

Speed: 10 (50 ft.) **Attack:** 8 **Special Attack:** 8

Skills: Flight (*can fly*), Intelligence (*very smart*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*),

Passives: Amnesia (+2 Special Defense), Levitate (*You are immune to Ground-type moves while you are airborne.*)

Moves (Attack +4, Special Attack +4, Speed +5)



Confusion - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.



Endure - Ranged Normal Effect: 1/day. Endure is used as a Reaction. If you are hit by an attack and would be knocked out, instead you are still at 1 HP.



Yawn - Melee Normal Effect: 3/day. On hit, the target falls Asleep after its next turn.



Future Sight - Ranged(30ft) Psychic Special Attack: 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.



Extrasensory - Ranged(10ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Legendary

Seal of Calamity - 3/day if you are with two other Seal of Calamity Legendary Pokémon you may each target the same Legendary Pokémon with over 300 Max HP, then your turn ends. If none of the Seal of Calamity Pokémon are knocked out by the start of your third turn from using Seal of Calamity, the targeted Pokémon is Under Control for 1d4 days. A Pokémon who is Under Control is tamed by the Seal of Calamity trio and the trio can command the Pokémon who is Under Control. Most often, the trio will quell the Pokémon's rampage and dismiss it back to wherever it came from.

Biology: Diet - Herbivore, Habitat - Cave / Lake

Proficiencies: Psychic / Elemental Attack FI / Tricky / Weird

When Arceus created the greater beings in the world that held domain over different aspects of reality, Arceus made a trio of legendary Pokémon who could act as a failsafe should any rampage beyond control. They are elusive Pokémon who are prone to fleeing and under most circumstances hate conflict.



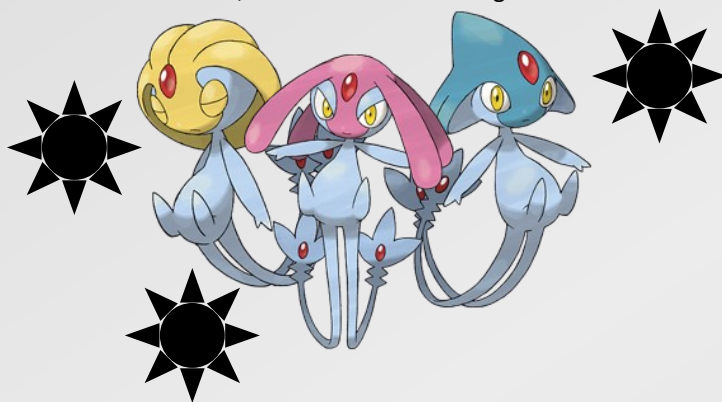
Uxie is known as the origin of knowledge. People learned to solve problems once it existed. It is said that if anyone sees its eyes, their mind will be wiped clean.



Mesprit is known as the origin of emotion. People learned joy and sorrow from it. It is said that if you touch Mesprit, you will no longer feel emotion ever again.



Azelf is known as the origin of willpower. People learned to act and do as they wished. It is said that if you harm Azelf, you will turn into a statue, unable to move ever again.



Mesprit

Psychic - Small (Size), Featherweight (Weight)

Hit Points: 96 **Defense:** 12 **Special Defense:** 11

Speed: 8 (40 ft.) **Attack:** 11 **Special Attack:** 11

Skills: Flight (*can fly*), Intelligence (*very smart*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Charm (+1 Defense), Levitate (*You are immune to Ground-type moves while you are airborne.*)

Moves (Attack +5, Special Attack +5, Speed +4)

Confusion - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Protect - Self Normal Effect: 1/day. Protect is used as a Reaction. When you would be hit by a move, use Protect to instead ignore the damage and any effects of the attack.

Lucky Chant - Ranged(30ft burst) Normal Effect: 3/day. Put a Lucky Coat on all allies and yourself. The Coat has the following ability: If you are hit by a Critical Hit, treat the hit as a regular successful hit. This Coat lasts for 2 rounds.

Future Sight - Ranged(30ft) Psychic Special Attack: 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

Extrasensory - Ranged(10ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Legendary

Seal of Calamity - 3/day if you are with two other Seal of Calamity Legendary Pokémon you may each target the same Legendary Pokémon with over 300 Max HP, then your turn ends. If none of the Seal of Calamity Pokémon are knocked out by the start of your third turn from using Seal of Calamity, the targeted Pokémon is Under Control for 1d4 days. A Pokémon who is Under Control is tamed by the Seal of Calamity trio and the trio can command the Pokémon who is Under Control. Most often, the trio will quell the Pokémon's rampage and dismiss it back to wherever it came from.

Biology: Diet - Herbivore, Habitat - Cave / Lake

Proficiencies: Psychic / Elemental Attack EI / Spellcraft / Weird

Azelf

Psychic - Small (Size), Featherweight (Weight)

Hit Points: 96 **Defense:** 7 **Special Defense:** 7

Speed: 12 (60 ft.) **Attack:** 13 **Special Attack:** 14

Skills: Flight (*can fly*), Intelligence (*very smart*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Nasty Plot (+1 Special Attack), Levitate (*You are immune to Ground-type moves while you are airborne.*)

Moves (Attack +6, Special Attack +7, Speed +6)

Confusion - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Detect - Ranged Fighting Effect: 1/day. Detect is used as a Reaction. When you would be hit by a move, use Detect to instead ignore the damage and any effects of the attack.

Uproar - Ranged(20ft burst) Normal Special Attack: 1/day 3d10. You may move, but then must use Uproar for two more consecutive rounds. Sleeping Pokémon within range of Uproar are awoken and Pokémon cannot go to Sleep within Uproar's range.

Future Sight - Ranged(30ft) Psychic Special Attack: 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

Extrasensory - Ranged(10ft) Psychic Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Legendary

Seal of Calamity - 3/day if you are with two other Seal of Calamity Legendary Pokémon you may each target the same Legendary Pokémon with over 300 Max HP, then your turn ends. If none of the Seal of Calamity Pokémon are knocked out by the start of your third turn from using Seal of Calamity, the targeted Pokémon is Under Control for 1d4 days. A Pokémon who is Under Control is tamed by the Seal of Calamity trio and the trio can command the Pokémon who is Under Control. Most often, the trio will quell the Pokémon's rampage and dismiss it back to wherever it came from.

Biology: Diet - Herbivore, Habitat - Cave / Lake

Proficiencies: Psychic / Elemental Attack EF / Hexwork / Weird

Heatran



Fire / Steel - Gigantic (Size), Superweight (Weight)

Hit Points: 216 **Defense:** 11 **Special Defense:** 11

Speed: 10 (50 ft.) **Attack:** 10 **Special Attack:** 14

Skills: Burrow (*moves through earth easily*), Climber (*treats walls and ceilings as normal terrain*), Firestarter (*can create fire*), Groundshaper (*can manipulate the ground*), Heater (*always warm*), Sinker (*can't swim*), Strength (*very strong*),

Passives: Leer (+1 Attack), Metal Sound (+1 Special Attack), Scary Face (+2 Speed), Flame Body (*Whenever you are hit with a melee attack, roll 1d4. On 4, Burn the attacker.*), Flash Fire (*If hit by a Fire-type attack, your Fire type attacks deal +1d10 damage for 2 mins.*)

Moves (Attack +5, Special Attack +7, Speed +5)

Iron Head - *Melee Steel Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.*

Heat Wave - *Ranged(25ft burst) Fire Special Attack: 1/day 3d12. On hit, if you got 17 or higher on Accuracy Check, targets are Burned.*

Stone Edge - *Ranged(25ft) Rock Attack: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.*

Earthquake - *Ranged(30ft burst) Ground Attack: 1/day 5d12.*

Legendary

Magma Storm - *Ranged(30ft, 20ft blast) Fire Special Attack: 1/day 5d20. On hit, all targets are bound to ground for 1d4 turns. For each turn the target is bound, it takes 1d20 damage.*

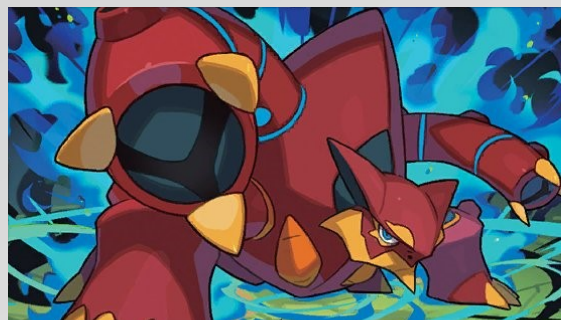
Volcanic Master - *3/day target volcano becomes inactive for 1d4 years or target volcano begins to erupt in 1d4 days.*

Biology: Diet - Terravore, Habitat - Mountain / Volcano

Proficiencies: Fire / Rock / Steel / Stampeding



The arms on a Volcanion back expel steam from inside its body. It can expel steam of superbly high pressure and has the ability to carve away at mountains. Volcanion will eventually run out of water. When it does, a sound similar to a bell is heard, the lines and dots on its cannons turn red, and it seeks a lake to re-fills its water supply. Volcanion can live for several centuries. Volcanion tends to live near volcanoes with large bodies of water nearby.



Heatran dwells in volcanic caves. It digs in with its cross-shaped feet to crawl on ceilings and walls. Because of its intense body heat, certain parts of its body are melted slightly out of shape. Boiling blood, like magma, circulates through its body. Heatran is a fierce guardian who protects its volcano and it is said that every volcano has a Heatran assigned as its guardian.

Volcanion



Fire / Water - Gigantic (Size), Superweight (Weight)

Hit Points: 240 **Defense:** 12 **Special Defense:** 9

Speed: 7 (35 ft.) **Attack:** 11 **Special Attack:** 13

Skills: Firestarter (*can create fire*), Fountain (*can create water*), Gilled (*can breathe underwater*), Heater (*always warm*), Reach (*melee range is 25 ft.*), Sinker (*can't swim*), Strength (*very strong*)

Passives: Water Absorb (*When you are hit by a water-type attack, half the damage after applying weakness and resistance, then you heal that much HP instead of taking damage.*)

Moves (Attack +5, Special Attack +6, Speed +3)

Water Gun - Ranged(20ft) Water Special Attack: At-Will 2d6.

Take Down - Melee Normal Attack: 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal.

Flamethrower - Ranged(20ft beam) Fire Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Scald - Ranged(10ft) Water Special Attack: 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Burned.

Hydro Pump - Ranged(30ft beam) Water Special Attack: 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

Legendary

Steam Eruption - Ranged(20ft burst) Water Special Attack: 3/day 5d12. On hit, if you got 14 or higher on Accuracy Check, all targets are Burned.

Volcanic Devastation Ranged(100ft burst) Water/Fire Special Attack: 1/day 10d12. Volcanic Devastation counts as both a Water and Fire type move for effectiveness. When you use this attack you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn roll Volcanic Devastation's Accuracy Check and damage. Set your HP to -300% HP and you must make three death savings throws.

Biology: Diet - Omnivore / Terravore, Habitat - Cave / Mountain

Proficiencies: Fire / Steel / Water / Stampeding



Lugia leads the legendary birds. When they fight over territory, Lugia is the only Pokémon that can quell their ceaseless fighting. Much like the birds, it possesses the ability to control the weather; most notably, it can calm and give rise to storms. It is said that a light flutter of its wings is capable of causing winds powerful enough to tear down cliffs. If it were to flap its wings, it could hypothetically spawn storms lasting as long as forty days. It is highly intelligent, and because of the devastating power it could accidentally inflict, it isolates itself deep underwater and tends to sleep in solitude.



Ho-Oh has a mythical power to resurrect the dead. It is known in myths for reviving Pokémon as the legendary beasts and works to desperately defend them when they are under attack. It is said that when it flies its huge wings create bright, colorful rainbows. The rare few who bear witness to Ho-Oh are promised eternal happiness. It is said if Ho-oh were ever to fall, it would be reborn from its ashes.

Lugia



Psychic / Flying - Huge (Size), Superweight (Weight)

Hit Points: 264 **Defense:** 13 **Special Defense:** 16

Speed: 11 (55 ft.) **Attack:** 9 **Special Attack:** 10

Skills: Flight (*can fly*), Gilled (*can breathe underwater*), Guster (*can produce wind*), Intelligence (*very smart*), Strength (*very strong*), Swimmer (*can swim*), Telepath (*can read minds*)

Passives: Calm Mind (+1 Special Attack, +1 Special Defense), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*)

Moves (Attack +4, Special Attack +5, Speed +5)

Dragon Rush - *Melee Dragon Attack:* 3/day 3d10. Dragon Rush has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Extrasensory - *Ranged(10ft) Psychic Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Hydro Pump - *Ranged(30ft beam) Water Special Attack:* 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

Recover - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

Legendary

Aeroblast - *Ranged(100ft beam) Flying Special Attack:* 3/day 5d20. On hit, if you got 15 or higher on Accuracy Check, Aeroblast is a critical hit.

Master of Birds - *Legendary Passive* - You are compelled to quell fighting between Articuno, Zapdos, and Moltres.

Guardian Multiscale - *Legendary Passive* - When you are above half Max HP, you take -1d20 damage from all attacks.

Biology: Diet - Omnivore, Habitat - Arctic / Ocean

Proficiencies: Flying / Psychic / Water / Avian / Winged



Ho-oh



Fire / Flying - Huge (Size), Superweight (Weight)

Hit Points: 264 **Defense:** 9 **Special Defense:** 16

Speed: 9 (45 ft.) **Attack:** 13 **Special Attack:** 12

Skills: Firestarter (*can create fire*), Flight (*can fly*), Guster (*can produce wind*), Intelligence (*very smart*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Calm Mind (+1 Special Attack, +1 Special Defense), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Regenerator (*You recover to Max HP after resting for 1 hour.*)

Moves (Attack +6, Special Attack +6, Speed +4)

Extrasensory - *Ranged(10ft) Psychic Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Future Sight - *Ranged(30ft) Psychic Special Attack:* 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

Brave Bird - *Melee Flying Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Recover - *Self Normal Effect:* 1/day. You are healed HP equal to half of your Max HP.

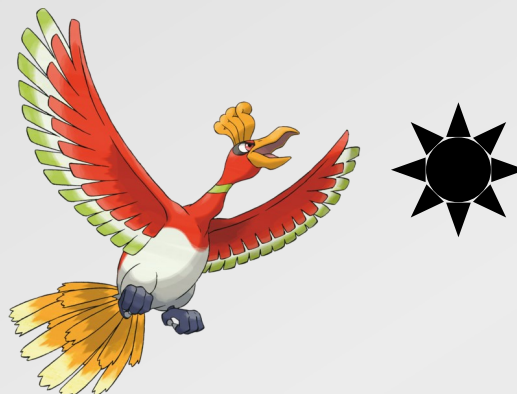
Legendary

Sacred Fire - *Ranged(40ft, 25ft blast) Fire Attack:* 3/day 5d20. On hit, all targets are Burned.

Master of Beasts - *Legendary Passive* - You are compelled to protect Raikou, Entei, and Suicune when any of them are in danger and you are nearby.

Biology: Diet - Omnivore, Habitat - Forest / Mountain

Proficiencies: Fire / Flying / Psychic / Avian / Winged



Phione

Water - Small (Size), Light (Weight)

Hit Points: 48 **Defense:** 10 **Special Defense:** 8

Speed: 8 (40 ft.) **Attack:** 8 **Special Attack:** 8

Skills: Gilled (*can breathe underwater*), Glow (*can produce light*), Swimmer (*can swim*)

Passives: Acid Armor (+2 Defense), Hydration (*While in Raining weather, you are cured of any afflictions.*)

Moves (Attack +4, Special Attack +4, Speed +4)

Supersonic - Ranged(10ft) Normal Effect: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

Water Pulse - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

Aqua Ring - Self Water Effect: 1/day. Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.

Dive - Melee Water Attack: 3/day 3d10. When you use this attack, dive into water so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underwater is +40ft, and when you emerge from the water you may roll Dive's Accuracy Check and damage.

Rain Dance - Water Field Effect: 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Biology: Diet - Herbivore, Habitat - Ocean

Proficiencies: Water / Cutesy / Piscian



Manaphy

Water - Small (Size), Light (Weight)

Hit Points: 120 **Defense:** 12 **Special Defense:** 10

Speed: 10 (50 ft.) **Attack:** 10 **Special Attack:** 13

Skills: Gilled (*can breathe underwater*), Glow (*can produce light*), Intelligence (*very smart*), Swimmer (*can swim*)

Passives: Acid Armor (+2 Defense), Tail Glow (+3 Special Attack), Hydration (*While in Raining weather, you are cured of any afflictions.*)

Moves (Attack +5, Special Attack +6, Speed +5)

Supersonic - Ranged(10ft) Normal Effect: At-Will. Supersonic has -8 during Accuracy Check. On hit, the target is Confused.

Water Pulse - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

Aqua Ring - Self Water Effect: 1/day. Put a Ring Coat on yourself. The Coat has the following ability: At the beginning of your turn, recover 1d10 HP. This Coat lasts for 1 min. If it's raining, the Coat lasts for 2 mins.

Dive - Melee Water Attack: 3/day 3d10. When you use this attack, dive into water so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underwater is +40ft, and when you emerge from the water you may roll Dive's Accuracy Check and damage.

Rain Dance - Water Field Effect: 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Legendary

Prince of the Sea - *Legendary Passive* - You are compelled to protect the ocean.

Biology: Diet - Herbivore, Habitat - Ocean

Proficiencies: Water / Cutesy / Healer / Piscian



Phione inflates the sac on its head to drift in the water and search for food. When the water grows warm, it will drift in packs with other members of its species. No matter how far it has drifted, it will always return to the place where it was born. There are thousands upon thousands of Phione in the world. While Phione does not evolve, it is born from Manaphy who creates an egg to spread its influence. Phione work together and with leader Manaphy to protect the ocean from threats. If they must, they'll even give their life to protect the ocean.



Manaphy's body is made almost entirely of water. It is highly tied to its environment, and swims long distances to return to its birthplace if its sense those waters are in danger. It is born with a special power that allows it to bond with any Pokémon. Manaphy can force two beings to feel the perspective of each other and face the weight of each other's struggles. It will often use this power to let others witness the pain it feels when the ocean is polluted and destroyed. Manaphy will lay eggs that hatch Phione to protect the ocean where it was left. It is said there is at least one Manaphy for every ocean in the world.

Celebi



Psychic / Grass - Small (Size), Light (Weight)

Hit Points: 180 **Defense:** 10 **Special Defense:** 11

Speed: 10 (50 ft.) **Attack:** 10 **Special Attack:** 11

Skills: Flight (*can fly*), Intelligence (*very smart*), Invisibility (*can turn invisible*), Sprouter (*can manipulate plant life*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Calm Mind (+1 *Special Attack*, +1 *Special Defense*), Natural Cure (*Every minute, you are cured of any afflictions.*)

Moves (*Attack +5, Special Attack +5, Speed +5*)

Confusion - *Ranged(10ft) Psychic Special Attack: At-Will 1d12.* On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Magical Leaf - *Ranged(25ft) Grass Special Attack: 3/day 3d8.* You can't miss targets with less than 15 *Special Defense*.

Future Sight - *Ranged(30ft) Psychic Special Attack: 1/day 5d12.* When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

Recover - *Self Normal Effect: 1/day.* You are healed HP equal to half of your Max HP.

Leaf Storm - *Ranged(30ft beam) Grass Special Attack: 1/day 5d12.* After use, your *Special Attack* is -4 for 10 mins. This effect cannot be stacked.

Legendary

Time Traveler - 5/day you may stop time as a free action. You may move in stopped time for up to two rounds, doing whatever you would like before time resumes as normal. You may also choose to move forward or backwards in time up to ten years at a time, entering moving time in the same place you left. While moving forwards or backwards through time, you can take anyone touching you, or others touching them, that you want to take.

Guardian of the Forest - *Legendary Passive* - You are compelled to protect forests.

Biology: Diet - Phototroph, Habitat - Forest / Rainforest

Proficiencies: Grass / Psychic / Cutesy / Healer / Winged



Celebi is able to travel through time and exist simultaneously throughout time, and plant life flourishes wherever it has been. Despite living in forests as its guardian, Celebi only shows itself in areas and times of peace. It has been regarded that as long as Celebi are seen throughout the world, a prosperous and bright future is still in store for the Pokémon world. Celebi can sense temporal anomalies that are in the wrong time of history and often take them back to when they belong. It is unknown if the various Celebi seen in the world are individuals or if they are all the same Celebi existing in multiple places at once due to time travel.



Jirachi, known as the wishmaker, hibernates for extensive periods, forming a protective crystalline shell as it sleeps. It is still capable of fighting while asleep if it is in danger. It awakens for seven days every thousand years, but can also waken if sung to by a voice of purity. During the short periods when it is awake, Jirachi is said to grant wishes. Jirachi's wishes are granted by writing on the three tags located on its head. Due to only having three tags, Jirachi can only grant three wishes.



Jirachi



Steel / Psychic - Small (Size), Light (Weight)

Hit Points: 365 **Defense:** 11 **Special Defense:** 11

Speed: 10 (50 ft.) **Attack:** 10 **Special Attack:** 10

Skills: Flight (*can fly*), Intelligence (*very smart*), Invisibility (*can turn invisible*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Cosmic Power (+1 Defense, +1 Special Defense), Super Luck (Attacks are critical hits on natural 18-20)

Moves (Attack +5, Special Attack +5, Speed +5)

Confusion - Ranged(10ft) Psychic Special Attack: At-Will 1d12.

On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Psychic - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Future Sight - Ranged(30ft) Psychic Special Attack: 1/day 5d12.

When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

Wish - Melee Normal Effect: 1/day. Target an ally or yourself.

After the target acts during the next round, they are healed HP equal to half of the target's Max HP.

Legendary

Doom Desire - Ranged(40ft, 30ft blast) Steel Special Attack: 3/day 5d20. When you use this attack you immediately end your turn. In two rounds, you may roll Doom Desire's Accuracy Check and damage.

Wishmaker - 1/1000 years up to three people can wish on your powers by holding you. You do not need to grant the wish in good faith and the more corrupt or ill intentioned a person wishing is, the more you can corrupt their wish. You can dramatically alter reality to fulfill the wish. The wish is tied to the wisher, if they greatly regret their wish or die it's possible for the wish to be undone.

Biology: Diet - Psitroph, Habitat - Cave / Forest / Mountain / Space

Proficiencies: Psychic / Steel / Cutesy / Healer

Victini



Psychic / Fire - Small (Size), Light (Weight)

Hit Points: 140 **Defense:** 10 **Special Defense:** 10

Speed: 12 (60 ft.) **Attack:** 10 **Special Attack:** 10

Skills: Firestarter (*can create fire*), Flight (*can fly*), Glow (*can produce light*), Invisibility (*can turn invisible*), Telepath (*can read minds*)

Passives: Agility (+2 Speed), Focus Energy (*Attacks are critical hits on natural 18-20*)

Moves (Attack +5, Special Attack +5, Speed +6)

Confusion - Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Flame Charge - Melee Fire Attack: At-Will 2d8. On hit, your Speed is +1 for 10 mins. This effect cannot be stacked.

Zen Headbutt - Melee Psychic Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Reversal - Melee Fighting Attack: 1/day 1d10. If you are at less than half of your Max HP, Reversal has 1d20 for damage instead. If you are at less than 5 HP, Reversal has 5d12 for damage instead.

Legendary

Victory Star - Legendary Passive - +5 to accuracy checks.

V-Create - Ranged(40ft burst) Fire Attack: 1/day 8d20. On hit, all targets are Burned.



Victini is said to bring victory to whoever befriends it. It produces an infinite amount of energy within itself and can share it with others by touch. It can also become invisible and empower other things without others even knowing it. Sometimes, a well meaning Victini will empower a mechanical object and cause it to overload.



A cautious legendary, Marshadow sinks into the shadows to ensure it is not noticed while it observes its surroundings. While in hiding in the shadows of others, it can understand their feelings and copy their martial abilities. Through mimicry, it will eventually become more powerful than those it imitates. It can even learn the ultimate technique of martial arts masters it copies. Marshadow is also capable of causing nightmares while in the shadow of sleeping victims. Marshadow haunt martial arts masters as they grow in strength from the efforts of other Pokémon and humans alike.

Biology: Diet - Ergovore / Herbivore, Habitat - Forest / Urban Plant

Proficiencies: Fire / Fighting / Psychic / Cutesy / Energy Blast



Marshadow



Fighting / Ghost - Small (Size), Medium (Weight)

Hit Points: 108 **Defense:** 8 **Special Defense:** 9

Speed: 13 (65 ft.) **Attack:** 13 **Special Attack:** 9

Skills: Flight (*can fly*), Phasing (*can move through solid objects*), Stealth (*can make stealth skill checks*), Strength (*very strong*)

Passives: Technician (*When rolling damage, replace any rolled 1s or 2s with 3.*)

Moves (**Attack +6**, **Special Attack +**, **Speed +**)

Drain Punch - *Melee Fighting Attack: 3/day 2d8.* On hit, you regain HP equal to half of the damage dealt.

Shadow Punch - *Melee Ghost Attack: 3/day 3d8.* You can't miss targets with less than 15 Defense.

Close Combat - *Melee Fighting Attack: 1/day 5d12.* On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Sucker Punch - *Melee Dark Attack: 1/day 3d8.* Sucker Punch is used as a Reaction. When you are a targeted of a melee move, use Sucker Punch to attack the attacker before the enemy rolls their Accuracy Check against you. You must still roll an accuracy check for Sucker Punch.

Legendary

Spectral Thief - *Melee Ghost Attack: 3/day 5d8.* On hit, your target's stat passives are disabled. For the next ten minutes, you gain those passives. You may have any amount of stat passives through your uses of Spectral Thief.



Shaymin gathers with tens of others in a flower field somewhere and migrates together from there. A new field of flowers grow wherever the herd lands. Shaymin is also attracted to areas where there is a lot of gratitude. While in its land form, Shaymin are timid and shy, but when in their sky forms they are brave and work to defend their fields of flowers. Since it camouflages by curling itself up into a small tuft of grass, it can easily escape people's notice.



Biology: Diet - Psitroph, Habitat - Forest

Proficiencies: Fighting / Ghost / Bruiser / Martial



Shaymin



Land Form

Grass - Small (Size), Light (Weight)

Hit Points: 100 Defense: 11 Special Defense: 10

Speed: 10 (50 ft.) Attack: 11 Special Attack: 11

Sky Form



Grass / Flying - Small (Size), Light (Weight)

Hit Points: 100 Defense: 9 Special Defense: 8

Speed: 13 (65 ft.) Attack: 11 Special Attack: 13

Skills: Alluring (*attracts others with their aroma*), Flight (*can fly*), Sprouter (*can manipulate plant life*), Telepath (*can read minds*)

Passives: Defense Curl (+1 Defense), Growth (+1 Attack, +1 Special Attack), Natural Cure (Every minute, you are cured of any afflictions.), Super Luck (Attacks are critical hits on natural 18-20)

Moves (Attack +5, Special Attack +5/+6, Speed +5/+6)

Magical Leaf - Ranged(25ft) Grass Special Attack: 3/day 3d8. You can't miss targets with less than 15 Special Defense.

Air Slash - Ranged(15ft) Flying Special Attack: 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Energy Ball - Ranged(20ft) Grass Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Synthesis - Self Grass Effect: 1/day. You are healed HP equal to half of your Max HP. If you are within Sunny Weather, you are healed HP equal to 3/4ths of your Max HP instead.

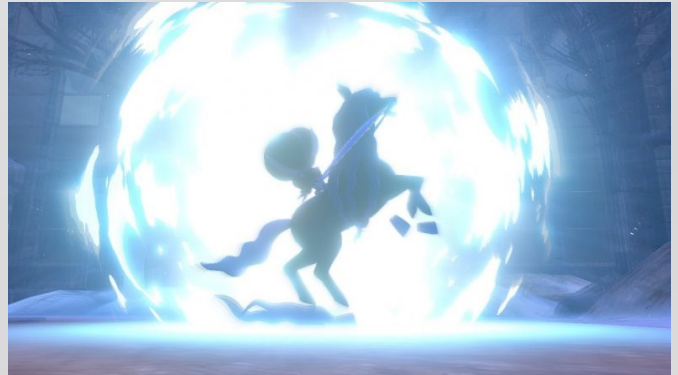
Legendary

Seed Flare - Ranged(30ft, 10ft blast) Grass Special Attack: 3/day 5d20. On hit, all target's Special Defense is -5 for 10 mins.

Sky Warrior - Legendary Passive - As a free action, you may change into your Sky Form, or change back into your Land Form.

Biology: Diet - Phototroph, Habitat - Forest / Grassland

Proficiencies: Flying / Grass / Cutesy / Healer / Winged



Glacialier has a coat of ice covering its face extremely tough. It emits extreme cold from its hooves and possesses incredible physical strength. Glacialier is noted to be an aggressive Pokémon that forcefully takes resources. It was also known to be very proud and arrogant, preferring to serve those it deems the strongest. It is known as a mount of Calyrex.

Spectrier traverses its surroundings without using its sense of sight, as its single eye is normally closed. Its kicks are said to separate a soul from its body, and it can feed on the life force of sleeping beings. Spectrier is active during the night, since it desires isolation and silence. Spectrier is known to be very disdainful and conceited, preferring to serve individuals it deems the strongest. It is also known as a mount of Calyrex.

Calyrex is the "King of Bountiful Harvests." Calyrex brings lush vegetation and harvests yearly. The right hand of Calyrex can cause the land to be covered in verdant grass and blooms. The left hand of Calyrex allows it to make the fields of fruit ripe and heavy. Calyrex provides healing or blessings and while it shows no mercy to those that stand in its way, it will heal the wounds of a repentant foe afterwards. Calyrex is powerful enough to move an entire forest and its Pokémon to a new location. When united with one of its mounts, Glacialier or Spectrier, Calyrex has its combat prowess grow greatly so it may ward off any threats to its land.

Glastrier



Ice - Huge (Size), Superweight (Weight)

Hit Points: 100 **Defense:** 15 **Special Defense:** 11

Speed: 3 (15 ft.) **Attack:** 17 **Special Attack:** 7

Skills: Freezer (can create ice)

Passives: Iron Defense (+2 Defense), Swords Dance (+2 Attack), Focus Energy (Attacks are critical hits on natural 18-20)

Moves (Attack +8, Special Attack +3, Speed +1)

Stomp - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Avalanche - *Melee Ice Attack:* 3/day 3d8. If the target was already attacked this round, Avalanche deals +1d8 damage.

Icicle Crash - *Ranged(15ft) Ice Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Taunt - *Ranged(20ft) Dark Effect:* 3/day. On hit, the target may only use attacks that target you or your allies for 1 min.

Double Edge - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Legendary

Chilling Neigh - *Legendary Passive* - When you knock out a foe, your Attack is +2 for 10 mins.

Mount - *Legendary Passive* - As a free action, Calyrex can begin to ride you. While mounted, you both move using the Speed of Calyrex Ice Rider. When acting, you both act at the same time and you both make attacks during the Calyrex Ice Rider's turn. You are only knocked out once Calyrex Ice Rider is knocked out. As a free action, Calyrex can dismount. Whenever Calyrex dismounts from you, your HP is set to 100.

Biology: Diet - Herbivore, Habitat - Arctic / Tundra

Proficiencies: Fighting / Ice / Horned / Stamping



Spectrier



Ghost - Huge (Size), Medium (Weight)

Hit Points: 100 **Defense:** 6 **Special Defense:** 8

Speed: 15 (75 ft.) **Attack:** 7 **Special Attack:** 16

Skills: Invisibility (can turn invisible)

Passives: Agility (+2 Speed), Nasty Plot (+1 Special Attack)

Moves (Attack +3, Special Attack +8, Speed +7)

Confuse Ray - *Ranged(20ft) Ghost Effect:* 1/day. On hit, the target becomes Confused.

Shadow Ball - *Ranged(20ft) Ghost Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Disable - *Ranged(20ft) Normal Effect:* 1/day. For 1 minute, the attack last used by the target may not be used again.

Hex - *Ranged(15ft) Ghost Special Attack:* 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.

Double Edge - *Melee Normal Attack:* 1/day 5d12. On hit, you lose HP equal to 1/3rd of the damage you deal.

Legendary

Grim Neigh - *Legendary Passive* - When you knock out a foe, your Special Attack is +2 for 10 mins.

Mount - *Legendary Passive* - As a free action, Calyrex can begin to ride you. While mounted, you both move using the Speed of Calyrex Shadow Rider. When acting, you both act at the same time and you both make attacks during the Calyrex Shadow Rider's turn. You are only knocked out once Calyrex Shadow Rider is knocked out. As a free action, Calyrex can dismount. Whenever Calyrex dismounts from you, your HP is set to 100.

Biology: Diet - Herbivore, Habitat - Arctic / Tundra

Proficiencies: Fighting / Ghost / Stamping / Weird



Calyrex



Psychic / Grass - Medium (Size), Light (Weight)

Hit Points: 100 **Defense:** 8 **Special Defense:** 8

Speed: 8 (40 ft.) **Attack:** 9 **Special Attack:** 9

Skills: Flight (*can fly*), Intelligence (*very smart*), Mind Lock (*mind can't be read*), Sprouter (*can manipulate plant life*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*), Voice Box (*can mind control a person to speak through them*)

Passives: Growth (+1 Attack, +1 Special Attack), Unnerve (*Foes within 25ft of you cannot consume food.*)

Moves (Attack +4, Special Attack +4, Speed +4)

Life Dew - Ranged(20ft burst) Water Effect: 1/day. You and any allies in range are each healed HP equal to 1/6th of your Max HP.

Psychic - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Future Sight - Ranged(30ft) Psychic Special Attack: 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

Heal Pulse - Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Solar Beam - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

Legendary

Rider - *Legendary Passive* - As a free action, Calyrex can mount Glastrier or Spectrier to become Calyrex Ice Rider or Calyrex Shadow Rider respectively. Whenever you mount, you recover to full HP in your new form. You gain all of the moves of Glastrier or Spectrier when you mount them while retaining your moves. As a free action, you may also dismount. When you dismount, your mount is set to their full HP, but you lose HP from your full HP equal to the amount of HP you lost while in your Ice Rider or Shadow Rider form.

Biology: Diet - Herbivore, Habitat - Arctic / Tundra

Proficiencies: Grass / Psychic / Energy Blast / Healer / Pulse

Calyrex Ice Rider



Psychic / Ice - Huge (Size), Superweight (Weight)

Hit Points: 320 **Defense:** 17 **Special Defense:** 13

Speed: 5 (25 ft.) **Attack:** 20 **Special Attack:** 10

Skills: Flight, Freezer (*can create ice*), Intelligence, Mind Lock, Sprouter, Telekinetic, Telepath, Voice Box

Passives: Growth, Iron Defense (+2 Defense), Swords Dance (+2 Attack), Unnerve

Legendary (Attack +10, Special Attack +5, Speed +2)

Chilling Neigh - *Legendary Passive* - When you knock out a foe, your Attack is +2 for 10 mins.

Glacial Lance - Ranged(50ft burst) Ice Attack: 3/day 5d20.



Calyrex Shadow Rider



Psychic / Ghost - Huge (Size), Medium (Weight)

Hit Points: 320 **Defense:** 8 **Special Defense:** 10

Speed: 17 (85 ft.) **Attack:** 10 **Special Attack:** 19

Skills: Flight, Intelligence, Invisibility (*can turn invisible*), Mind Lock, Sprouter, Telekinetic, Telepath, Voice Box

Passives: Agility (+2 Speed), Growth, Nasty Plot (+1 Special Attack), Unnerve

Legendary (Attack +5, Special Attack +9, Speed +8)

Grim Neigh - *Legendary Passive* - When you knock out a foe, your Special Attack is +2 for 10 mins.

Astral Barrage - Ranged(50ft burst) Ghost Special Attack: 3/day 5d20.



Meloetta



Aria Form

Normal / Psychic - Small (Size), Light (Weight)

Hit Points: 120 **Defense:** 8 **Special Defense:** 14

Speed: 9 (45 ft.) **Attack:** 8 **Special Attack:** 14

Pirouette Form



Normal / Fighting - Small (Size), Light (Weight)

Hit Points: 120 **Defense:** 9 **Special Defense:** 9

Speed: 13 (65 ft.) **Attack:** 13 **Special Attack:** 9

Skills: Flight (*can fly*), Telepath (*can read minds*)

Passives: Calm Mind (+1 *Special Attack*, +1 *Special Defense*), Super Luck (*Attacks are critical hits on natural 18-20*)

Moves (*Attack +4/+6, Special Attack +7/+4, Speed +4/+6*)



Confusion - Ranged(10ft) *Psychic Special Attack*: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.



Psychic - Ranged(25ft) *Psychic Special Attack*: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.



Hyper Voice - Ranged(30ft beam) *Normal Special Attack*: 1/day 3d12.



Close Combat - *Melee Fighting Attack*: 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.



Perish Song - Ranged(40ft burst) *Normal Effect*: 1/day. All possible Pokémon targets including yourself receive 3 Perish Coats. The Coats have the following ability: After acting, destroy one of your Perish Coats. If this is the third Perish coat you've destroyed during this encounter, set your HP to 0.

Legendary



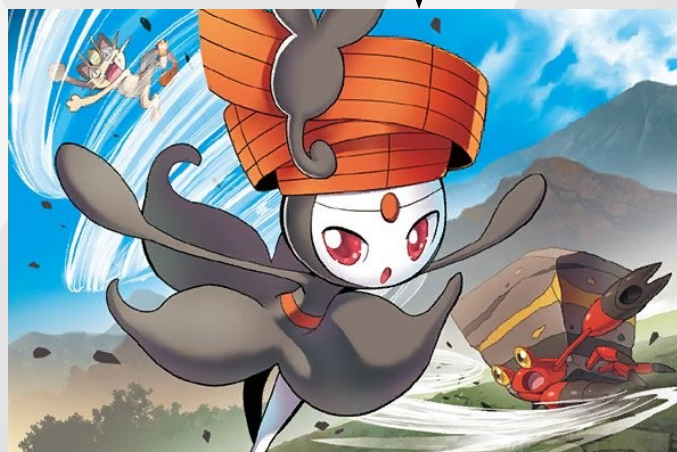
Relic Song - Ranged(20ft burst) *Normal Special Attack*: At-Will 3d8. On hit, if you got 18 or higher on Accuracy Check, all targets are put to Sleep. On hit or miss, Meloetta may change from Aria Form to Pirouette Form, or back from Pirouette Form to Aria Form.

Biology: Diet - Herbivore, Habitat - Forest

Proficiencies: Fighting / Psychic / Martial / Sound



Meloetta embodies song and dance. In its Aria Form, Meloetta can sing beautiful songs. While in its Pirouette Form, Meloetta can perform graceful dances. It uses its voice to send echoes shooting up and down the stage, reflecting off walls and platforms. The more obstacles there are on a stage, the harder it is to avoid and once you do it's dancing up close and using its dance moves to attack. While generally docile, Meloetta is quick to defend itself with all of its power.



Diancie



Rock / Fairy - Medium (Size), Medium (Weight)

Hit Points: 90 **Defense:** 16 **Special Defense:** 15

Speed: 5 (25 ft.) **Attack:** 11 **Special Attack:** 10

Skills: Flight (*can fly*), Groundshaper (*can manipulate the ground*), Telepath (*can read minds*)

Passives: Harden (+1 Defense), Sharpen (+1 Attack), Clear Body (*Your stats cannot be lowered by a foe's effects.*), Magic Bounce (*If you are hit by an attack that does not deal damage, the attacker is instead affected by the effects of their own attack.*)

Moves (Attack +5, Special Attack +5, Speed +2)

Power Gem - Ranged(20ft) Rock Special Attack: 3/day 3d10.

Stealth Rock - Ranged(5ft) Rock Effect: 3/day. Place a Stealth Rock Hazard adjacent to you. Stealth Rock Hazard has the following ability: If a foe moves within 20 ft of Stealth Rock Hazard, it will hurl itself at the foe, destroying itself and dealing 2d12 Rock-type damage to the foe without needing an Accuracy Check.

Stone Edge - Ranged(25ft) Rock Attack: 1/day 5d12. Stone Edge has -2 during Accuracy Check. On hit, if you got 18 or higher on Accuracy Check, Stone Edge is a critical hit.

Moonblast - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Legendary

Mega Evolution - 3/day As a free action, Mega Evolve into Mega Diancie if Diancie possesses a Mega Stone for 10 mins. When Mega Evolving, Diancie gains 210 HP. When Mega Diancie reverts, if it has more than 90 HP, it is lowered to 90 HP.



Diancie is said to have undergone a magical transformation from a Carbink. It can instantly create diamonds by compressing the carbon in the air. The diamonds are usually very fragile, shattering when touched. They have an affinity for stones, so it's no wonder that they can Mega Evolve independently of a Keystone.



Zeraora lacks an electricity-generating organ, so it gathers and stores electricity from outside sources. It can create a very powerful magnetic field and leap great heights within the field. Its fur is known to stand on end whenever it is using massive amounts of electricity. Zeraora can tear its opponents apart with its high-voltage claws. Even if the opponent dodges, they still get electrocuted by the flying sparks. Lighting flashes and thunderclaps can occur when Zeraora starts running.

Mega Diancie

Rock / Fairy - Large (Size), Heavy (Weight)

Hit Points: 300 **Defense:** 12 **Special Defense:** 11

Speed: 11 (55 ft.) **Attack:** 17 **Special Attack:** 16

Legendary (Attack +8, Special Attack +8, Speed +5)

Diamond Storm - Ranged(40ft burst) Rock Attack: 3/day 3d20. On hit, your Defense is +2 for 10 mins. This effect cannot be stacked.

Biology: Diet - Terravore, Habitat - Cave / Mountain

Proficiencies: Fairy / Psychic / Rock / Cutesy / Magnetism

Zeraora



Electric - Medium (Size), Medium (Weight)

Hit Points: 108 **Defense:** 8 **Special Defense:** 8

Speed: 14 (70 ft.) **Attack:** 12 **Special Attack:** 10

Skills: Climber (*treats walls and ceilings as normal terrain*), Tracker (*can follow scents*), Zapper (*can produce electricity*)

Passives: Hone Claws (+1 Attack, +1 to accuracy checks), Volt Absorb (*When you are hit by an electric-type attack, half the damage after applying weakness and resistance, then you heal that much HP instead of taking damage.*)

Moves (Attack +6, Special Attack +5, Speed +7)

Spark - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

Thunder Punch - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 17 or higher on Accuracy Check, the target is Paralyzed.

Wild Charge - *Melee Electric Attack:* 3/day 3d10. On hit, you lose HP equal to 1/4th of the damage you deal.

Close Combat - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Legendary

Plasma Fists - *Melee Electric Attack:* 3/day 3d12. For 10 mins, if you are hit by a melee attack, the attack is treated as an Electric-type attack.

Biology: Diet - Ergovore, Habitat - Forest / Mountain / Urban Abandoned

Proficiencies: Electric / Bruiser / Claws / Fangs



Zarude



Dark / Grass - Huge (Size), Heavy (Weight)

Hit Points: 132 **Defense:** 11 **Special Defense:** 10

Speed: 11 (55 ft.) **Attack:** 14 **Special Attack:** 8

Skills: Climber (*treats walls and ceilings as normal terrain*), Stealth (*can make stealth skill checks*), Tracker (*can follow scents*)

Passives: Growth (+1 Attack, +1 Special Attack), Leer (+1 Attack), Leaf Guard (*While in sunny weather, you are cured of any afflictions.*)

Moves (Attack +7, Special Attack +4, Speed +5)

Bite - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Hammer Arm - *Melee Fighting Attack:* 1/day 5d12. On hit, your Speed is -1 for 10 mins. This effect cannot be stacked.

Thrash - *Melee Normal Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Thrash can and will target allies if possible.

Power Whip - *Melee Grass Attack:* 1/day 5d12. Power Whip has -2 during Accuracy Check.

Legendary

Jungle Healing - *Ranged(20ft burst) Grass Effect:* 3/day. You and any allies in range are each healed HP equal to 1/3rd of your Max HP and are cured of any afflictions.

Biology: Diet - Omnivore, Habitat - Forest / Jungle

Proficiencies: Dark / Grass / Bruiser / Claws / Fangs



Zarude are social and live in packs. They're usually incredibly aggressive, and frighten most other Pokémon in their territory; excelling in battle with their sharp claws and quick wit. Zarude occasionally exhibit a softer side, when isolated from their elusive packs. When alone, they will adopt other species into a pack that they will lead and protect from harm. A single Zarude with a family of mismatched Pokémon is likely as dangerous as a pack of Zarude.



Embodying the spirit to grow, Kubfu is one of the rare legendary Pokémon that can evolve. If Kubfu pulls the long white hair on its head, its fighting spirit heightens and power wells up from the depths of its belly. Kubfu trains hard to perfect its moves. The martial arts moves it masters will determine which form it takes when it evolves.

Urshifu styles and personalities are determined by how it trained as a Kubfu and what philosophy it adopted before being ready to evolve. Single Strike Urshifu prefers battling without holding back. If enraged, it will mercilessly attack the opponent until utterly crushed. Its movements are direct and involve rushing in a straight line. When it is a certain distance away from an opponent, it quickly leaps in to unleash a powerful blow. Rapid Strike Urshifu prefers calmly observing the opponent and their strength while dodging. Urshifu strongly believes in defeating its opponents with many rapid blows nonstop like a flowing river. It uses flowing movements to ward off an opponent's attack before overwhelming them with rapid strikes.

Kubfu

Fighting - Small (Size), Light (Weight)

Hit Points: 36 **Defense:** 6 **Special Defense:** 5

Speed: 7 (35 ft.) **Attack:** 10 **Special Attack:** 5

Skills: Climber (*treats walls and ceilings as normal terrain*)

Passives: Leer (+1 Attack), Focus Energy (*Attacks are critical hits on natural 18-20*), Inner Focus (*You are immune to being Stunned.*)

Moves (*Attack +5, Special Attack +2, Speed +3*)

Headbutt - *Melee Normal Attack:* At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Rock Smash - *Melee Fighting Attack:* At-Will 2d6. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Aerial Ace - *Melee Flying Attack:* 3/day 3d8. You can't miss targets with less than 15 Defense.

Urshifu Single Strike

Fighting / Dark - Large (Size), Heavy (Weight)

Hit Points: 120 **Defense:** 11 **Special Defense:** 6

Speed: 10 (50 ft.) **Attack:** 14 **Special Attack:** 6

Skills: Climber (*treats walls and ceilings as normal terrain*), Strength (*very strong*)

Passives: Bulk Up (+1 Attack, +1 Defense), Focus Energy, Inner Focus

Moves (*Attack +7, Special Attack +3, Speed +5*)

Iron Head - *Melee Steel Attack:* 3/day 3d10. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Dynamic Punch - *Melee Fighting Attack:* 1/day 5d12. Dynamic Punch has -5 during Accuracy Check. On hit, the target is Confused.

Legendary

Unseen Fist - *Legendary Passive* - Your moves cannot be prevented by a Reaction move.

Wicked Blow - *Melee Dark Attack:* 3/day 3d12. On hit, Wicked Blow always counts as a critical hit.

Urshifu Rapid Strike



Fighting / Water - Large (Size), Heavy (Weight)

Hit Points: 120 **Defense:** 11 **Special Defense:** 6

Speed: 10 (50 ft.) **Attack:** 14 **Special Attack:** 6

Skills: Climber (*treats walls and ceilings as normal terrain*), Strength (*very strong*)

Passives: Bulk Up (+1 Attack, +1 Defense), Focus Energy, Inner Focus

Moves (Attack +7, Special Attack +3, Speed +5)

Aqua Jet - *Melee Water Attack:* At-Will 2d6. Aqua Jet has Priority.





Counter - *Melee Fighting Effect:* 1/day. Counter is used as a Reaction. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

Legendary

Unseen Fist - *Legendary Passive* - Your moves cannot be prevented by a Reaction move.

Surging Strikes - *Melee Water Attack:* 3/day 1d12. Surging Strikes is a Scatter attack. It has three attacks. On hit, Surging Strikes always counts as a critical hit.

Biology: Diet - Herbivore, Habitat - Forest / Urban

Evolution: Kubfu   *Learns form in a strong and proactive style* Urshifu (Single Strike),   *Learns form in a flowing and reactive style* Urshifu (Rapid Strike)

Proficiencies: Dark (*Urshifu Single Strike*) / Fighting / Water (*Urshifu Rapid Strike*) / Bruiser (*Urshifu*) / Martial



Meltan bodies can corrode metal, which it then absorbs. Meltan can generate electricity using the metal it absorbs, and then fire it from its eye. Meltan is said to be created from small shards when a Melmetal rusts and splits apart. The hexagonal nut on its body can be removed, but doing so will create a huge panic for the Meltan. It has also been seen working in packs. When provoked, it will spin its head, creating a sound that calls others of its own kind. Meltan is known to live in groups until the day comes where one strong Meltan absorbs the group to evolve into Melmetal by itself.



In ancient times, Melmetal was worshiped for its ability to create metal from anything, which was used to create unique metal tools. Melmetal was considered a sacred being that lived in a secluded area deep within a wooded land that was full of sedimentary rocks rich with magnetite. When Melmetal reaches the end of its life, it will rust and split itself into multiple Meltan from the small shards left behind. The process of evolution has hardened its body, making it incredibly sturdy. However, it is still in a liquid state and has some flexibility, particularly in its arms. The strength of the heavy hex nut arms comes from the centrifugal force, which allows Melmetal to have one of the strongest punches of all Pokémon.

Meltan



Steel - Small (Size), Light (Weight)

Hit Points: 30 Defense: 10 Special Defense: 5

Speed: 3 (15 ft.) Attack: 7 Special Attack: 6

Skills: Amorphous (*can change their body into a liquid-like state*), Zapper (*can produce electricity*)

Passives: Acid Armor (+2 Defense), Magnetic Flux (+1 Defense, +1 Special Defense)

Moves (Attack +3, Special Attack +3, Speed +1)

Thunder Shock - Ranged(20ft) Electric Special Attack: At-Will 1d12. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Headbutt - Melee Normal Attack: At-Will 2d8. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Thunder Wave - Ranged(20ft) Electric Effect: 1/day. On hit, the target is Paralyzed.

Melmetal



Steel - Huge (Size), Superweight (Weight)

Hit Points: 168 Defense: 17 Special Defense: 8

Speed: 3 (15 ft.) Attack: 14 Special Attack: 8

Skills: Magnetic (*controls magnetic fields*), Reach (*melee range is 25 ft.*), Shrinkable (*can shrink*), Strength (*very strong*), Zapper

Passives: Acid Armor, Magnetic Flux

Moves (Attack +7, Special Attack +4, Speed +1)

Flash Cannon - Ranged(20ft) Steel Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Superpower - Melee Fighting Attack: 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.

Legendary

Hex Nut Fist - Legendary Passive - Your punching attacks deal +8 damage.

Double Iron Bash - Melee Steel Attack: 3/day 1d20. Double Iron Bash is a Scatter attack. It has two attacks. On either hit, if you got 14 or higher on Accuracy Check, the target is Stunned.


Gigantamax Melmetal HP: 840

Steel - Large (Dynamic), Heavy (Dynamic)

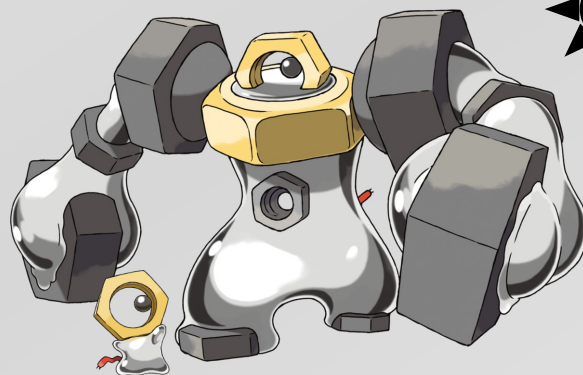
Gigantamax Move

G-Max Meltdown - Ranged(80ft, 30ft blast) Steel (Attack/Special Attack): At-Will 3d12. On hit, all targets cannot use a move that they used during their previous action for 1 min.

Biology: Diet - Pollutivore / Terravore, Habitat - Urban Abandoned

Evolution: Meltan  Melmetal

Proficiencies: Electric / Steel (Melmetal) / Magnetic / Punches (Melmetal) / Stampeding (Melmetal)



The rings on Hoopa's body can warp space and allow it to transport items by passing them through its hoop. Once unbound, Hoopa is said to be its true form and has the power to bend dimensions. This allows it to seize anything in the world for its malicious pranks. Either of its forms can travel through the rings it uses, and will even summon other legendary Pokémon and cause mayhem as rival legendary Pokémon collide. Its motives are unclear but it seems to relish in the random destruction its mischief causes.

Hoopa



Psychic / Ghost - Small (Size), Light (Weight)

Hit Points: 100 **Defense:** 6 **Special Defense:** 13

Speed: 7 (35 ft.) **Attack:** 11 **Special Attack:** 15

Skills: Flight (*can fly*), Phasing (*can move through solid objects*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Magician (*When hitting with a melee attack, you steal the target's held item, if any.*)

Moves (Attack +5, Special Attack +7, Speed +3)

Astonish - *Melee Ghost Attack: At-Will 1d10. On hit, if you got 19 or higher on Accuracy Check, the target is Stunned.*

Shadow Ball - *Ranged(20ft) Ghost Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.*

Dark Pulse - *Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.*

Psychic - *Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.*

Phantom Force - *Melee Ghost Attack: 1/day 3d12. When you use this attack, you vanish, then you immediately end your turn. During your next turn, you reappear anywhere within 25ft of where you vanished then your movement speed is doubled and after getting to a target you may roll Phantom Force's Accuracy Check and damage.*

Legendary

Release Binding - 1/week As a free action, Hoopa changes into its Unbound form and its HP is set to 560. Hoopa remains Unbound until unconscious or until three days have passed. When reverting to its bound form, its HP is set to 100 HP, unless its HP was already lower than 100.

Mischief Maker - Once per turn you may open a portal connected to anywhere in the world or even another dimension as a free action. The portal is at least 10ft in diameter and can be up to 150ft in diameter. The portal remains open for up to 1 day and can be dismissed at any time as a free action. Hoopa can sustain up to 4 portals at a time.

Hoopa Unbound



Psychic / Dark - Gigantic (Size), Superweight (Weight)

Hit Points: 560 **Defense:** 6 **Special Defense:** 13

Speed: 8 (40 ft.) **Attack:** 16 **Special Attack:** 17

Legendary (Attack +8, Special Attack +8, Speed +4)

Hyperspace Fury - *Ranged(40ft, 10ft blast) Dark Special Attack: 3/day 3d12. Hyperspace Fury cannot miss.*

Hyperspace Hole - *Ranged(40ft, 10ft blast) Ghost Attack: 3/day 3d12. Hyperspace Hole cannot miss.*

Biology: Diet - Omnivore, Habitat - Cave / Mountain

Proficiencies: Dark / Ghost / Psychic / Energy Blast / Pulse / Stamping



Deoxys Balance

Psychic - Large (Size), Medium (Weight)

Hit Points: 60 **Defense:** 8 **Special Defense:** 8

Speed: 15 (75 ft.) **Attack:** 15 **Special Attack:** 15

Skills: Amorphous (*can change their body into a liquid-like state*), Flight (*can fly*), Intelligence (*very smart*), Invisibility (*can turn invisible*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Amnesia (+2 *Special Defense*), Cosmic Power (+1 *Defense*, +1 *Special Defense*), Iron Defense (+2 *Defense*), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*)

Moves (Attack +7, Special Attack +7, Speed +7)

Teleport - Ranged(50ft) *Psychic Effect*: 1/day. Teleport may be used as a Reaction. Teleport moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Teleport as a Reaction to move up to 50ft away in your line of sight. You take only 1/4th the damage you would have taken from the attack.

Zen Headbutt - *Melee Psychic Attack*: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Recover - *Self Normal Effect*: 1/day. You are healed HP equal to half of your Max HP.

Psychic - Ranged(25ft) *Psychic Special Attack*: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Legendary

Adaptive Combat - Once per turn as a free action you may change into your Balance, Attack, Defense, or Speed forms from any form.

Multilocation - 1/day you may roll 1d10. You create 30HP copies of your self equal to your result. Each copy has all of the abilities of your original, except for Multilocation. If your original body is ever knocked out, dismiss all other copies. You cannot have more than 99 copies at a time. All copies and the original operate as a hivemind, knowledgeable about everything each body knows. Captured copies become separate entities without Multilocation.

Biology: Diet - Pollutivore / Terravore, Habitat - Space

Proficiencies: Psychic / Elemental Attack / Energy Blast / Martial

Deoxys Attack

Psychic - Large (Size), Medium (Weight)

Hit Points: 60 **Defense:** 5 **Special Defense:** 5

Speed: 15 (75 ft.) **Attack:** 18 **Special Attack:** 18

Additional Moves (Attack +9, Special Attack +9, Speed +7)

Zap Cannon - Ranged(30ft) *Electric Special Attack*: 1/day 5d12. Zap Cannon has -6 during Accuracy Check. On hit the target is Paralyzed.

Superpower - *Melee Fighting Attack*: 1/day 5d12. On hit, your Attack and Defense is -2 for 10 mins. This effect cannot be stacked.



Deoxys was formed by the mutation of a virus from space. The legendary Pokémon is highly intelligent; its brain appears to be the crystal in its chest. That organ is capable of firing laser beams of various elemental types. It is able to regenerate any part of its body that it may have lost during a battle. Deoxys can telepathically communicate with its other bodies, but also can create aurora effects in the atmosphere to communicate if there is something affecting its ability to normally use its hivemind. Deoxys has different forms and each possesses different abilities and techniques. In addition to reforming itself for specialized combat, it can sever parts of its body which in turn fully reforms into additional bodies that all act as one. It is uncertain what Deoxys wants on earth, but it is a formidable threat that is usually only sent back into space by force.



Deoxys Defense

Psychic - Large (Size), Medium (Weight)

Hit Points: 60 Defense: 19 Special Defense: 19

Speed: 9 (45 ft.) Attack: 7 Special Attack: 7

Additional Moves (Attack +3, Special Attack +3, Speed +4)

Counter - *Melee Fighting Effect*: 1/day. Counter is used as a Reaction. After an enemy hits you with a melee Attack move that deals damage, use Counter to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

Mirror Coat - *Ranged(40ft) Psychic Effect*: 1/day. Mirror Coat is used as a Reaction. After an enemy hits you with a ranged Special Attack move that deals damage, use Mirror Coat to deal exactly twice the damage to the enemy that you received. Do not apply weakness or resistances.

Deoxys Speed

Psychic - Large (Size), Medium (Weight)

Hit Points: 60 Defense: 12 Special Defense: 12

Speed: 18 (90 ft.) Attack: 10 Special Attack: 10

Additional Moves (Attack +5, Special Attack +5, Speed +9)

Double Team - *Self Normal Effect*: 1/day. You create 3 copies of yourself. You may attack from any copy and copies may inhabit spaces up to 25 ft away from each other, though none can be more than 25 ft from any other copies or the original. If a copy is hit, it disappears and you take 1/4th of the damage it would have taken. If your copy is hit by a non-damaging attack the copy is dismissed and you are unaffected by the attack. If you are hit, all copies disappear.

Extreme Speed - *Melee Normal Attack*: 3/day 3d10. Extreme Speed has Priority and cannot be contested for Priority.



Darkrai



Dark - Large (Size), Medium (Weight)

Hit Points: 360 **Defense:** 9 **Special Defense:** 9

Speed: 13 (65 ft.) **Attack:** 9 **Special Attack:** 15

Skills: Flight (*can fly*), Intelligence (*very smart*), Mind Lock (*mind can't be read*), Phasing (*can move through solid objects*), Stealth (*can make stealth skill checks*)

Passives: Nasty Plot (+1 Special Attack)

Moves (Attack +4, Special Attack +7, Speed +6)

Dream Eater - *Melee Psychic Special Attack: 1/day 5d12. Dream Eater can only hit Sleeping targets. On hit, you regain HP equal to half of the damage dealt.*

Dark Pulse - *Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.*

Legendary

Bad Dreams - *Legendary Passive* - Foes who are Asleep lose 20 HP on your turn when within 30 ft of you.

Mind-reading Disable - *Ranged(20ft) Normal Effect: 3/day. Choose an attack the target knows. That move cannot be used by the target for 5 mins.*

Nightmare - *Ranged(40ft burst) Ghost Effect: 1/day. All Sleeping targets are given Nightmare Coats. The Nightmare Coat has the following ability: At the end of your turn, lose 1/3rd of your Max HP. Nightmare Coat is destroyed if the wearer is cured of Sleep or knocked out.*

Dark Void - *Ranged(40ft burst) Dark Effect: 3/day. All targets are put to Endless Sleep. Endless Sleep's check starts at 19 and does not lower each turn like the normal Sleep affliction. Endless Sleep can only be cured with a successful check. If anyone is knocked unconscious while afflicted with Endless Sleep, they are cured of Endless Sleep.*

Biology: Diet - Psitroph, Habitat - Cave / Forest / Mountain

Proficiencies: Dark / Psychic / Claws / Hexwork / Tricky

Cresselia



Psychic - Large (Size), Heavy (Weight)

Hit Points: 480 **Defense:** 12 **Special Defense:** 14

Speed: 9 (45 ft.) **Attack:** 7 **Special Attack:** 9

Skills: Flight (*can fly*), Glow (*can produce light*), Intelligence (*very smart*), Invisibility (*can turn invisible*), Telepath (*can read minds*)

Passives: Calm Mind (+1 Special Attack, +1 Special Defense), Levitate (*You are immune to Ground-type moves while you are airborne.*)

Moves (Attack +3, Special Attack +4, Speed +4)

Confusion - *Ranged(10ft) Psychic Special Attack: At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.*

Aurora Beam - *Ranged(15ft beam) Ice Special Attack: 3/day 3d8. On hit, all target's Attack are -1 for 10 mins. This effect cannot be stacked.*

Psychic - *Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.*

Moonblast - *Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.*

Moonlight - *Melee Normal Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP. If you are within Sunny Weather, the target is healed HP equal to 3/4th of the target's Max HP instead.*

Legendary

Lunar Dance - *Ranged(100ft) Psychic Effect: 1/day. Your HP is set to 100 unless it's below 100, the target recovers 500 HP and is cured of any afflictions.*

Biology: Diet - Herbivore, Habitat - Forest / Rainforest / Mountain

Proficiencies: Fairy / Psychic / Energy Blast / Healer / Spellcraft



Darkrai is known to inhabit dreams and causes the target to have unending nightmares, which can be stopped if exposed to a Cresselia down feather. However, the unleashing of nightmares is actually a defense mechanism, instead of an intentionally malicious act. It can become a shadow and escape danger or contact with humans in most cases, but will lash out when corners or when defending something. It is capable of some human speech, and Darkrai does not only cause nightmares; it is also attracted to them. When an evil force is causing nightmares it will often consume the nightmares, sometimes curing an afflicted person of a terrible curse.



Cresselia has the power to dispel nightmares and holding one of its feathers is said to bring happy dreams. It is very hostile towards Darkrai and tries to cure those afflicted with the actions of Darkrai. Shining particles are released from Cresselia wings like a veil, and it is said to represent the crescent moon. Cresselia actively works to thwart Darkrai, but more often than not put Darkrai into a position of panic that cause the spread of nightmares that Darkrai plagues humans with.



According to legends, Zacian is believed to be the elder sister of Zamazenta. It is known as the Fairy King's Sword by friends and foes. She can turn itself into a statue in order to slumber until need and is capable of flight. It can also cast illusions including a projection of itself even when asleep to protect its slumber. Zacian can attack so gracefully the movements can captivate its opponents. The sword it holds in its mouth can cut through anything with a sharp edge capable of harming even the greatest threats as if they are made of paper.



In legends, it is known as the Fighting Master's Shield due to its ability to deflect any attack. Zamazenta is both feared and respected by all. By becoming a statue, it can rest for eons and even while asleep, it can cast illusions including a projection of itself. His regal and majestic movements enable it to overwhelm opponents who he faces. Zamazenta fends off the attacks of foes by using the golden shield that covers its front. No battlefield, no matter how terrible, can make Zamazenta flinch in its resolve. By bashing the enemies with its full might, it is said that the power can cause cracks in the land and that the resulting shockwaves can lay waste to hundreds of enemies.

When together, the siblings can negate the power of Eternatus, even in its Eternamax state. When reunited with their sacred relics, their true power is revealed and they can stop power spots from spreading havoc across the lands.

Zacian



Fairy - Huge (Size), Heavy (Weight)

Hit Points: 540 **Defense:** 13 **Special Defense:** 12

Speed: 14 (70 ft.) **Attack:** 20 **Special Attack:** 8

Skills: Climber (*treats walls and ceilings as normal terrain*), Flight (*can fly*), Intelligence (*very smart*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Bulk Up (+1 Attack, +1 Defense)

Moves (Attack +10, Special Attack +4, Speed +7)

Crunch - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Metal Claw - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Sacred Sword - *Melee Fighting Attack:* 3/day 3d10. Sacred Sword has +2 during Accuracy Check.

Moonblast - *Ranged(20ft) Fairy Special Attack:* 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Legendary

Intrepid Sword - *Legendary Passive* - +6 Attack

Relic of Heroes - *Legendary Passive* - If you are in possession of your Hero Relic, you are in your Crowned Sword form.

Zacian Crowned Sword



Fairy / Steel - Huge (Size), Superweight (Weight)

Hit Points: 540 **Defense:** 13 **Special Defense:** 12

Speed: 15 (75 ft.) **Attack:** 24 **Special Attack:** 8

Legendary (Attack +12, Special Attack +4, Speed +7)

Behemoth Blade - *Ranged(20ft) Steel Attack:* 3/day 3d10. If the target is Dynamax, Gigantamax, or Eternamax, Behemoth Blade deals +250 damage.

Biology: Diet - Omnivore, Habitat - Forest / Mountain

Proficiencies: Fairy / Steel / Blades / Fangs

Zamazenta



Fighting - Huge (Size), Heavy (Weight)

Hit Points: 540 **Defense:** 19 **Special Defense:** 12

Speed: 14 (70 ft.) **Attack:** 14 **Special Attack:** 8

Skills: Climber (*treats walls and ceilings as normal terrain*), Flight (*can fly*), Intelligence (*very smart*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Bulk Up (+1 Attack, +1 Defense)

Moves (Attack +7, Special Attack +4, Speed +7)

Crunch - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Metal Claw - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Close Combat - *Melee Fighting Attack:* 1/day 5d12. On hit, your Defense and Special Defense is -2 for 10 mins. This effect cannot be stacked.

Legendary

Dauntless Shield - *Legendary Passive* - +6 Defense

Relic of Heroes - *Legendary Passive* - If you are in possession of your Hero Relic, you are in your Crowned Shield form.

Shield Protect - *Self Normal Effect:* 1/day. Shield Protect is used as a Reaction. When you would be hit by a move, use Shield Protect to instead ignore the damage and any effects of the attack.

Zamazenta Crowned Shield



Fighting / Steel - Huge (Size), Superweight (Weight)

Hit Points: 540 **Defense:** 22 **Special Defense:** 15

Speed: 13 (65 ft.) **Attack:** 14 **Special Attack:** 8

Legendary (Attack +7, Special Attack +4, Speed +6)

Behemoth Bash - *Ranged(20ft) Steel Attack:* 3/day 3d10. If the target is Dynamax, Gigantamax, or Eternamax, Behemoth Bash deals +250 damage.

Biology: Diet - Omnivore, Habitat - Forest / Mountain

Proficiencies: Fighting / Steel / Fangs / Martial (No Punches)



After decades of rest, the beings of light, Solgaleo and Lunala may revert to their first form, Cosmog. Its body is frail and easily blown away. However, Cosmog tend to be carefree and don't seem to mind. They collect dust from the atmosphere, which allows it grow slowly. Cosmog has the ability to warp itself and those close to it to different places. Unfortunately, this power is dangerous as it can open wormholes into other dimensions. Cosmog has an overly trusting nature and it immediately takes a liking to whoever shows it kindness, even when that person doesn't have the best intentions for it. After exerting itself one to many times, it enters its cocoon stage, Cosmoem.

Incased in its sturdy, cocoon-like shell, Cosmoem seems unable to move. Certainly, not by force as it weighs more than two-thousand pounds. It grows as it absorbs starlight and the dust in the air. Its body is warm to the touch. Cosmoem shells are said to be harder than any known material. Sometimes, they levitate about near those they trust while seemingly remaining asleep.



Known as the beast that devours the sun, Solgaleo has long been honored as an emissary of light and the sun. It said to sometimes live in another world and returns there when its third eye activates. Its body is capable of holding a vast amount of energy and glows when active. The intense light it radiates can make nighttime look like midday. Solgaleo will try to hide in other dimensions when pursued by the pillager of light.

Cosmog

Psychic - Small (Size), Featherweight (Weight)

Hit Points: 24 **Defense:** 3 **Special Defense:** 3

Speed: 4 (20 ft.) **Attack:** 3 **Special Attack:** 3

Skills: Amorphous (*has a gaseous body*), Flight (*can fly*)

Passives: Sturdy (*If you would be brought from Max HP to 0 or below, you are instead brought to 1 HP.*)

Moves (Attack +1, Special Attack +1, Speed +2)

Splash - *Melee Normal Effect:* At-Will. Instead of making an Accuracy Check, roll 1d20. On 18 or higher, all adjacent foes are moved 5 ft away from the user.

Legendary

Tireless Teleport - *Ranged(50ft) Psychic Effect:* 1/day. Tireless Teleport may be used as a Reaction. It moves you 50ft away in your line of sight. After an enemy hits you with a move that deals damage, you may use Tireless Teleport as a Reaction to move up to 50ft away in your line of sight. You take only 1/4th the damage you would have taken from the attack.

Cosmoem

Psychic - Tiny (Size), Superweight (Weight)

Hit Points: 48 **Defense:** 14 **Special Defense:** 14

Speed: 4 (20 ft.) **Attack:** 3 **Special Attack:** 3






Skills: Flight (*can fly*)

Passives: Cosmic Power (+1 Defense, +1 Special Defense), Sturdy

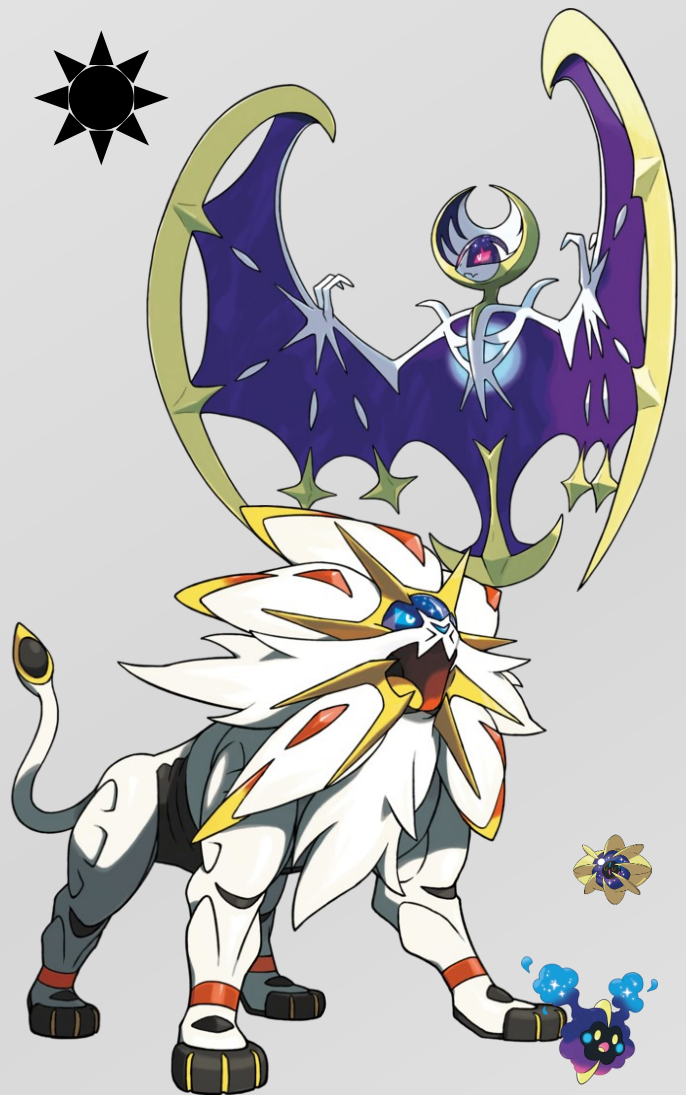
Moves (Attack +1, Special Attack +1, Speed +2)

Bide - *Ranged(25ft burst) Normal Effect:* 1/day. When you use this attack, you immediately end your turn. During your next turn, you can't act. On the round after that, when it's your turn, you release energy, dealing damage equal to twice the damage you've taken since initiating Bide.

Biology: Diet - Phototroph, Habitat - Forest / Mountain / Space

Evolution: Cosmog  Cosmoem   Full strength realized under the sun Solgaleo,   Full strength realized under the moon Lunala

Proficiencies: No moves from Any (Cosmog / Cosmoem) / Fairy (Lunala) / Fire (Solgaleo) / Ghost (Lunala) / Psychic (Solgaleo / Lunala) / Steel (Solgaleo) / Claws (Solgaleo / Lunala) / Fangs (Solgaleo) / Winged (Lunala)



Known as the beast that calls the moon and its light, Lunala has long been honored as an emissary of the moon. Lunala constantly absorbs light to convert into energy and can obscure daylight with darkness. When it spreads its wings to absorb light and glitters, it resembles a beautiful night sky. It is said to sometimes live in another world, which it returns to when it opens its third eye. Lunala will try to hide in other dimensions when pursued by the pillager of light.



Solgaleo



Psychic / Steel - Huge (Size), Superweight (Weight)

Hit Points: 840 **Defense:** 12 **Special Defense:** 10

Speed: 10 (50 ft.) **Attack:** 14 **Special Attack:** 11

Skills: Flight (*can fly*), Glow (*can produce light*), Intelligence (*very smart*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Cosmic Power, Clear Body (*Your stats cannot be lowered by a foe's effects.*)

Moves (Attack +7, Special Attack +5, Speed +5)

Metal Claw - *Melee Steel Attack:* At-Will 2d6. On hit, your Attack is +1 for 10 mins. This effect cannot be stacked.

Zen Headbutt - *Melee Psychic Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Crunch - *Melee Dark Attack:* 3/day 3d10. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Solar Beam - *Ranged(30ft beam) Grass Special Attack:* 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

Flare Blitz - *Melee Fire Attack:* 1/day 5d12. On hit, you lose HP equal to $1/3^{\text{rd}}$ of the damage you deal and if you got 18 or higher on Accuracy Check, the target is Burned.

Legendary

Sunsteel Strike - *Ranged(20ft burst) Steel Attack:* 3/day 5d20. Sunsteel Strike has +2 during Accuracy Check.

Guardian Multiscale - *Legendary Passive* - When you are above half Max HP, you take -1d20 damage from all attacks.

Guardian of Light - *Legendary Passive* - While in sunlight, you deal +1d12 damage with your attacks.

Ultra Wormhole - 3/day you may open an Ultra Wormhole to another dimension and travel through it. The wormhole stays open as long as you are on the other side of it or you will it closed.

Lunala



Psychic / Ghost - Huge (Size), Superweight (Weight)

Hit Points: 840 **Defense:** 10 **Special Defense:** 12

Speed: 10 (50 ft.) **Attack:** 11 **Special Attack:** 14

Skills: Flight (*can fly*), Glow (*can produce light*), Intelligence (*very smart*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Cosmic Power, Clear Body (*Your stats cannot be lowered by a foe's effects.*)

Moves (Attack +5, Special Attack +7, Speed +5)

Confusion - *Ranged(10ft) Psychic Special Attack:* At-Will 1d12. On hit, if you got 19 or higher on Accuracy Check, the target is Confused.

Confuse Ray - *Ranged(20ft) Ghost Effect:* 1/day. On hit, the target becomes Confused.

Air Slash - *Ranged(15ft) Flying Special Attack:* 1/day 3d12. Air Slash has -1 during Accuracy Check. On hit, if you got 14 or higher on Accuracy Check, the target is Stunned.

Shadow Ball - *Ranged(20ft) Ghost Special Attack:* 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Moonblast - *Ranged(20ft) Fairy Special Attack:* 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Legendary

Moongeist Beam - *Ranged(40ft beam) Ghost Special Attack:* 3/day 5d20. Moongeist Beam has +2 during Accuracy Check.

Guardian Multiscale - *Legendary Passive* - When you are above half Max HP, you take -1d20 damage from all attacks.

Guardian of Light - *Legendary Passive* - While in moonlight, you deal +1d12 damage with your attacks.

Ultra Wormhole - 3/day you may open an Ultra Wormhole to another dimension and travel through it. The wormhole stays open as long as you are on the other side of it or you will it closed.

Necrozma



Psychic - Huge (Size), Superweight (Weight)

Hit Points: 200 **Defense:** 12 **Special Defense:** 9

Speed: 10 (50 ft.) **Attack:** 11 **Special Attack:** 13

Skills: Flight (*can fly*), Glow (*can produce light*), Intelligence (*very smart*), Invisibility (*can turn invisible*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Autotomize (+2 Speed), Iron Defense (+2 Defense),

Moves (**Attack +5, Special Attack +6, Speed +5**)

Rock Blast - Ranged(10ft) Rock Attack: At-Will 1d4. Rock Blast has -2 during Accuracy Check. Rock Blast is a Scatter attack. Up to 5 attacks.

Night Slash - Melee Dark Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Night Slash is a critical hit.

Psycho Cut - Ranged(20ft) Psychic Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Psycho Cut is a critical hit.

Power Gem - Ranged(20ft) Rock Special Attack: 3/day 3d10.

Legendary

Prismatic Laser - Ranged(80ft beam) Psychic Special Attack: 3/day 8d12. You cannot act during the next round.

Ultra Wormhole - 3/day you may open an Ultra Wormhole to another dimension and travel through it. The wormhole stays open as long as you are on the other side of it.

Trespasser Hunter - *Legendary Passive* - Your attacks against Ultra Beasts, Solgaleo, or Lunala deal +1d12 damage.

Neuroforce - *Legendary Passive* - Your super effective and extremely effective attacks add an additional die to their damage rolls. Super effective attacks made against you are treated as regular attacks. Extremely effective attacks made against you are treated as super effective attacks.

Pillager of Light - *Legendary Passive* - Necrozma can possess Solgaleo to become its Dusk Mane form or Lunala to become its Dawn Wings form. If Necrozma is able to possess both of them, it becomes its Ultra Mantle form. Necrozma only needs to touch Solgaleo or Lunala to possess them. Solgaleo or Lunala can only escape from Necrozma once Necrozma is knocked out. Necrozma also gains the moves of whoever Necrozma is possessing. When separating from Lunala, Solgaleo, or both; if you had more HP than any of their individual max HPs they are set to their max HP, otherwise each Pokémon is set to the HP you were at when you separated.

Necrozma Dusk Mane



Psychic / Steel - Huge (Size), Superweight (Weight)

Hit Points: 1140 **Defense:** 15 **Special Defense:** 11

Speed: 10 (50 ft.) **Attack:** 16 **Special Attack:** 11

(Attack +8, Special Attack +5, Speed +5)



Necrozma originates from Ultra Space and is capable of opening and traveling through Ultra Wormholes whenever it pleases. It was once known as the blinding one. It once had the ability to give light, but lost this ability due to intrusive and debilitating treatment in a parallel universe. In its incomplete state, Necrozma suffers constant pain and displays immense hostility. In an effort to restore itself to its original state, Necrozma steals light from other places and beings. Now, Necrozma is known as the pillager of light and often seeks out the legendary Pokémon Solgaleo and Lunala. Absorbing light helps Necrozma survive and stay active. When it absorbs the forms of one of the two, Necrozma becomes more vicious to the point of going on an uncontrollable rampage. Necrozma brutally attacks foes with either its claws or lasers on anything it sees as a foe along with a desire to burn the world. When Necrozma absorbs light from a world, that world becomes shrouded in darkness until the stolen light is returned. It is understood that Solgaleo and Lunala developed the ability to move between worlds to hide from Necrozma, who seeks them relentlessly.



Necrozma Dawn Wings



Psychic / Ghost - Huge (Size), Superweight (Weight)

Hit Points: 1140 **Defense:** 13 **Special Defense:** 13

Speed: 10 (50 ft.) **Attack:** 11 **Special Attack:** 16

(Attack +5, Special Attack +8, Speed +5)



Biology: Diet - Omnivore, Habitat - Mountain / Space

Proficiencies: Ghost / Psychic / Rock / Steel / Blades

Necrozma Ultra Mantle



Psychic / Dragon - Gigantic (Size), Superweight (Weight)

Hit Points: 1980 **Defense:** 12 **Special Defense:** 10

Speed: 15 (75 ft.) **Attack:** 17 **Special Attack:** 17

Legendary (Attack +8, Special Attack +8, Speed +7)

Photon Geyser - Ranged(160 ft beam) **Psychic Special Attack:** 3/day 12d12. You cannot act during the next two rounds.



Kyogre

Water - Gigantic (Size), Superweight (Weight)

Hit Points: 1200 **Defense:** 9 **Special Defense:** 15

Speed: 11 (55 ft.) **Attack:** 10 **Special Attack:** 16

Skills: Flopper (*has a hard time moving out of water*), Fountain (*can create water*), Gilled (*can breathe underwater*), Strength (*very strong*), Swimmer (*can swim*)

Passives: Calm Mind (+1 *Special Attack*, +1 *Special Defense*), Scary Face (+2 *Speed*)

Moves (*Attack +5, Special Attack +8, Speed +5*)

Ice Beam - Ranged(20ft beam) Ice Special Attack: 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Hydro Pump - Ranged(30ft beam) Water Special Attack: 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

Water Spout - Ranged(30ft burst) Water Special Attack: 1/day 3d10. If you are at Max HP, Water Spout has 5d12 for damage instead.

Sheer Cold - Ranged(15ft, 10ft wave) Ice Special Attack: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Rain Dance - Water Field Effect: 3/day. You create a circle of Raining Weather with a 60ft diameter. Within the Raining weather, Water-type attacks deal an additional 8 damage and Fire-type attacks deal 8 less damage. This weather disappears after 2 mins.

Legendary

Primordial Sea - *Legendary Passive* - As a free action you may use Rain Dance ignoring its frequency.

Master of the Sea - *Legendary Passive* - If you encounter Groudon, you are compelled to flood the lands and fight them.

Primal Reversion - 3/day As a free action, transform into your Primal Reversion form if you are in the possession of your sacred relic for 30 mins. When in Primal Reversion, Kyogre gains 400 HP. When changing back if you have more than 1200 HP, you are lowered to 1200 HP.

Kyogre Primal Reversion

Water - Gigantic (Size), Superweight (Weight)

Hit Points: 1600 **Defense:** 9 **Special Defense:** 17

Speed: 11 (55 ft.) **Attack:** 15 **Special Attack:** 19

Legendary (*Attack +7, Special Attack +9, Speed +5*)

Origin Pulse - Ranged(40ft, 30 ft wave) Water Special Attack: 3/day 5d12.

Biology: Diet - Omnivore, Habitat - Arctic / Ocean

Proficiencies: Ice / Water / Piscian / Stampeding



Kyogre is a powerful legendary Pokémon, having complete control over the element of water and rain. It expanded the seas, and is hailed as a savior for quenching areas of the world plagued with drought. Kyogre is normally calm and peaceful and will lay dormant for decades at a time, but if it meets its rival, Groudon, Kyogre will engage in a cataclysmic battle against it. Kyogre generally resides deep in the ocean, and is said to rest in a deep trench. Kyogre has the power to create massive rain clouds that cover the entire sky and bring about torrential downpours. If left unchecked, Kyogre can drown the land as it endlessly produces water. If in possession of a sacred relic left to it in ancient times, it can revert into its primal form before its true power was stripped from it by a greater being.



Groudon



Ground - Gigantic (Size), Superweight (Weight)

Hit Points: 1200 **Defense:** 15 **Special Defense:** 9

Speed: 11 (55 ft.) **Attack:** 16 **Special Attack:** 10

Skills: Burrow (*moves through earth easily*), Firestarter (*can create fire*), Groundshaper (*can manipulate the ground*), Sinker (*can't swim*), Strength (*very strong*)

Passives: Bulk Up (+1 Attack, +1 Defense), Scary Face (+2 Speed)

Moves (Attack +8, Special Attack +5, Speed +5)

Earthquake - Ranged(30ft burst) Ground Attack: 1/day 5d12.

Solar Beam - Ranged(30ft beam) Grass Special Attack: 1/day 5d12. When you use this attack you immediately end your turn unless it's Sunny. During your next turn, or immediately if it's Sunny, you may target with and roll Solar Beam's Accuracy Check and damage.

Fissure - Ranged(25ft beam) Ground Attack: 1/day. On hit, roll 1d20. On a natural result of 17, 18, 19, or 20, the target is set to 0 HP.

Eruption - Ranged(30ft burst) Fire Special Attack: 1/day 3d10. If you are at Max HP, Eruption has 5d12 for damage instead.

Sunny Day - Fire Field Effect: 3/day. You create a circle of Sunny Weather with a 60ft diameter. Within the Sunny weather, Fire-type attacks deal an additional 8 damage and Water-type attacks deal 8 less damage. This weather disappears after 2 mins.

Legendary

Desolate Land - *Legendary Passive* - As a free action you may use Sunny Day ignoring its frequency.

Master of the Land - *Legendary Passive* - If you encounter Kyogre, you are compelled to evaporate the seas and fight them.

Primal Reversion - 3/day As a free action, transform into your Primal Reversion form if you are in the possession of your sacred relic for 30 mins. When in Primal Reversion, Groudon gains 400 HP. When changing back if you have more than 1200 HP, you are lowered to 1200 HP.



Groudon Primal Reversion



Ground / Fire - Gigantic (Size), Superweight (Weight)

Hit Points: 1600 **Defense:** 17 **Special Defense:** 9

Speed: 11 (55 ft.) **Attack:** 19 **Special Attack:** 15

Legendary (Attack +9, Special Attack +7, Speed +5)

Precipice Blades - Ranged(35ft burst) Ground Attack: 3/day 5d12.

Biology: Diet - Omnivore, Habitat - Mountain / Volcano

Proficiencies: Fire / Ground / Claws / Stampeding



Groudon is a powerful legendary Pokémon, having the ability to summon intense droughts and cause volcanic eruptions. The droughts it can cause allow it to evaporate water, while the volcanic eruptions it can summon enable it to create land. It built all of the landmasses in the world. It sleeps underground in large magma chambers, sometimes for decades at a time. If it encounters its rival, Kyogre, they will engage in cataclysmic battle. Groudon can raise land out of the seas and empower the sun to bake the lands with heat. If left unchecked, Groudon will evaporate all of the water on earth, completely destroying all life as it endlessly plummets the land into a magma-covered world. If in possession of a sacred relic left to it in ancient times, it can revert into its primal form before its true power was stripped from it by a greater being.

Rayquaza



Dragon / Flying - Gigantic (Size), Superweight (Weight)

Hit Points: 1260 **Defense:** 9 **Special Defense:** 9

Speed: 13 (65 ft.) **Attack:** 16 **Special Attack:** 15

Skills: Burrow (*moves through earth easily*), Flight (*can fly*), Guster (*can produce wind*), Intelligence (*very smart*), Strength (*very strong*), Swimmer (*can swim*)

Passives: Dragon Dance (+1 Attack, +1 Speed), Scary Face (+2 Speed)

Moves (Attack +8, Special Attack +7, Speed +6)

Fly - *Melee Flying Attack:* 1/day 3d12. When you use this attack, you raise yourself 40ft into the air, then you immediately end your turn. During your next turn, your movement speed is tripled and after getting to a target you may roll Fly's Accuracy Check and damage.

Dragon Pulse - *Ranged(10ft) Dragon Special Attack:* 3/day 3d10.

Extreme Speed - *Melee Normal Attack:* 3/day 3d10. Extreme Speed has Priority and cannot be contested for Priority.

Outrage - *Melee Dragon Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

Hyper Beam - *Ranged(25ft beam) Normal Special Attack:* 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Defog - *Ranged(30ft burst) Flying Field Effect:* 3/day. Any Walls, Hazards, Weather, or Terrains within range are destroyed.

Legendary

Air Lock - *Legendary Passive* - As a free action you may use Defog ignoring its frequency.

Master of the Skies - *Legendary Passive* - You are compelled to quell any fighting between Kyogre and Groudon.

Mega Evolution - 3/day As a free action, Mega Evolve into Mega Rayquaza for 30 mins.

Mega Rayquaza



Dragon / Flying - Gigantic (Size), Superweight (Weight)

Hit Points: 1660 **Defense:** 10 **Special Defense:** 10

Speed: 15 (75 ft.) **Attack:** 19 **Special Attack:** 18

Legendary (Attack +9, Special Attack +9, Speed +7)

Delta Stream - *Legendary Mega Passive* - Your foes do not add dice to their attacks for super effective or extremely effective attacks due to your Flying-type.

Dragon Ascent - *Melee Dragon Attack:* 3/day 5d12.

Biology: Diet - Glacievore / Terravore, Habitat - Mountain

Proficiencies: Dragon / Flying / Claws / Draconian / Stampeding



Rayquaza acts as a balance to terrible strength that Kyogre and Groudon has. Rayquaza is able to soothe them both, even in their primal forms. Rayquaza is said to have lived for hundreds of millions of years in the ozone layer, where it feeds on water and other particles. Rayquaza is rarely seen by people; even in flight, its appearance is indistinguishable from that of a distant passing meteor. It flies in the upper tropospheric flow and will very quickly get to any acts of mayhem created by Kyogre or Groudon. When pushed to its limits, it will Mega Evolve in order to quell squabbles between Kyogre and Groudon.



The origins of Zekrom and Reshiram are told in legends, as they were once a single powerful Dragon Pokémon used by twin heroes in order to create harmony in the lands. But the brothers each sought something different in life—truth for the older brother and ideals for the younger—and they began to argue, then fight, over whose side was right. The single dragon, in response, split into two Pokémon: Reshiram, who sided with the older twin, and Zekrom, who sided with the younger twin. The two dragons were equally matched as they battled and neither conquered the other. As a result, the brothers set aside their differences and equally declared that there was no right side, either. Later, the sons of the heroes resumed the fight, and Reshiram and Zekrom destroyed the region with their fire and lightning powers. They subsequently disappeared afterward.



With a tail that produces energy for its attacks and emits an anti-gravity field, Zekrom can easily fly through the air with minimal effects from aerodynamic resistance and gravity. It can cause several thunderstorms in one area, and it normally hides in thunderclouds. It is said that Zekrom uses its lightning to annihilate kingdoms of people who have lost the righteousness in their hearts. If allied with a powerful trainer and who is opposed to a trainer who is allied Reshiram, Zekrom and Reshiram may clash to appease their allies and cause countless cataclysmic events.



In reality, the original dragon had split into three legendary Pokémon. One who represented truth, another who represented ideals, and a third who represented the space between both truth and ideals that bond them together in harmony. The split is what made both Reshiram and Zekrom so hostile and dangerous when confronting each other.



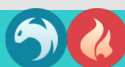
By setting its torch-like tail ablaze, Reshiram can heat the atmosphere and change the weather. Reshiram can produce flames that are capable of incinerating the world itself, so perhaps the world's continued safety is a sign of its goodwill. Reshiram is said to help those who seek to build a world of truth. If allied with a powerful trainer and who is opposed to a trainer who is allied Zekrom, Reshiram and Zekrom may clash to appease their allies and cause countless cataclysmic events.



Kyurem generates a powerful, freezing energy inside itself, sometimes encasing itself in a glacier of ice to slumber. Its power exceeds that of Zekrom or Reshiram, but tends to avoid conflicts with either. It represents the binding element that ties truth and ideals together into a singular philosophy and so it is unsurprising that it can fuse with either Zekrom or Reshiram. It is said that under the right circumstances, the three dragons could one day reunite into their true, original form. However, it's been millennia since then and time may have split these beings too long.



Reshiram



Dragon / Fire - Gigantic (Size), Superweight (Weight)

Hit Points: 1600 **Defense:** 10 **Special Defense:** 12

Speed: 10 (50 ft.) **Attack:** 13 **Special Attack:** 15

Skills: Firestarter (*can create fire*), Flight (*can fly*), Intelligence (*very smart*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Dragon Dance (+1 Attack, +1 Speed)

Moves (Attack +6, Special Attack +7, Speed +5)

Fire Fang - *Melee Fire Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Burned.

Flamethrower - *Ranged(20ft beam) Fire Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Extrasensory - *Ranged(10ft) Psychic Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Dragon Pulse - *Ranged(10ft) Dragon Special Attack:* 3/day 3d10.

Outrage - *Melee Dragon Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

Legendary

Turboblaze - *Legendary Passive* - Your attacks ignore any passives that would redirect, negate or weaken them.

Fusion Flare - *Ranged(20ft) Fire Special Attack:* 3/day 3d12. If Fusion Bolt was used by anyone during the last 20 seconds, Fusion Flare has 7d12 for damage instead.

Blue Flare - *Ranged(50ft) Fire Special Attack:* 3/day 5d12. On hit, if you got 14 or higher on Accuracy Check, the target is Burned.

Zekrom



Dragon / Electric - Gigantic (Size), Superweight (Weight)

Hit Points: 1600 **Defense:** 12 **Special Defense:** 10

Speed: 10 (50 ft.) **Attack:** 16 **Special Attack:** 12

Skills: Flight (*can fly*), Intelligence (*very smart*), Strength (*very strong*), Telepath (*can read minds*), Zapper (*can produce electricity*)

Passives: Dragon Dance (+1 Attack, +1 Speed)

Moves (Attack +8, Special Attack +6, Speed +5)

Thunder Fang - *Melee Electric Attack:* 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Paralyzed.

Thunderbolt - *Ranged(30ft) Electric Special Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Paralyzed.

Zen Headbutt - *Melee Psychic Attack:* 3/day 3d10. On hit, if you got 18 or higher on Accuracy Check, the target is Stunned.

Dragon Claw - *Melee Dragon Attack:* 3/day 3d10.

Outrage - *Melee Dragon Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

Legendary

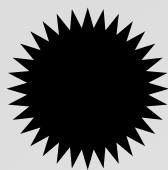
Teravolt - *Legendary Passive* - Your attacks ignore any passives that would redirect, negate or weaken them.

Fusion Bolt - *Ranged(20ft) Electric Attack:* 3/day 3d12. If Fusion Flare was used by anyone during the last 20 seconds, Fusion Bolt has 7d12 for damage instead.

Bolt Strike - *Melee Electric Attack:* 3/day 5d12. On hit, if you got 14 or higher on Accuracy Check, the target is Paralyzed.

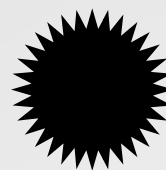
Biology: Diet - Omnivore, Habitat - Space

Proficiencies: Dragon / Fire / Psychic / Claws / Draconian / Winged



Biology: Diet - Omnivore, Habitat - Space

Proficiencies: Dragon / Electric / Psychic / Claws / Draconian / Winged



Kyurem



Dragon / Ice - Gigantic (Size), Superweight (Weight)

Hit Points: 1780 **Defense:** 9 **Special Defense:** 9

Speed: 11 (55 ft.) **Attack:** 14 **Special Attack:** 13

Skills: Flight (*can fly*), Freezer (*can create ice*), Intelligence (*very smart*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Dragon Dance (+1 Attack, +1 Speed), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*)

Moves (Attack +7, Special Attack +6, Speed +5)

Ice Fang - *Melee Ice Attack: 3/day 3d8.* On hit, if you got 18 or higher on Accuracy Check, the target is randomly either Stunned or Frozen.

Ice Beam - *Ranged(20ft beam) Ice Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Frozen.

Dragon Claw - *Melee Dragon Attack: 3/day 3d10.*

Dragon Pulse - *Ranged(10ft) Dragon Special Attack: 3/day 3d10.*

Legendary

Glaciate - *Ranged(40ft) Ice Special Attack: 3/day 3d12.* On hit, the target's Speed is -10 for 10 mins. This effect cannot be stacked.

Terafrost - *Legendary Passive* - Your attacks ignore any passives that would redirect, negate or weaken them.

Unity of Energy - *Legendary Passive* - Kyurem can fuse with Reshiram to become its White Fusion form or Zekrom to become its Black Fusion form. Kyurem only needs to touch Reshiram or Zekrom to combine with them. Reshiram or Zekrom can only part from Kyurem's hold once Kyurem is knocked out. Kyurem also gains the moves of whoever Kyurem is fused with. When separating from Reshiram or Zekrom; if you had more HP than any of their individual max HPs they are set to their max HP, otherwise each Pokémon is set to the HP you were at when you separated.

Kyurem Black Fusion



Dragon / Ice - Gigantic (Size), Superweight (Weight)

Hit Points: 2380 **Defense:** 10 **Special Defense:** 9

Speed: 11 (55 ft.) **Attack:** 18 **Special Attack:** 12

Legendary (Attack +9, Special Attack +6, Speed +5)

Freeze Shock - *Ranged(40ft, 20ft blast) Ice Attack: 3/day 3d12.* On hit, if you got 12 or higher on Accuracy Check, the targets are Paralyzed.

Kyurem White Fusion



Dragon / Ice - Gigantic (Size), Superweight (Weight)

Hit Points: 2380 **Defense:** 9 **Special Defense:** 10

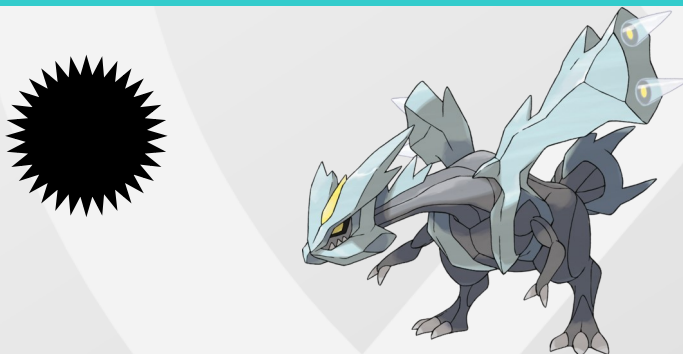
Speed: 11 (55 ft.) **Attack:** 13 **Special Attack:** 17

Legendary (Attack +6, Special Attack +8, Speed +5)

Ice Burn - *Ranged(40ft, 20ft blast) Ice Special Attack: 3/day 3d12.* On hit, if you got 12 or higher on Accuracy Check, the targets are Burned.

Biology: Diet - Omnivore, Habitat - Space

Proficiencies: Dragon / Ice / Psychic / Claws / Draconian / Winged



Xerneas



Fairy - Gigantic (Size), Superweight (Weight)

Hit Points: 1480 **Defense:** 10 **Special Defense:** 10

Speed: 10 (50 ft.) **Attack:** 14 **Special Attack:** 14

Skills: Glow (*can produce light*), Intelligence (*very smart*), Sprouter (*can manipulate plant life*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Growth (+1 Attack, +1 Special Attack)

Moves (Attack +7, Special Attack +7, Speed +5)

Heal Pulse - Ranged(10ft) Psychic Effect: 1/day. Target an ally or yourself. The target is healed HP equal to half of the target's Max HP.

Aurora Beam - Ranged(15ft beam) Ice Special Attack: 3/day 3d8. On hit, all target's Attack are -1 for 10 mins. This effect cannot be stacked.

Moonblast - Ranged(20ft) Fairy Special Attack: 3/day 3d10. On hit, the target's Special Attack is -1 for 10 mins. This effect cannot be stacked.

Megahorn - Melee Bug Attack: 1/day 5d12.

Horn Leech - Melee Grass Attack: 1/day 3d12. On hit, you regain HP equal to half of the damage dealt.

Legendary

Geomancy - Self Fairy Effect: 3/day. Your Special Attack, Special Defense, and Speed are +4 for 10 mins.

Fairy Aura - Legendary Passive - Fairy-type attacks deal +10 damage within 25ft of you

Biology: Diet - Herbivore, Habitat - Forest

Proficiencies: Fairy / Grass / Psychic / Healer / Horned / Pulse



Xerneas and Yveltal are great forces, both capable of giving and stealing life energy respectively. Xerneas shares life by glowing its horns in seven colors, while Yveltal has its feathers near the gray pattern on its chest glow when it steals life energy. When they are at the end of a cycle of their lifespan, Xerneas releases all of its life energy into all the living things in around it turning into a massive tree, while Yveltal expands its wings and steals all of the life energy of every living thing around it turning into a massive cocoon. Zygarde has Cells that are always monitoring the balance between Xerneas and Yveltal, and whenever it is disrupted or destroyed, Zygarde reforms as a whole and comes to unleash its wrath.



Xerneas has the power to share nearly eternal life. When it chooses to, it can give thousands of years to a person to live out, usually to atone for something they have done. Xerneas is a well of infinite power and at times seems to be the source of life everywhere. Xerneas is one of two legendary Pokémon who can power the ultimate weapon which uses the power within Xerneas to wipe life out everywhere.



Yveltal has the power to absorb life energy by spreading its wings and tailfeathers. When it chooses to, it can even share thousands of years of life force with a person, usually to punish them for something they have done. Yveltal is a source of near infinite power as it collects energy from all things that pass. Yveltal is one of two legendary Pokémon who can power the ultimate weapon which uses the power within Yveltal to wipe life out everywhere.



Zygarde is a Pokémon whose form depends on the percentage of its cores and cells gathered together. Its cells and cores are spread by the thousands all over the world. When it senses the life force of the world is out of balance, it gathers its cells together to form itself into shapes that can combat threats to the balance.



Some cells constantly remain together, in order to have a better array of knowledge to monitor areas of destruction. In these larger forms, Zygarde may even go out and seek offenders and end their harm to the balance of the world.



If Zygarde is able to, it will gather hundreds of its cells in order to destroy whatever threat it meets. In this form, it will attack in large sweeps indiscriminately to quell any disruptions to life's balance— other than itself.

Yveltal



Dark / Flying - Gigantic (Size), Superweight (Weight)

Hit Points: 1480 **Defense:** 10 **Special Defense:** 10

Speed: 11 (55 ft.) **Attack:** 14 **Special Attack:** 13

Skills: Glow (*can produce light*), Guster (*can produce wind*), Intelligence (*very smart*), Strength (*very strong*), Telepath (*can read minds*)

Passives: Dragon Dance (+1 Attack, +1 Speed)

Moves (Attack +7, Special Attack +6, Speed +5)

Dark Pulse - Ranged(10ft) Dark Special Attack: 3/day 3d10. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Psychic - Ranged(25ft) Psychic Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Dragon Rush - Melee Dragon Attack: 3/day 3d10. Dragon Rush has -2 during Accuracy Check. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Focus Blast - Ranged(30ft) Fighting Special Attack: 1/day 5d12. Focus Blast has -2 during Accuracy Check. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Phantom Force - Melee Ghost Attack: 1/day 3d12. When you use this attack, you vanish, then you immediately end your turn. During your next turn, you reappear anywhere within 25ft of where you vanished then your movement speed is doubled and after getting to a target you may roll Phantom Force's Accuracy Check and damage.

Legendary

Oblivion Wing - Ranged(25ft burst) Dark Special Attack: 3/day 3d12. On hit, you regain HP equal to the damage dealt.

Dark Aura - *Legendary Passive* - Dark-type attacks deal +10 damage within 25ft of you.

Biology: Diet - Carnivore, Habitat - Mountain

Proficiencies: Dark / Ghost / Flying / Claws / Energy Blast / Winged



Zygarde 10%



Dragon / Ground - Huge (Size), Medium (Weight)

Hit Points: 60 **Defense:** 8 **Special Defense:** 9

Speed: 12 (60 ft.) **Attack:** 11 **Special Attack:** 6

Skills: Amorphous (can change their body into a liquid-like state), Burrow (moves through earth easily), Groundshaper (can manipulate the ground), Inflatable (can expand), Intelligence (very smart), Modular (consists of various parts), Shrinkable (can shrink), Strength (very strong), Telepath (can read minds)

Passives: Coil (+1 Attack, +1 Defense, +1 to accuracy checks)

Moves (Attack +5, Special Attack +3, Speed +6)

Bite - *Melee Dark Attack:* At-Will 2d8. On hit, if you got 16 or higher on Accuracy Check, the target is Stunned.

Dig - *Melee Ground Attack:* 3/day 3d10. When you use this attack, dig into the ground so that you are concealed, then you immediately end your turn. During your next turn, your movement speed underground is +40 ft, and when you emerge from the ground you may roll Dig's Accuracy Check and damage.

Extreme Speed - *Melee Normal Attack:* 3/day 3d10. Extreme Speed has Priority and cannot be contested for Priority.

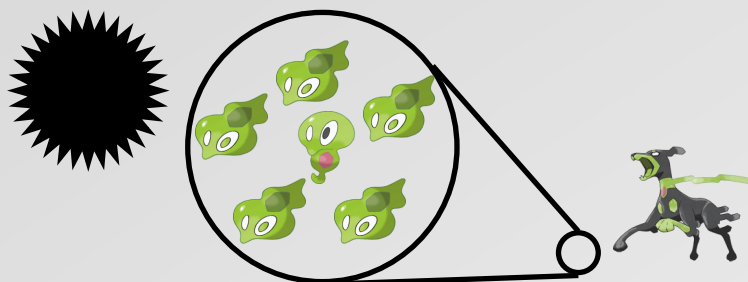
Dragon Pulse - *Ranged(10ft) Dragon Special Attack:* 3/day 3d10.

Legendary

Thousand Arrows - *Ranged(40ft) Ground Special Attack:* 3/day 3d10. Thousand Arrows ignores any Ground-type immunities.

Aura Break - *Legendary Passive* - Dark-type and Fairy-type type attacks deal -10 damage within 50ft of you. The Fairy Aura and Dark Aura Legendary Passives do not work within 50 ft of you.

Life of the Land - *Legendary Passive* - Zygarde operates as tens of thousands of individual cells that observe the ecosystem while spread across world. An individual cell cannot battle and has only 6 HP. When a group of ten are together, Zygarde can combine and act as its 10% form. When a group of one-hundred are together, Zygarde can combine and act as its 50% form. When a group at least three-hundred are together, Zygarde can combine and act as its Complete form. Higher forms have access to the moves and abilities of lesser Zygarde forms.



Zygarde 50%



Dragon / Ground - Gigantic (Size), Superweight (Weight)

Hit Points: 600 **Defense:** 13 **Special Defense:** 10

Speed: 10 (50 ft.) **Attack:** 11 **Special Attack:** 9

Moves (Attack +5, Special Attack +4, Speed +5)

Earthquake - *Ranged(30ft burst) Ground Attack:* 1/day 5d12.

Legendary

Land's Wrath - *Ranged(40ft) Ground Attack:* 3/day 5d12.

Zygarde Complete



Dragon / Ground - Gigantic (Size), Superweight (Weight)

Hit Points: 1800 **Defense:** 13 **Special Defense:** 10

Speed: 9 (45 ft.) **Attack:** 11 **Special Attack:** 8

Moves (Attack +5, Special Attack +4, Speed +4)

Outrage - *Melee Dragon Attack:* 1/day 5d12. Move to and attack the nearest possible target within 25ft. During your next action, move to and attack the nearest possible target within 25ft, then you become Confused. Outrage can and will target allies if possible.

Legendary

Thousand Waves - *Ranged(40ft, 10ft wave) Ground Attack:* 3/day 3d12. On hit, all targets are bound to the ground for 10 mins. Thousand Waves ignores any Ground-type immunities.

Core Enforcer - *Ranged(40ft, 10ft blast) Dragon Special Attack:* 3/day 3d12. If any targets acted before you this turn, they lose all ability passives for 10 mins.

Biology: Diet - Phototroph / Terravore, Habitat - Cave / Desert / Mountain

Proficiencies: Dragon / Ground / Psychic / Claws / Fangs / Stampeding / Weather



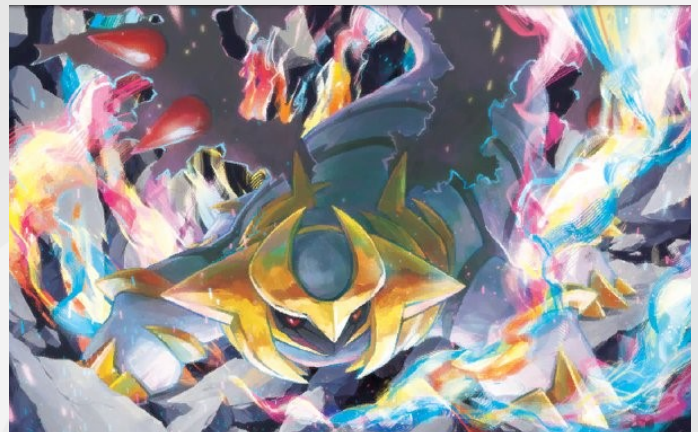
Long ago before time and space existed, a being created Palkia and Dialga. Palkia swung its arms around and created space and movement. Dialga breathed in and roared, so time began to flow. The two clashed often but eventually retreated to spaces between worlds and remained in their respective realms of space and time and did not often interact with the Pokémon and humans in the world. After the Pokémon world became populated, both Dialga and Palkia emerged from their respective realms and clashed, wreaking havoc across the lands. So, the greater being created a negative space where the cuts in space and time would be moved to and displaced, a distorted realm watched over by Giratina. Giratina, who had existed as long as Dialga and Palkia, would serve as a protector of this distortion realm and prevent the quarrels between Dialga and Palkia from affecting the Pokémon world.



Palkia has the ability to warp space, though it is also said it is responsible for creating alternate realities as well. The space it controls can become more stable when Palkia renders it as finished. Palkia lives in a different dimension and will go without coming to the Pokémon world for centuries or millennia at a time. In history, Palkia has been seen in violent conflicts with its counterpart Dialga. It is known to be very protective of its home realm as well. When faced with invaders, it will tear holes in reality and threaten existence itself.



Dialga can warp time by either speeding it up, slowing it down, or stopping it altogether. It can also travel through time to visit the past, present, and future and is responsible for the flow of time. Dialga primarily resides in a private pocket dimension, rarely ever coming to the Pokémon world. It has been shown to be very protective of its home and will violently clash with any intruders. In history, Dialga has been seen in violent conflicts with its counterpart Palkia. It may stop time to defend itself when combating a threat and with repeated rapid restricting of time, can threaten existence itself.



Giratina is responsible for making sure the feuds between Dialga and Palkia remain contained within the distortion world. Giratina takes it charge very seriously and will even forcefully attack either Palkia or Dialga when they are clashing the Pokémon world and drag them into the distortion world. Giratina has complete control of the distortion world's reality, both time and space, rendering Dialga and Palkia vulnerable to the punishment of Giratina for their troubles. Giratina takes a haunting form in its own world and a much more mentally palatable one when visiting the Pokémon world.

Dialga



Steel / Dragon - Gigantic (Size), Superweight (Weight)

Hit Points: 1750 **Defense:** 13 **Special Defense:** 11

Speed: 9 (45 ft.) **Attack:** 12 **Special Attack:** 15

Skills: Flight (*can fly*), Glow (*can produce light*), Intelligence (*very smart*), Strength (*very strong*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Cosmic Power (+1 Defense, +1 Special Defense), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

Moves (Attack +6, Special Attack +7, Speed +4)

Dragon Claw - Melee Dragon Attack: 3/day 3d10.

Iron Tail - Melee Steel Attack: 3/day 3d10. Iron Tail has -2 during Accuracy Check. On hit, the target's Defense is -1 for 10 mins. This effect cannot be stacked.

Metal Burst - Ranged(40ft) Steel Effect: 1/day. Metal Burst is used as a Reaction. If you are hit by an enemy with an attack and the enemy is within range, deal exactly 1.5x the damage to the enemy that you received after taking damage. Do not apply weakness or resistances.

Aura Sphere - Ranged(30ft) Fighting Special Attack: 1/day 3d12. You can't miss targets with less than 20 Special Defense.

Flash Cannon - Ranged(20ft) Steel Special Attack: 3/day 3d10. On hit, the target's Special Defense is -1 for 10 mins. This effect cannot be stacked.

Legendary

Roar of Time - Ranged(80ft burst) Dragon Special Attack: 3/day 5d20. You cannot act during the next round.

God of Time - *Legendary Passive* - Dialga can warp time by either speeding it up, slowing it down, or stopping it altogether at-will. It can also travel through time to visit the past, present, and future. Others near Dialga when it freezes time may try and break free of manipulated time with a Concentration or Constitution check of 16 or higher on their turns (Pokémon do not add any modifiers).

Biology: Diet - Omnivore, Habitat - Space

Proficiencies: Dragon / Rock / Steel / Claws / Energy Blast / Elemental Attack / Fangs / Pulse / Stampeding

Palkia



Water / Dragon - Gigantic (Size), Superweight (Weight)

Hit Points: 1750 **Defense:** 11 **Special Defense:** 13

Speed: 9 (45 ft.) **Attack:** 12 **Special Attack:** 15

Skills: Flight (*can fly*), Glow (*can produce light*), Intelligence (*very smart*), Strength (*very strong*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Cosmic Power (+1 Defense, +1 Special Defense), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

Moves (Attack +6, Special Attack +7, Speed +4)

Water Pulse - Ranged(20ft burst) Water Special Attack: 3/day 3d8. On hit, if you got 16 or higher on Accuracy Check, the target is Confused.

Aqua Tail - Melee Water Attack: 1/day 3d12.

Dragon Claw - Melee Dragon Attack: 3/day 3d10.

Aura Sphere - Ranged(30ft) Fighting Special Attack: 1/day 3d12. You can't miss targets with less than 20 Special Defense.

Hydro Pump - Ranged(30ft beam) Water Special Attack: 1/day 5d12. Hydro Pump has -2 during Accuracy Check unless it's Raining.

Legendary

Spatial Rend - Ranged(40ft, 10ft blast) Dragon Special Attack: 3/day 5d12. On hit, if you got 14 or higher on Accuracy Check, Spatial Rend is a critical hit.

God of Space - *Legendary Passive* - Palkia can warp space by either making space harder to move through, easier to move through, or by halting things within it altogether at-will. It can also travel through space instantaneously to go anywhere it wants and can even move into parallel worlds. Others near Palkia when it manipulates space may try and break free of manipulated space with a Concentration or Constitution check of 16 or higher on their turns (Pokémon do not add any modifiers).

Biology: Diet - Omnivore, Habitat - Space

Proficiencies: Dragon / Ice / Water / Claws / Energy Blast / Elemental Attack / Fangs / Pulse / Stampeding

Giratina Origin Form



Legendary

Ghost / Dragon - Gigantic (Size), Superweight (Weight)

Hit Points: 1950 **Defense:** 10 **Special Defense:** 10

Speed: 12 (60 ft.) **Attack:** 13 **Special Attack:** 12

Skills: Flight (*can fly*), Glow (*can produce light*), Intelligence (*very smart*), Invisibility (*can turn invisible*), Phasing (*can move through solid objects*), Strength (*very strong*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Dragon Dance (+1 Attack, +1 Speed), Scary Face (+2 Speed), Levitate (*You are immune to Ground-type moves while you are airborne.*), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*), Telepathy (*Your allies within 25ft do not harm you when the ally is using attacks that have an area of effect.*)

Moves (Attack +6, Special Attack +6, Speed +6)

Shadow Sneak - *Melee Ghost Attack: At-Will 2d6. Shadow Sneak has Priority.*

Dragon Claw - *Melee Dragon Attack: 3/day 3d10.*

Shadow Claw - *Melee Ghost Attack: 3/day 3d8. On hit, if you got 18 or higher on Accuracy Check, Shadow Claw is a critical hit.*

Hex - *Ranged(15ft) Ghost Special Attack: 3/day 3d8. If the target is afflicted, Hex has 5d8 for damage instead.*

Aura Sphere - *Ranged(30ft) Fighting Special Attack: 1/day 3d12. You can't miss targets with less than 20 Special Defense.*

Shadow Force - *Ranged(20ft burst) Ghost Attack: 3/day 5d12. When you use this attack, you vanish, then you immediately end your turn. During your next turn, you reappear, your movement speed is doubled and you may roll Shadow Force's Accuracy Check and damage. Priority attacks cannot be used out of turn order while Shadow Force is being used.*

Master of the Distortion World - *Legendary Passive* - Giratina can freely move between the Distortion World and the real world. When moving to and from the Distortion World, it opens a portal that remains open for five seconds. When in the Distortion World, or while bringing a shard of its power into the real world, Giratina is in its Origin Form. While in the real world, Giratina is in its Altered Form. In the Distortion World, Giratina can warp time and space at-will, travel through space instantaneously to go anywhere it wants, and travel through time to visit the past, present, and future. Others near Giratina when it manipulates time and space may try and break free of manipulated reality with a Concentration or Constitution check of 16 or higher on their turns (Pokémon do not add any modifiers).

Call of the Void - Giratina can open a hole into the Distortion World at will. It pulls targets in a 40ft diameter into the Distortion World, or back into the real world.

Giratina Altered Form

Ghost / Dragon - Gigantic (Size), Superweight (Weight)

Hit Points: 1950 **Defense:** 12 **Special Defense:** 12

Speed: 12 (60 ft.) **Attack:** 11 **Special Attack:** 10

(Attack +5, Special Attack +5, Speed +6)

Biology: Diet - Omnivore, Habitat - Space

Proficiencies: Dark / Dragon / Ghost / Claws / Energy Blast / Elemental Attack / Fangs / Hexwork / Pulse / Stampeding



Eternatus



Poison / Dragon - Gigantic (Size), Superweight (Weight)

Hit Points: 1450 **Defense:** 10 **Special Defense:** 10

Speed: 16 (80 ft.) **Attack:** 10 **Special Attack:** 15

Skills: Flight (*can fly*), Glow (*can produce light*), Intelligence (*very smart*), Strength (*very strong*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Agility (+2 Speed), Dragon Dance (+1 Attack, +1 Speed), Pressure (*If you are hit by a 3/day attack, the attacker can't use that attack for the remainder of the day.*)

Moves (Attack +5, Special Attack +7, Speed +8)

Poison Tail - *Melee Poison Attack: 3/day 1d20.* On hit, if you got 14 or higher on Accuracy Check, the target is Poisoned; if you got 18 or higher on Accuracy Check, Poison Tail is a critical hit.

Dragon Tail - *Melee Dragon Attack: 3/day 3d8.* On hit, move the target 40ft away.

Toxic - *Melee Poison Effect: 1/day.* Toxic has -3 during Accuracy Check, unless the user is Poison type. On hit, the target is Toxicifies the target.

Flamethrower - *Ranged(20ft beam) Fire Special Attack: 3/day 3d10.* On hit, if you got 18 or higher on Accuracy Check, the target is Burned.

Dragon Pulse - *Ranged(10ft) Dragon Special Attack: 3/day 3d10.*

Legendary

Dynamax Cannon - *Ranged(100ft) Dragon Special Attack: 3/day 3d10.* If the target is Dynamax, Gigantamax, or Eternamax, Dynamax Cannon deals +250 damage.

Eternabeam - *Ranged(100ft) Dragon Special Attack: 3/day 7d10.* You cannot act during the next round.

Darkest Day - *Legendary Passive* - Eternatus is a mobile Power Spot. It can Eternamax at-will as a free action and other Pokémon can Dynamax or Gigantamax when near it. Eternatus can remain Eternamax indefinitely. While Eternamax, it is treated as a Dynamax Pokémon, but may still use its non-Dynamax moves and is not restricted in its movement.

Eternatus Eternamax

Poison / Dragon - Eternamax (Size), Eternamax (Weight)

Hit Points: 2925 **Defense:** 18 **Special Defense:** 18

Speed: 16 (80 ft.) **Attack:** 13 **Special Attack:** 13

(Attack +6, Special Attack +6, Speed +8)



Eternatus is source of the Dynamax phenomena found throughout the world. Thousands of years ago it invaded the Pokémon world from another dimension and began to drain the world of all of its power. Many legendary Pokémon worked together to defeat it, but it was the heroes Zacian and Zamazenta who ultimately defeated Eternatus. Pieces of its body imbued with its power rained down throughout the world, mainly focused where the battle ended. Because of these shards of itself, Pokémon can Dynamax. Eternatus retreated back to where it came after that battle, but it is still not known how it came to the Pokémon world and what its true goal was as it laid waste across the lands. When it begins to feel threatened it grows into a massive arm like being in a process named Eternamax. Once it is in this form, it seems that only the divine intervention of many legendary Pokémon will stop it.



Biology: Diet - Omnivore, Habitat - Space

Proficiencies: Dragon / Fire / Poison / Claws / Fangs / Stamping / Winged



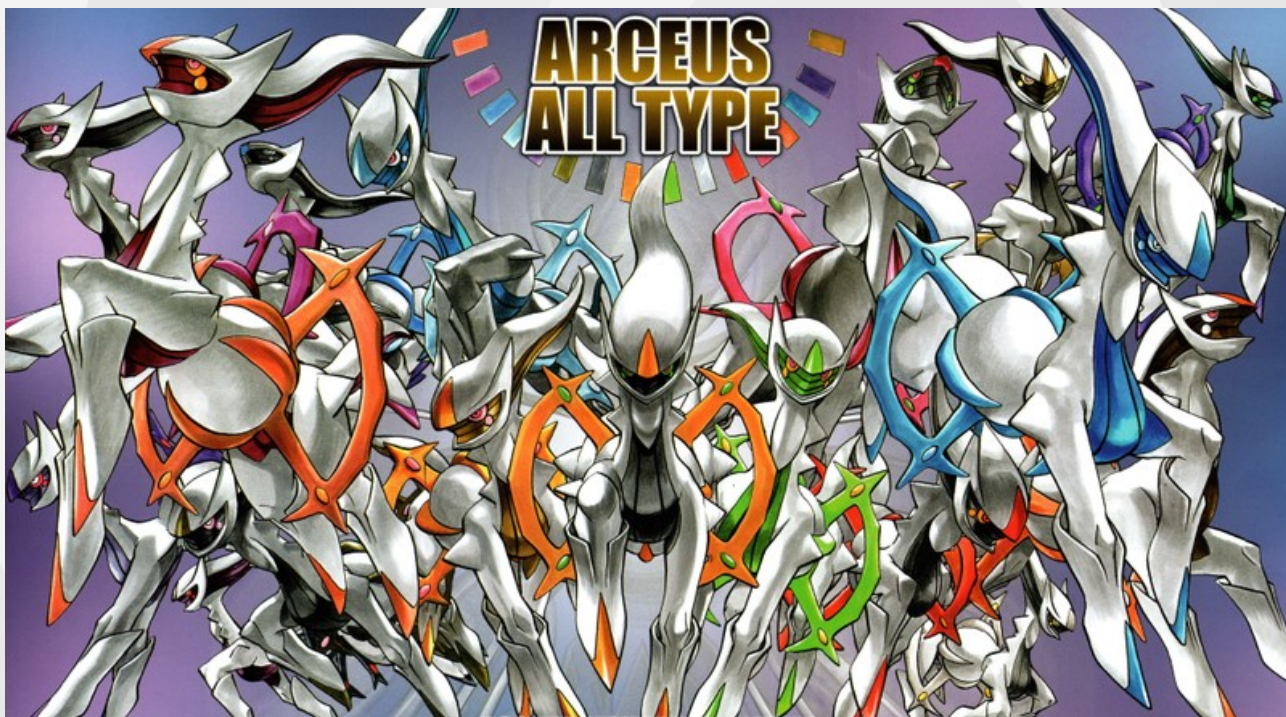
Arceus does not interact with the Pokémon world often and it's possible that it's elsewhere in a parallel universe or time. When angered it will appear and pass judgement on those who have angered Arceus. It's possible that the being who appears is not even really Arceus, but just an aspect that materializes as an avatar representing a small fraction of the full power of Arceus.

This theory has some ground behind it, as there are tools and weapons, made by humans, that can actually bind Arceus for a time in glowing red chains. These chains have been known to also be used on many other legendary Pokémon in history.

Arceus was known to care for and safeguard the Pokémon world in ancient times and protected it from cataclysms such as meteors. Arceus would show gratitude and compassion in return to those who treated it with equal kindness. Arceus does not suffer fools. Arceus will attack in a violent rampage if betrayed or deceived. It also holds long grudges if betrayed by those it considered allies.

According to legend, Arceus created everything from nothing. Arceus shaped the Pokémon universe using its one-thousand arms. It is a being unparalleled in power. Arceus created Palkia, Dialga, and Giratina. It is likely that Arceus also created the legendary Pokémon who would create the oceans, the land, life, decay, light, darkness, ideals, truth, bravery, human traits, and basically everything else.

Arceus can also create more of any given legendary Pokémon, presumably when one is killed or weakened when captured by a human Poké Ball. It seems these recreations contain the same mannerisms, knowledge, and experience of those detained or departed legendary Pokémon.



Arceus



Normal - Gigantic (Size), Superweight (Weight)

Hit Points: 3000 **Defense:** 15 **Special Defense:** 15

Speed: 12 (60 ft.) **Attack:** 12 **Special Attack:** 12

Skills: Flight (*can fly*), Glow (*can produce light*), Intelligence (*very smart*), Mind Lock (*mind can't be read*), Strength (*very strong*), Telekinetic (*can move things with their mind*), Telepath (*can read minds*)

Passives: Amnesia (+2 *Special Defense*), Barrier (+2 *Defense*), Cosmic Power (+1 *Defense*, +1 *Special Defense*)

Moves (Attack +6, Special Attack +6, Speed +6)

Extreme Speed - *Melee Normal Attack:* 3/day 3d10. Extreme Speed has Priority and cannot be contested for Priority.

Future Sight - *Ranged(30ft) Psychic Special Attack:* 1/day 5d12. When you use this attack you immediately end your turn. In two rounds, select any target within 30ft of you to target with Future Sight then you may roll Future Sight's Accuracy Check and damage.

Hyper Beam - *Ranged(25ft beam) Normal Special Attack:* 1/day 5d20. Hyper Beam has -2 during Accuracy Check. You cannot act during the next round.

Giga Impact - *Melee(10ft burst) Normal Attack:* 1/day 5d20. Giga Impact has -2 during Accuracy Check. You cannot act during the next round.

Legendary

Multitype - *Legendary Passive* - As a free action, or as a free reaction, you can change your type to any type once per round. You can change your type before your attack's damage or even before taking damage. You cannot have more than one type at a time.

Creator - *Legendary Passive* - Once per round, Arceus can gain any passive or legendary passive until their next turn. Arceus cannot gain the same passive or legendary passive this way more than once per combat.

Chosen Metronome - *Normal Effect:* At-Will. Immediately use any attack of your choice. You cannot use the same attack this way more than once per combat. You also may not use the same elemental type of attack with Chosen Metronome two turns or actions in a row. You must use an attack, no status affecting or self-targeting moves.

Judgment - *Ranged(50ft, 10ft blast) (Variable) Special Attack:* 3/day 5d20. Judgment's type is chosen when its used.

Biology: Diet - Nullivore, Habitat - Space

Proficiencies: Arceus can know any move



!!! Consider your audience when using Arceus as the Game Master. Arceus is nearly unstoppable and can smite most anything. Do not use it without understanding that you could remove a player's trainer from the story in an instant. Anytime you're using any legendary, really, understand the gravity of instantly killing a character. What kind of story are you telling? What kind of impact will this have on the story?

Being a Game Master...

At the end of every session, you can ask yourself, “did I have fun?” and, “did my players have fun?” By checking in, you can tweak whatever rules you want to improve play for everyone. Whatever you settle on, as long as you’re consistent and fair, your players can rely on you and trust you to lead play in a fun direction.

Everything in this guide and the other Pokémon Tabletop adventures guides are just that: guides. If your players will have more fun if legendary Pokémon are more common, but not as powerful, go for it. If playing a Pokémon RéBURST campaign where trainers become anthropomorphized Pokémon is something you want to try, go for it. If you want to recreate a time in history but with Pokémon, go for it. If you want to run a game that is Pocket Monster Hunter, Pocket Monster Rancher, or Digimon— just go for it!

The tools in this guide are to help and definitely are a great baseline to use but once you get the hang of any tabletop game, you should explore what your play group wants to and hopefully, Pokémon Tabletop Adventures will be a part of that journey.



Legendary Pokémon by Name

Arceus	204	Kyurem	195	Reshiram	194
Articuno (Remote Isles)	140	Landorus	153	Shaymin	170
Articuno	140	Latias	154	Silvally	128
Azelf	161	Latios	155	Solgaleo	187
Blacephalon	139	Lugia	164	Spectrier	171
Buzzwole	134	Lunala	187	Stakataka	138
Calyrex	172	Magearna	129	Suicune	145
Celebi	166	Manaphy	165	Tapu Bulu	147
Celesteela	136	Marshadow	169	Tapu Fini	148
Cobalion	149	Melmetal	178	Tapu Koko	146
Cosmoem	186	Meloetta	173	Tapu Lele	147
Cosmog	186	Meltan	178	Terrakion	149
Cresselia	182	Mesprit	161	Thundurus	153
Darkrai	182	Mew	131	Tornadus	152
Deoxys	180	Mewtwo	132	Type: Null	128
Dialga	200	Moltres (Remote Isles)	142	Urshifu	176
Diancie	174	Moltres	142	Uxie	160
Entei	144	Naganadel	139	Victini	168
Eternatus	202	Necrozma	188	Virizion	150
Genesect	130	Nihilego	133	Volcanion	163
Giratina	201	Palkia	200	Xerneas	196
Glastrier	171	Pheromosa	135	Xurkitree	135
Groudon	191	Phione	165	Yveltal	197
Guzzlord	137	Poipole	139	Zacian	184
Heatran	162	Raikou	143	Zamazenta	184
Ho-oh	164	Rayquaza	192	Zapdos (Remote Isles)	141
Hoopa	179	Regice	157	Zapdos	141
Jirachi	167	Regidrago	158	Zarude	175
Kartana	137	Regieleki	158	Zekrom	194
Keldeo	150	Regigigas	159	Zeraora	175
Kubfu	176	Regirock	156	Zygarde	198
Kyogre	190	Registeel	157		

Legendary Pokémon by Type

Bug



Buzzwole	134
Genesect	130
Pheromosa	135

Dark



Darkrai	182
Guzzlord	137
Hoopa (Unbound)	179
Moltres (Remote Isles)	142
Urshifu (Single)	178
Yveltal	197
Zarude	175

Dragon



Dialga	200
Eternatus	202
Giratina	201
Guzzlord	137
Kyurem	195
Latias	154
Latos	155
Naganadel	139
Necrozma (Ultra)	188
Palkia	200
Rayquaza	192
Regidrago	158
Reshiram	194
Zekrom	194
Zygarde	198

Electric



Raikou	143
Regieleki	158
Tapu Koko	146

Thundurus	153
Xurkitree	135
Zapdos	141
Zekrom	194
Zeraora	175

Fairy



Diancie	174
Magearna	129
Tapu Bulu	147
Tapu Fini	148
Tapu Koko	146
Tapu Lele	147
Xerneas	196
Zacian	184
Zacian (Hero)	184

Fighting



Buzzwole	134
Cobalion	149
Keldeo	150
Kubfu	176
Marshadow	169
Meloetta (Step)	173
Pheromosa	135
Terrakion	149
Urshifu (Single)	176
Urshifu (Rapid)	176
Virizion	150
Zamazenta	184
Zamazenta (Hero)	184
Zapdos (Remote Isles)	141

Fire



Blacephalon	139
Entei	144
Heatran	162
Ho-oh	164
Moltres	142
Reshiram	194
Victini	168
Volcanion	163

Flying



Articuno	140
Articuno (Remote Isles)	140
Celesteela	136
Ho-oh	164
Landorus	153
Lugia	164
Moltres	142
Moltres (Remote Isles)	142
Rayquaza	192
Shaymin (Sky)	170
Thundurus	153
Tornadus	152
Yveltal	197
Zapdos	141
Zapdos (Remote Isles)	141

Ghost



Blacephalon	139
Calyrex (Shadow Rider)	172
Giratina	201
Hoopa	179
Lunala	187
Marshadow	169
Necrozma (Dusk)	188
Spectrier	171

Legendary Pokémon cont.

Grass



Calyrex	172
Celebi	166
Kartana	137
Shaymin	170
Shaymin (Sky)	170
Tapu Bulu	147
Virizion	150
Zarude	175

Ground



Groudon	191
Landorus	153
Zygarde	198

Ice



Articuno	140
Calyrex (Ice Rider)	172
Glastrier	171
Kyurem	195
Regice	157

Normal



Arceus	204
Meloetta (Aria)	173
Meloetta (Step)	173
Regigigas	159
Silvally	128
Type: Null	128

Poison



Eternatus	202
Naganadel	139
Nihilego	133
Poipole	139

Psychic



Articuno (Remote Isles)	140
Azelf	161
Calyrex	172
Calyrex (Ice Rider)	172
Calyrex (Shadow Rider)	172
Celebi	166
Cosmoem	186
Cosmog	186
Cresselia	182
Deoxys	180
Hoopla	179
Hoopla (Unbound)	179
Jirachi	167
Latias	154
Latos	155
Lugia	164
Lunala	187
Meloetta (Aria)	173
Mesprit	161
Mew	131
Mewtwo	132
Necrozma	188
Necrozma (Dawn)	188
Necrozma (Dusk)	188
Necrozma (Ultra)	188
Solgaleo	187
Tapu Lele	147
Uxie	160
Victini	168

Rock



Diancie	174
Nihilego	133
Regirock	156
Stakataka	138
Terrakion	149

Steel



Celesteela	136
Cobalion	149
Dialga	200
Genesect	132
Heatran	162
Jirachi	167
Kartana	137
Magearna	129
Melmetal	178
Meltan	178
Necrozma (Dawn)	188
Registeel	157
Solgaleo	187
Stakataka	138
Zacian (Hero)	184
Zamazenta (Hero)	184

Water



Keldeo	150
Kyogre	190
Manaphy	165
Palkia	200
Phione	165
Suicune	145
Tapu Fini	148
Urshifu (Rapid)	178
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People and Places by Name

AZ	94	Barry	74	Calem	95
Aaron	70	Battle Chatelaine Dana	122	Camphrier Town	88
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Acerola	101	Battle Chatelaine Nita	122	Castelia City	76
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Agatha	44	Bertha	70	Cerulean City	41
Akala Island	96	Bianca	85	Chairman Rose	114
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Alexa	94	Birch, May	64	Chase	46
Aliana	94	Birch, Professor	55	Cheren	79
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Professor Samuel Oak	39	Shauntal	81	Team Aqua	61
Professor Sonia	115	Shielbert	125	Team Flare	93
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Veilstone City	67
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At its core, Pokémon Tabletop Adventures is about realizing your Pokémon adventures that aren't found in other Pokémon media. Part of this is making sure everyone's having fun. Tabletop offers an unlimited amount of experiences and scenarios, but that doesn't always mean any player will enjoy any given scenario.

Game Masters: Always make sure players know what kind of things to expect in a campaign in terms of any less friendly themes and do a good job of stopping poor player behavior that's directly affecting other players' ability to enjoy gameplay.

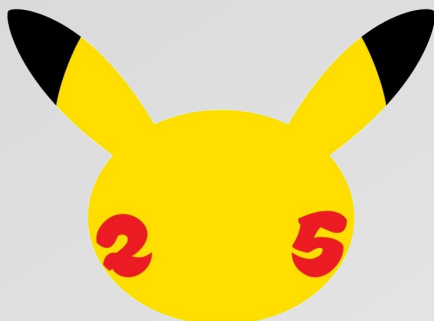
Players: Know what kind of game you're getting into, try to make sure you're not stepping over any lines, and be aware of whether or not you're making yourself the center of attention. There are other players, including the GM, so it's important to give everyone a voice and not cut off other players with too many interruptions.

Whenever there's any problem talk it out. Together, tabletop games can stay fun and keep going. When players and game masters only treat each other as opponents, sidekicks, or obstacles instead of treating each other as people, games fall apart and end.

Happy 25th Anniversary, Pokémon

You made an amazing world to play in, filled with creatures that we all loved to raise up and be strong with. We loved it so much that we had to make a world where we could play out any scenario with Pokémon that we could possibly imagine. Here's to another 25 years!

- Dr. Mr. Stark



Thank you, Trainers

Pokémon: Tabletop Adventures has come very far from its original threads on traditional games. Many people have helped along the way and I want to be sure to thank them.

Credits:

Thank you, contributors and writers from any point of Pokémon: Tabletop Adventure's works:

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DotDotDot	Pwah
EatsEverything	P-Wing
Glipp	Sir cucumber

Sources of Information:

AskJeeves	Twitter
Google	Wikipedia
Serebii	Yahoo

Thank you to the players who love to play tabletop and who love Pokémon. Thank you to everyone who makes the actual Pokémon games, those are rad. Thank you to my friends who help keep me relaxed and sane between sessions. Thank you to my partner, who helps in many ways they don't even know and who I love greatly. Stay safe out in the tall grass, trainers.

- Dr. Mr. Stark

Join the PTA3 Discord Server:
<https://discord.gg/UgWJaH8>

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The Game Master's Guide contains rules for running a game of Pokémon Tabletop Adventures 3. This guide is used by Game Masters and has loads of suggestions for material to use, build on top of, or use as inspiration.

Within, you'll also find the Legendary Pokédex.

To play, you'll also need...

Player's Handbook

Pokédex

For even more, check out...

Player's Handbook 2

Game Master's Screen



DrMrStark