

## Combat

- A trainer can only use one Pokemon during combat unless specified otherwise.
- A trainer can only take one action a turn per Pokemon Use Item or Command. The commands are as follows:
  - Movement - a pokemon can move up to its Speed stat in squares equal to its size. Movement can be more fluid by making movement based on inches using a measuring tape/ruler.
  - Attack - a Pokemon can make one Physical or Special Attack. You can only attack if you haven't defended yet this turn.
  - Defend - A Pokemon takes one half damage if it is Defending. You can only Defend if you haven't attacked yet this turn.
  - Use Item - A Trainer can only use an item if the target pokemon is on the trainers half of the battlefield.
- The Attack is successful based on the Moves Accuracy and the targets Evasion Modifier
  - Evasion is rolled by the target of the move or ability, if you roll a 20 on a d20 the pokemon has successfully evaded.
  - A moves accuracy is listed with the move
- STAB is an additional 2d6 on the moves die
- Attack damage is calculated by rolling the moves damage dice plus or minus the total of Attack versus Defence
- A Critical Hit is when you Roll a 20 on a d20 and you roll double the damage dice.
- Stat Changes (HP, Attack, Defense, Special Attack, Special Defense, Speed,

Accuracy, Evasion, Critical Hit) can only be increased or decreased by 6 stages.

- For each stage a ability is increased or decreased by 2 for each stage
- The Moves a pokemon can learn are on the level up list only (unless playing a custom game).
- A pokemon is considered level 100 for available moves.
- Multi-strike moves can crit and/or cause conditions on each independent attack.
- A pokemon team can only have 1 item per pokemon in the list (i.e. if a pokemon has Choice Scarf then another pokemon on the team cannot have Choice Scarf.).

## Priority

- Pokemon move order is dependent on its Speed stat.
- If a move has a shift in priority (for example: Quick Attack) you can use that move "in response" to enemy pokemon that are either 1 or 2 places above it in the move order. If a pokemon uses a move that does this, that counts as its turn this round.

## Status Conditions

- Status Conditions are removed after combat is over
- More than one Pokemon on your turn can have the same status.
- **Burn** - whenever a pokemon has the Burn status it takes an additional 3 damage at the end of its turns.
- **Freeze** - Whenever a pokemon has the Frozen status it cannot take an action until it is thawed out. A Frozen pokemon has a 20% chance to be thawed out, this is rolled at the end of its turn.
- **Paralysis** - Whenever a pokemon has the Paralyzed status it has a 15+

chance to be immobilized on its turn.  
This percentage is rolled at the beginning of each of its turns. Movement is reduced by one half.

- **Poison** - Whenever a pokemon has the Poisoned status it takes an additional 1 damage at the end of each of its turns.  
**Badly Poisoned** - A pokemon that is Badly Poisoned takes an additional 2 damage on every subsequent turn. (i.e. turn 1 = 1 damage, turn 2 = 2 damage, turn 3 = 4 damage, turn 4 = 8 damage).
- **Sleep** - Whenever a pokemon has the Sleep condition it cannot take any action. When the pokemon is successfully hit with a move it falls asleep for d6 rounds rolled by the target.

### Building Your Team

- You have to choose up to 6 pokemon for your team, then you may choose an additional 3 pokemon for substitutes. The pokemon you choose are based on points. The points a pokemon costs are based on its Base Stat total after conversion.
- Games are dependent on a point maximum and if legendaries are legal or not (normally not) and the amount of pokemon able on the field at a time.
- Pokemon size on board is based on its length in the pokedex. (all stats are based on the stats presented on [serebii.net](http://serebii.net)). A 1" x 1" square is considered 5ft in space.
- A trainer has a pokemon companion (a pokemon that stays outside a ball). A companion must be Small in size unless stated otherwise. A Companion cannot move more than double its Speed away from its trainer during non-competitive combat.

Size	Length	Space	Reach
Tiny	2 ft. or less	1 square	adjacent
Small	>2 ft. to 4 ft.	1 square	adjacent
Medium	>4 ft. to 8 ft.	2x2 square	adjacent
Large	>8 ft. to 16 ft.	3x3 square	2 squares
Huge	>16 ft. to 32 ft.	4x4 square	2 squares
Gargantuan	>32 ft. or more	5x5 squares	3 squares

### Ability Stats

- Ability stats are translated as follows. Use the Base Stats Chart on [serebii.net](http://serebii.net) and based on the latest generation or special rules. Hp is the full Hp shown.

	Hp	Atk	Def	S. Atk	S. Def	Spd
Original	45	49	49	65	65	45
New	45	5	5	7	7	5

Attack, Defense, Special Attack, Special Defense, Speed states are rounded to the nearest 10 and then divided by 10 (example in the chart above).

- Weakness and Resistance is based on the Attackers Move versus the Defender Type.
- Resistance - a pokemon that type is resistance to another takes one half of the full damage on a successful hit.

- **Weakness** - If a pokemon is weak to an attacking type move the attacker rolls double the damage dice for that move.
- All moves in three dimensional space are pre-determined by the moves power points unless specified otherwise.
- All Power Point (PP) values are halved and rounded down.
- Power of moves is calculated by rounding the damage to the nearest 10 then dividing it by 10.
- Status moves don't have an accuracy but the defending pokemon can still roll for evasion.
- The values on the table below are defined as follows
- **Radius** - this is an Area of Effect move that originates from the pokemon usually defined by having no real target and are able to hit allies (i.e. brutal swing, earthquake, explosion)
- **Range** - a move that has a single target but is not within reach (i.e. Rock throw, most special attacks that don't meet the aforementioned definitions, or status changing attacks).
- **Screen** - All Screens last 5 turns and adjust attacks that pass through them

### Natures

A Pokemon nature is chosen when making your team and it increases and decreases two abilities scores by 2.

	-Atk	-Def	-Sp. Atk	-Sp. Def	-Speed
+ Atk	Hardy	Lonely	Adamant	Naughty	Brave
+ Def	Bold	Docile	Impish	Lax	Relaxed
+Sp.Atk	Modest	Mild	Bashful	Rash	Quiet
+Sp.Def	Calm	Gentle	Careful	Quirky	Sassy
+Speed	Timid	Hasty	Jolly	Naive	Serious

### Types of Moves

- **Line** - This is a move that is classified as a beam ( i.e flamethrower or hyper beam)
- **Cone** - This is a move that is a breath or a sound/wind based or pulse move that originates from the front of the pokemon (i.e belly drum dark pulse, or dragon breath)
- **Bound** - Whenever a pokemon is hit with a move that binds it, it is bound for 1d6 rounds and takes 2 damage at the end of each of its turns. A bound pokemon cannot take the Movement action and cannot roll for evasion until the status is ended or is returned to a pokeball.
- **Can't Escape** - Whenever a pokemon is hit with the following moves: Mean Look, Clamp, Spider Web, and Block it Can't

PP	Line	Cone	Radius	Range	Screen
20	25 ft.	10	10 ft.	25 ft.	4x2
17	30 ft.	15	15 ft.	30 ft.	6x4
15	35 ft.	15	15 ft.	35 ft.	8x6
12	40 ft.	20	20 ft.	40 ft.	10x8
10	45 ft.	20	20 ft.	45 ft.	12x10
7	50 ft.	25	25 ft.	50 ft.	14x12
5	55 ft.	25	25 ft.	55 ft.	16x14
2	60 ft.	30	30 ft.	60 ft.	18x16

### Volatile Status

Escape. A pokemon that can't escape, cannot be returned to its pokeball or flee combat. This status is removed when the pokemon that created this status is removed from combat.

- **Confusion** - Whenever a pokemon is hit with a move the confuses it has a 14+ chance to hit itself if it takes the Attack action.
- **Flinch** - Whenever a pokemon is hit with a move that flinches it, it skips its whole next turn.
- **Infatuation** - Whenever a pokemon becomes Attracted to another that pokemon cannot make an attack against the pokemon that it is infatuated with. This status can only be inflicted on the opposite gender.
- **Identified** - whenever a Ghost-type pokemon becomes Identified it can be hit by Normal-type and Fighting-type moves like normal.
- **Taunt** - A taunted pokemon can only take the Attack action towards the pokemon that taunted it. A pokemon is taunted for 3 turns and can be taunted again but that taunt will fail until the affected pokemon was tainted.

## Trainer Types

### **Pokemon Ranger**

If a Ranger uses a move that lowers Speed, Evasion, Accuracy or a move that creates Rough Terrain the Effective size of those moves is increased by 1 PP in size.

Moves that create Rough Terrain do not affect a Rangers Pokemon.

Pokemon can have HM's listed but not on the move list. These moves cannot do damage.

A Rangers pokemon has a 1 stage increase for any save on non-single target moves that lower its Speed, Evasion, or Accuracy (i.e. sticky web, sand attack).

### **Ace Trainer**

All STAB moves of an Ace Trainers Pokemon are increased by 1d6.

Moves that increase Priority have their priority increased by and extra 1.

An Ace Trainers Companion Pokemon can learn an extra move; this move can only be used during combat and can only be the same type as the pokemon.

During combat an Ace Trainer can use an item on a pokemon on the field. An Ace Trainer can use an item as a free action if the pokemon is within its speed from the trainer.

### **Pokemon Breeder**

A Breeder can have less than 6 pokemon but not any less than 3. For every pokemon missing from the team another pokemon can learn a 5th additional move.

A breeders Pokemon Companion can be Up to Medium size.

All healing items used heal an additional 50%.

A breeder can use Healing and buffing moves to ally pokemon as a Priority +1.

### **Apprentice**

The Apprentice's pokemon must all share exactly 1 type.

An Apprentice's pokemon companion can learn 1 extra move that is of the Apprentices chosen type.

The Apprentice gets bonus' bases on which type they pick:

- **Bug**  
Monarch - Your companion adds xd6 to STAB for each bug type ally

within its movement. (x is the number of allied bug-type pokemon).

Skittish - +4 in evasion if an enemy pokemon uses a priority increasing move (i.e. shadow sneak, quick attack).

- **Dark**

Backstab - Dark-type moves increase Flinch chance by 2.

Lights out - Dark type moves from your companion have a chance to decrease Accuracy by 1.

- **Dragon**

Majesty - Add 1d6 to sound based Attacks.

Hoarder - Your companion can hold an additional item (item rules apply)

- **Electric**

Stun Gun - Electric-type moves increase Paralysis chance by 2

Current - Your companion pokemon gains +4 speed

- **Fairy**

Glamour - Fairy-type moves increase Charm chance by 2

Nursing - When your companion uses a Fairy-type move it heals all allied pokemon with reach for 1d6

- **Fighting**

Weapon Master - your companion has a 18+ chance to increase its 2 stages after every turn.

Technique - Physical Fighting type moves gain an additional 1d6 damage.

- **Fire**

Conflagration - Fire-type moves increase Burn chance by 2

Backfire - whenever your companion pokemon faints it deals xd6 fire-type damage in an area equal to 4x its reach (x is its power).

- **Flying**

Eagle Eye - Flying-type moves have their range increased by 50%.

Flyby - Your companion moves before and after an attack (min 2 squares each) its Evasion is increased by +4.

- **Ghost**

Poltergeist - Ghost-type moves increase Confusion chance by 2

Moving Shadows - Your companion pokemon can move pokemon lighter than it if it hits with a successful Ghost-type attack.

- **Grass**

Pollinate - Grass type moves have a +18 chance to cause a random effect(rolled on a d6): 1-2 poison, 3-4 paralysis, 5-6 sleep.

Naturalize - your companion pokemon has 50% more HP.

- **Ground**

Black Blizzard - Your sandstorm is increased by  $\frac{1}{2}$  1d6 turns.

Quicksand - Your Pokemon companions Ground-type moves have a 18+ chance to reduce enemies movement 2

- **Ice**

Cryogenesis - Ice-type moves increase Freeze chance by 2

Flash Freeze- Your companion loses its weakness to grass-type and grass type pokemon have  $\frac{1}{2}$  reduced speed within reach of this pokemon

- **Normal**

Hard Headed - recoil damage from normal-type moves is reduced by half

Medium - Your companion can hit Ghost-type pokemon with normal type moves but the damage is reduced by half

- **Poison**  
Venomous - Poison-type moves increase poison chance by 2  
Toxicity - whenever your companion pokemon inflicts poison, the enemy pokemon is always badly poisoned.
  - **Psychic**  
Suggestion - Psychic-type moves increase Sleep chance by 2  
Mind Over Matter - your pokemon companion loses 1 weakness of your choice at the beginning of battle
  - **Rock**  
Terraformer - rock-type moves create rough terrain equal to the pokemons reach.  
Pressurized - your companion Pokemon's defense is increased by 2 stages
  - **Steel**  
Tempered - +18 chance to increase Defense and Special Defense by 2 stages when hit by a Fire-type move  
Whetstone - your companion pokemon has its Crit chance increased by 4.
  - **Water**  
Dilute - Reduces Poison by 1 damage and water type pokemon cannot be badly poisoned  
Condensation- your companion pokemon deals 1d6 additional water-type damage whenever it used an non water-type move
- Team Rocket -
  - Team Aqua -
  - Team Magma -
  - Team Galactic -
  - Team Plasma -
  - Team Flare -
  - Team Skull -
  - Team Yell -

### Team Member

**Theif** - Your companion pokemon has a 18+ chance to remove an item from an enemy pokemon with it hit with a move within its reach.

**Alliances** - this trainer can only use certain evolution chains based on their chosen team member.