

LVL 01 POKEMON CHARACTER BUILDER

CHARACTER NAME: TK

HEIGHT: 3'8" / Medium

GENDER: male

WEIGHT: 60 LBS / class

AGE: 09

DESCRIPTION:

LVL 01: 4 Features + 1 Training Feature / 4 Edges / 10 Stat Points

CHARACTER CONCEPT:

SKILL BACKGROUND: Canine Expert

CLASS 01: Survivalist prereq: Nov. Survival [+HP]

CLASS 02: Hobbyist prereq: Nov. Perception / Gen. Edu

CLASS 03: Mentor

Prereq: Two of Charm, Intimidate, Intuition, or P11MN Edu @ Novice Rank

SKILLS:

3 PATHETIC: Tech ED, Guile, Focus

1 NOVICE: Athletics

1 ADEPT: combat

TRAINING FEATURE: Agility Training

EDGE 01: Novice Survival

FEATURE 01: Survivalist [Nature walk: Forest] [+HP]

EDGE 02: Novice Charm

FEATURE 02: Natural Fighter [+HP]

EDGE 03: Novice Perception

FEATURE 03: Hobbyist

EDGE 04: Novice P11MN Edu

FEATURE 04: Mentor

10 COMBAT STATS:

$$HP: 10 + 1 + 3 = 14$$

$$SPATH: 5 + 2 = 7$$

$$PHY EVADE: 1$$

$$ATK: 5 + 2 = 7$$

$$SPDEF: 5 + 1 = 6$$

$$SPC EVADE: 1$$

$$DEF: 5 + 3 = 8$$

$$SPEED: 5 + 2 = 7$$

$$SPD EVADE: 1$$

CAPABILITIES/STATS:

$$PWR: BASE 4 + ATHLETIC (N) \uparrow 1 + COMBAT (A) \uparrow 1 = 6$$

$$L.I: ACROBATICS \div 2 = 1$$

$$H.I: BASE 0 + ACRO (A) \uparrow + ACRO (MAST) \uparrow 1 = 0$$

$$O.L: 3 + [(ATH) + (ACRO) \div 2] = 3 + [(3 + 2) \div 2] = 3 + [(5) \div 2] = 3 + 2 = 5$$

$$Swim: Overland \div 2 = 2$$

$$T.R: 4 + ATH = 7$$

$$HP: (TRAINER LVL \times 2) + (HP \times 3) + 10 = (1 \times 2) + (14 \times 3) + 10 = (2 + 42) + 10 =$$

$$44 + 10 = 54$$

$$AP: 5$$

MOVE: Mud Slap (P. 386) TYPE: Ground FREQ: At-will Acc: 2
DB 2: 1d6+3 CLASS: Special RANGE: 3, 1 Target
EFFECT: Target's Accuracy is lowered by -1.

CONTEST TYPE: Cute CONTEST EFFECT: Steady Performance

MOVE: Aqua Ring (P. 432) TYPE: WATER FREQ: scene Acc: /
DB 1: / CLASS: Status RANGE: Self, coat
EFFECT: Covers the user in a Coat that heals the user at the beginning of their turn. The user is healed a tick of HP each turn.

CONTEST TYPE: Beauty CONTEST EFFECT: Safe Option

MOVE: Haze (P. 389) TYPE: ICE FREQ: scene X2 Acc: /
DB: / CLASS: Status RANGE: Field
EFFECT: The C.S. of the user and all Pokemon and Trainers in the encounter are set to their default state (usually 0).

CONTEST TYPE: Beauty CONTEST EFFECT: Sabotage

MOVE: Smackdown (P. 477) TYPE: Rock FREQ: scene X2 Acc: 2
DB 5: 1d8+8 CLASS: Physical RANGE: 8, 1 Target
EFFECT: Target is knocked down to ground lvl, and loses all sky and levitate spd's for 3 turns. During this time, they may be hit by Ground-type moves even if normally immune.

CONTEST TYPE: Tough CONTEST EFFECT: Steady Performance

MOVE: Astonish (P. 377) TYPE: Ghost FREQ: At will Acc: 2
DB 3: 1d6+5 CLASS: Physical RANGE: meter, 1 Target
EFFECT: Flinches target on 15+. Once per scene, if target is unaware of the user's presence, Astonish automatically flinches the target.

CONTEST TYPE: Smart CONTEST EFFECT: Steady Performance

Quick switch
Natural Fighter

Rock Smash (FGHT) P.367

10 MOVES TO WRITE DOWN

QUICK SWITCH (FEATURE) (P.59) PREREQ: Novice Acro OR Guile ACTION: FREE ACTION
2 AP - Free Action

TRIGGER: Your Pokemon Feints or OPP. Sends out a Pokemon

EFFECT: You may return and send out a PKMN as a Free Action. You may perform this feature w/out a trigger on your turn. PKMN sent out by Q.S. cannot trigger another trainer's Q.S. When you swap PKMN using Q.S., you do not lose a PKMN'S turn.

NATURAL FIGHTER [LHP] PREREQ: SURVIVALIST ACTION: STANDARD (S.A.)
1 AP - SPECIAL

EFFECT: You and your Pokemon become adept at using the environment to your advantage in battle. You or your PKMN may activate N.F. as a S.A. to use the moves below corresponding to the current terrain. You and your PKMN must still follow all Frequency limits for the move.

TUNDRA: Haze (ICE) P.389

GRASSLAND: Cotton Spore (GRS) P.380 MOUNTAIN: Smack Down (RCK) P.427

FOREST: Grass Whistle (GRS) P.381 CAVE: Astonish (GHST) P.377

WETLANDS: Mud Slap (GRND) P.386 URBAN: Fling (DRK) P.351

OCEAN: Aqua Ring (WTR) P.432 DESERT: Sand Attack (GRND) P.387

MOVE: Rock SMASH (P.367) TYPE: FIGHTING FREQ: At-will Acc: 2
DB4: 1d6+6 CLASS: PHYSICAL RANGE: Melee, 1 Target

EFFECT: Lowers the target's Def. 1 Combat stage on 17+.

CONTEST TYPE: TOUGH CONTEST EFFECT: DESPERATION

MOVE: COTTON SPORE (P.380) TYPE: GRASS FREQ: EOT Acc: 2

DB: / CLASS: Status RANGE: Burst 1, Powder

EFFECT: All legal targets have their speed lowered by 2 C.S.

CONTEST TYPE: Beauty CONTEST EFFECT: Saving Grace

MOVE: GRASS WHISTLE (P.381) TYPE: GRASS FREQ: Scene X2 Acc: 6

DB: / CLASS: Status RANGE: 0, 1 Target, Sonic

EFFECT: The Target Falls ASLEEP.

CONTEST TYPE: Smart CONTEST EFFECT: Excitement

MOVE: FLING (P. 351) TYPE: DARK FREQ: Scene x 2 Ac: 2
DB X: See Effect CLASS: Physical RANGE: 6, 1 Target, Fling
EFFECT: The user throws a held item, determining the effect of
Fling.

CONTEST TYPE: Tough CONTEST EFFECT: Catching up.

MOVE: SAND ATK (P. 387) TYPE: GROUND FREQ: EOT Ac: 2
DB: / CLASS: Status RANGE: 2, 1 Target
EFFECT: Target is Blinded until the end of their next turn.

CONTEST TYPE: Cute CONTEST EFFECT: Excitement