

Game Master’s Screen

Nature List

Nature Name	Increased Stat	Decreased Stat
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

Digging

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:

Feature	Roll	Goods
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.

Fossil Reanimation

Roll	Result
1	The Pokémon is instantly reanimated and attacks, the fossil and reanimation machine are both destroyed.
2 - 4	The fossil is destroyed and nothing is reanimated.
5 - 8	The fossil is not destroyed, but nothing is reanimated.
9-19	The fossil is destroyed and an egg is created.
20	The fossil creates an egg. Roll 1d4. On 4, the fossil is still intact. On 1, 2, or 3 the fossil is destroyed.

Capture Rates

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

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

Combat Initiation: Capture Rate Modifier

Wild Pokémon was ambushed	-25
Wild Pokémon initiated combat	+0
Players initiated combat against wild that knew the players were there	+10

Afflictions: Capture Rate Modifier

Wild Pokémon is afflicted with... Burn, Confusion, Infatuation, Poison/Toxin	+10
Wild Pokémon is afflicted with... Freezing, Paralysis, Sleep	+15

Only the best applicable bonus from each of the above category is applied during a capture check.

Breeding Check

Underline to produce an egg you need the following things:

- Two Pokémon that are the opposite sex.
  - The Pokémon must share an Egg Group.
  - The Pokémon pairing needs privacy for at least four hours.
  - The Pokémon must get along , even as acquaintances.
  - The Pokémon must both be at least two weeks old.
- Underline When an egg is produced, the child has the following traits:
- The Pokémon inherits its species from its mother.
  - The Pokémon might inherit moves from its father.
  - The Pokémon may inherit its nature from either parent.

Once per day, if a Pokémon pairing is given at least four hours together and the five requirements to produce an egg are met, each trainer may make a Breeding Check on 1d100. On a result of 15 or lower, you find an egg! For every hour past the first four, the Breeding Check is raised by 2, up to five hours. This means that if a Pokémon pairing is given 9 hours together total, You need to roll 25 or lower during your Breeding Check.

Skills

Attack

**Athletics** - Used for basically everything having to do with physical prowess that isn't explicitly balancing or flexibility.

Defense

**Concentration** - If a trainer is being harmed while trying to anything that requires focus, they could be asked to make a check.

**Constitution** - When dealing with sickness, exhaustion, or injury you can have them check to see if they aren't performing at full capacity.

Special Attack

**Engineering / Operation** - Has to do with understanding machinery and using it. Identifying, repairing, using, driving/piloting.

**History** - Knowing recent or ancient history, as if the player's character already knew it.

**Investigate** - Players actively looking for clues, objects, or significant information in their area.

**Medicine** - Useful for mending injures. Used to stitch up, set brakes, or sooth a person who is injured. (Does not recover HP)

**Nature** - Used for identifying nature, Pokémon, safe passage through the wilds, as if the player's character already knew it.

**Programming** - Accessing secure devices / networks, hacking, creating security, damage / repair software.

Special Defense

**Bluff / Deception** - For lying and deceiving.

**Diplomacy / Persuasion** - Using flowery words and gracious language to get what they want.

**Insight** - Used to sense if an NPC is being truthful or sense if they have secret motives or if they're just being honest.

**Perception** - Noticing something, by spotting it, hearing it, or sometimes smelling it when most might just miss it.

**Perform** - Used to draw a crowd, play a musical instrument, dance, act, storytelling, singing, speech or any other kind of performance.

**Pokémon Handling** - Handling Pokémon, owned or wild, to ride, calm, understand their mood, reasoning with them.

Speed

**Acrobatics** - Used for any physical feats that doesn't directly have to do with physical strength. Balance, flips, catch your fall.

**Sleight of Hand** - Made while concealing objects on your person or while removing objects from another person without being noticed.

**Stealth** - Used to sneak around without detection by sight or sound or to hide in place with or without cover.

Afflictions

**Asleep** - You can try to make a savings throw on 1d20 of 16 or higher to wake and cure yourself of Sleep. The next turn, the check is 14, then 12, 10, 8, 6 or higher. If you fail the check, you lose your turn. An ally within melee range can use their action to help cure you of Sleep, adding 5 to your Sleep savings throw. (1 min cure)

**Burned** - After acting while Burned, you lose 1d10 HP. Once someone is at 0 HP, the Burn stops hurting and they are cured. While Burned, your Attack is -2. (1 min staying still, cure)

**Confused** - While Confused and trying to act, you must make a savings throw on 1d20 of 11 or higher to act normally during your turn. If the savings throw is 16 or higher, you are cured of Confusion. If you fail the check, you must roll 1d12 and subtract the result from your hit points. An ally within melee range can use their action to help cure you of Confusion, adding 5 to your Confusion savings throw. (2 min cure)

**Frozen** - If you try to act you must make a savings throw on 1d20 of 18 or higher. If you fail the check, you cannot act. After ten minutes, you are thawed and cured of the Frozen affliction. Allies can free you from freezing by melting the frost over three rounds, or instantly freeing you by using a Fire type attack while you are Frozen. Fire-type Pokémon and Ice-type Pokémon are immune to Freezing.

**Infatuated** - You cannot attack whoever caused you to become Infatuated unless you pass a savings throw of 13 or higher on 1d20 during your action. You are cured of Infatuation if you roll a 19 or 20 during their Infatuation check. (2 min cure)

**Paralyzed** - When you try to act while Paralyzed, you must make a savings throw on 1d20 of 6 or higher in order to act normally during its turn. The next turn, the check is 8, then 10, 12, 14, 16 or higher. If you fail the check, you lose your turn. While Paralyzed, your Speed is -2. Paralysis is cured after five minutes on its own. (5 min cure)

**Poisoned** - After acting while Poisoned, you lose 1d10 HP. Once someone is at 0 HP, the Poison stops and they are cured. While Poisoned, your Special Attack is -2. Poison-type Pokémon and Steel-type Pokémon are immune to Poisoning. (1 min staying still, cure)

**Toxified** - After acting while Toxified, you lose 1d8 HP. On subsequent turns after acting, you lose 1d12, then 1d20, 2d20, 3d20 until you are unconscious or cured of Toxin. Once someone is at 0 HP, the Toxin stops and they are cured. While Toxified, your Special Attack is -2. Poison-type Pokémon and Steel-type Pokémon are immune to Toxification. (1 min staying still, cure)

**Stunned** - When you are Stunned, the next time you could act, you lose your turn and then are no longer Stunned.

## Using Attacks

- Attack stat moves are checked against the Defense stat
- Effect attacks are checked against the Speed stat
- Special Attack stat moves are checked against the Special Defense stat

## Type-Effectiveness Chart

Attack Type	Target	Bug	Dark	Dragon	Electric	Fairy	Fighting	Fire	Flying	Ghost	Grass	Ground	Ice	Normal	Poison	Psychic	Rock	Steel	Water
Bug			+1			-1	-1	-1	-1	-1	+1				-1	+1		-1	
Dark			-1			-1	-1			+1						+1			
Dragon				+1														-1	
Electric				-1	-1				+1		-1								+1
Fairy			+1	+1			+1	-1							-1			-1	
Fighting		-1	+1			-1			-1				+1	+1	-1	-1	+1	+1	
Fire		+1		-1				-1			+1		+1				-1	+1	-1
Flying		+1			-1		+1				+1						-1	-1	
Ghost			-1							+1						+1			
Grass		-1		-1				-1	-1		-1	+1			-1		+1	-1	+1
Ground		-1			+1			+1			-1				+1		+1	+1	
Ice				+1				-1	+1		+1	+1	-1					-1	-1
Normal																	-1	-1	
Poison						+1				-1	+1	-1			-1		-1		
Psychic							+1								+1	-1		-1	
Rock		+1					-1	+1	+1			-1	+1					-1	
Steel					-1	+1		-1					+1				+1	-1	-1
Water				-1				+1			-1	+1					+1		-1

**+1** Add 1 die to the attack's super-effective damage! If your attack is extremely-effective, add 2 dice!

**-1** Subtract 1 die from the attack's resisted damage. If your attack is shielded, subtract 2 dice.

Your attack cannot hit the target, regardless of a target's other types.

**Hindering terrain** - Anything between you and where you want to go or your line of sight. Hindering terrain is bushes or people or Pokémon. Your accuracy check is -1 against target(s) for every bit of hindering terrain. Penalizes movement by cutting movement speed in half.

**Difficult terrain** does not affect your line of sight to anything, but is particularly difficult to move across. Penalizes movement by cutting movement speed in half.

**Special terrain** includes water that you can be submerged in or the earth underfoot. If you're swimming in water, generally you travel at half of your movement speed (Floppers treat normal terrain as Special Terrain).

**Blocking terrain** stops you from proceeding or aiming at a target. Blocking terrain could be a wall, a car, or even a large Onix who is defending its allies.

## Move Keywords

**Binding** - When bound, you're stuck. If you're bound to someone, neither of you can move unless one of you is significantly larger and heavier than the other. If returned to a Poke Ball, bound Pokémon are freed.

**Coats** - Coats are visible on Pokémon, but unless a trainer is familiar with an effect that would make a specific coat, they aren't always immediately recognizable.

**Hazards** - If a hazard move is used on the same area as an identical allied hazard, it creates a second layer of that hazard that perfectly layers the first copy of that hazard.

**Priority** - If you are using only Priority attacks on your turn you may act first during the round. If multiple people try to use a Priority attack in the same round as you, whoever has a higher Speed acts first. You can still use an attack with Priority as an attack without using it out of turn order.

**Reaction** - Reaction moves have specific requirements to be used. If you haven't acted yet during the round, you immediately may use a Reaction move even if it's not your turn.

**Scatter** - You make separate Accuracy Checks per allowed hit and deal damage each time. If you miss with a Scatter attack that says, "up to X attacks," you may not try your additional attacks. Scatter attacks only add modifiers, STAB, or any other damage bonuses to their first hit per turn.

**Terrain** - Whenever you create Terrain, you are centered in the middle of the Terrain effect you create. If a Terrain move is used while another Terrain is active within its diameter, it replaces the older Terrain.

**Weather** - Whenever you create Weather, you are centered in the middle of the Weather effect you create. If a Weather move is used while another Weather is active within its diameter, it replaces the older Weather.

## Common Items

Item	Price	Effect
Basic Ball	300 ₰	+5 to your capture roll.
Great Ball	600 ₰	+0 to your capture roll.
Potion	100 ₰	Heals a Pokémon 10 hit points.
Super Potion	300 ₰	Heals a Pokémon 20 hit points.
Potion Water	100 ₰	Heals a human 10 hit points.
Super Soda	300 ₰	Heals a human 20 hit points.
Different Affliction Cures	120 ₰	Cures a Pokémon or human of the matching affliction.
Full Heal	520 ₰	Cures a Pokémon or human of all afflictions (excluding Curses).
Revive	1350 ₰	Restore an unconscious Pokémon to half of its max HP.
Repel	150 ₰	Wild Pokémon are repelled for 1 hour unless they are protecting something.
Oran Berry	55 ₰	Heals a Pokémon 5 HP.
Sitrus Berry	120 ₰	Heals a Pokémon 12 HP.

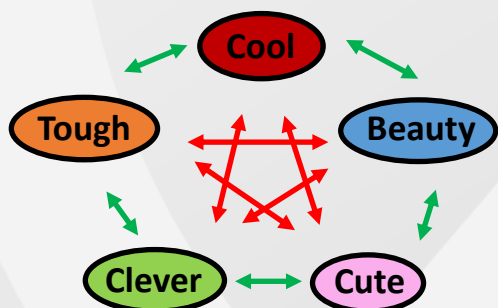
### The following types of jobs can make 5 to 25 ₰ per hour:

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

## Contest Types Allied / Clashing

















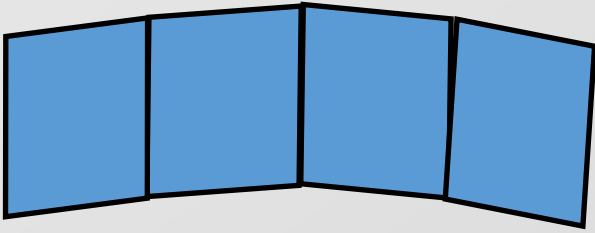




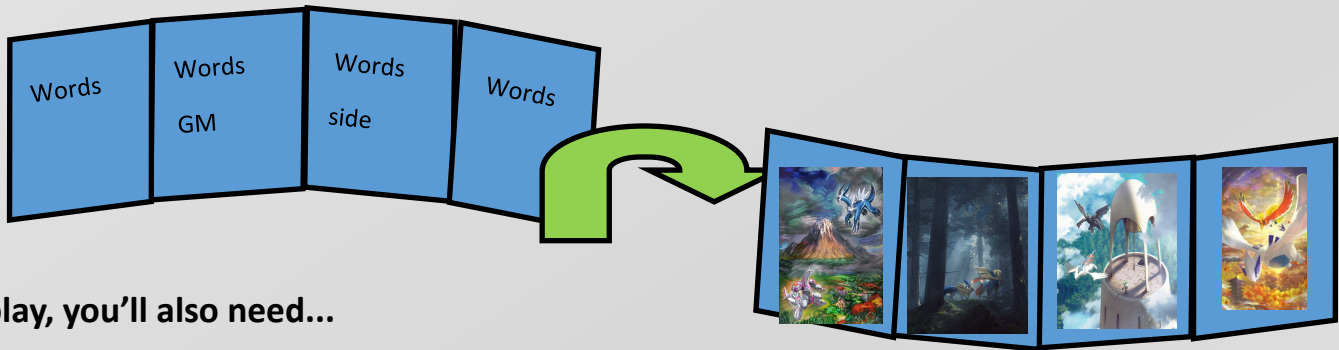
This is to make a GM Screen, if you want.

This is for use with Pokémon Tabletop Adventures 3

Get some card board that'll let you fold into 4 parts



Print and paste the GM info on one side and the pictures on the other side to be outward facing.



**To play, you'll also need...**

**Game Master's Guide**

**Player's Handbook**

**The Pokédex**

**For even more, check out...**

**Player's Handbook 2.**

Join the PTA3 Discord Server:

<https://discord.gg/UgWJaH8>

Images found throughout were made by and are property of The Pokémon Company and various partners. If any of these images are actually fanart and are owned by you and would like them removed from future updates, please let us know. Tried to not use fanart to avoid that problem— I'm sorry if something slipped through.

**Pokémon is owned by The Pokémon Company - Nintendo, Game Freak, and Creatures. Not anyone related to making Pokémon: Tabletop Adventures. Give us a break, we're just playing some tabletop, you know? This game was made for free distribution. NOT FOR SALE**