

POKÉMON

TABLETOP ADVENTURES™



Game Master's Guide
BETA - 1.34

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Hello Pokemon: Tabletop Adventures Game Masters!

If you do not plan to be a Game Master, or GM, for Pokemon: Tabletop Adventures, you should not be reading this book! Unless you're into metagaming, in which case, shame on you. The only exception is particular Advanced Classes of the Researcher, who as a feature gain access to certain information located in the GM's Guide.

This Guide will have a bunch of charts that you'll need for Pokemon that Trainers are not allowed to know off the top of their head. You will have to share certain information with them when they capture pokemon, or you might need to keep track of every pokemon's Capture Rate to see of a player's Poke Ball roll was successful. It's all in here!

Let's go!



Starter Pokemon:

The first thing you will deal with, when beginning your campaign of Pokemon: Tabletop Adventures, is what Pokemon your players will get to start off with. If your players are not starting fresh, it would probably be best to help design rules and limits so that some players are not starting off way more powerful than the rest of the Trainer they'll be travelling with. While pokemon professors tend to give out a 'starter' pokemon, let's not forget that some trainers have lived in a house with a Growlithe or a Vulpix as a family pet. Maybe they had an Oddish in a clay pot on their windowsill that they watered everyday? It's not unusual for new trainers to bring a freind along on the journey, but you might restrict them to waiting to return home and pick it up at a much later time if the player insists on having a Dragonair as a family pet. Bascially: If a player wants to have a house pet, it's not above level 10 and it's not an amazingly rare pokemon, there shouldn't be a problem. Anyway, onto a list of pokemon that Professors might offer to new trainers...

Starter Pokemon, from Professors, should have at least one evolution in their family tree. The pokemon should grow alongside their Trainer. An Evolution is the ultimate form of growth in the Pokemon world. You should also limit certain pokemon from being given out from professors. Nobody wants to travel in a party with a Larvitar, when all they got was a Pidgey.

These twelve Pokemon should be kept as region exclusives, unless your campaign is run in a new region.

Kanto:	Johto:	Hoenn:	Sinnoh:	Unova:
Bulbasaur	Chikorita	Treecko	Turtwig	Snivy
Charmander	Cyndaquil	Torchic	Chimchar	Tepig
Squirtle	Totodile	Mudkip	Piplup	Oshawott

Other fun pokemon that might be good starters:

Abra	Aron	Azurill/Marill	Bellsprout
Budew	Caterpie	Cleffa/Clefairy	Duskull
Gastly	Geodude	Gothita	Hoppip
Horsea	Igglybuff/Jigglypuff	Klink	Lillipup
Kitwick	Lotad	Machop	Magby
Magnemite	Mareep	Nidoran M/F	Oddish
Pichu/Pikachu	Pidgey	Pidove	Poliwag
Porygon	Ralts	Rhyhorn	Roggenrola
Sandile	Seedot	Sewaddle	Shinx
Slakoth	Solosis	Spheal	Starly
Swinub	Timburr	Togepi	Tympole
Vanillite	Venipede	Weedle	Whismur
Wurmple	Zubat		

You might be wondering, 'How do I make an exciting Pokemon Campaign that doesn't dissolve into fight Team X, win all the badges, fight the Elite Four?' If you are, I can't help you. This is a Tabletop Game. This is your chance as a GM to do everything that every other part of the Pokemon franchise does not offer. If you are stuck wanting to make your players just mosey through the Gyms in a specific order, you are just playing the video game on a tabletop, you are probably not the best bet for your group's GM.

On the other hand, if you're thinking 'How do I handle Gyms and Contests without eating up the rest of my player's time?' or 'How do I generate a random wild encounter when I had planned for my player's to journey through a cave and instead they started exploring a forest?' or 'How can I help Player A get back at Player B for stealing their chance at their favorite Pokemon?' we can help.

Campagin Structure:

This is a suggested campagin structure that has been proven to work. Start with this skeleton and flesh it out, and you'll have your campagin. If you want to run a high-level campagin, start later in the skeleton. Deviate from this suggestion as you would any suggestions in any other tabletop games.

First session or two -

- Build characters, origins, etc.
- Have players list 6 pokemon they'd like to have by the end of the campaign in an order of most wanted to least wanted.
- Give you player's their starters, have some wild encounters.
- Introduce a settings mechanic related to the plot in your campaign, such as Poke Balls being incredibly cheap, wilds being incredibly aggressive or anything else you can think of.

Sessions following -

- Your players will do things to work towards personal goals (fight Gym Leaders, participate in Contests, hunt for wilds a lot) let them do these things.
- Do not railroad players into plot if they are enjoying themselves.
- Once your players have a team they are somewhat happy with introduce more plot.
- If they don't bite the plot hook, they are probably unhappy with their teams. Use that list to throw your players a bone. If it's a big bone, just make them work very hard towards making the pokemon loyal to them.

Sessions following B -

- After the plot starts rolling, your players will most likely put their individual goals on hold at this point, you can run Pokemon: Tabletop Adventures like any other tabletop RPG.
- Don't forget to keep doing the occasional wild encounter.

Plot wrap up -

- After the BBEG, world ending event, inconvenience, whatever is destroyed, killed, stopped, whatever, your players should rightly receive some positive attention.
- Award whomever is deserving Badges/Ribbons/Whatever for their service to the world.
- Time Skip to the Pokemon League Championships.

Time Skip -

- Have individual sessions with your players to go over what happens during their time skip. You may have to play out Gym Battles, or award EXP to the Trainer and their pokemon. Do so.

Pokemon League Championships -

- After working together through the campaign, your Players will compete against each other to see who has come the farthest. Format the championship however you'd like, but once a winner is found, let them fight your Elite Four.
- Do not take away your player's Champion status if they beat the Elite Four by making them fight another Champion afterwards. However, having them fight a previous Champion in an exhibition match is not unreasonable.

Bascially, take turns. The players get to do what they want for a bit, then the GM gets to do some plot things for a bit, then the players get to do what they want for a bit, then the GM gets to do some plot things for a bit, etc.

Pokemon Base Stats:

You'll need to keep these handy since Players should not know all of these off the top of their heads.
Whenever a player obtains a pokemon, let them have that pokemon's Base Stats so they can stat their newest
pokemon. Pokemon are listed in alphabetical order.

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Abomasnow	9	9	8	9	9	6
Abra	3	2	2	11	6	9
Absol	7	13	6	8	6	8
Accelgor	8	7	4	10	6	15
Aerodactyl	8	11	7	6	8	13
Aggron	7	11	18	6	6	5
Aipom	6	7	6	4	6	9
Alakazam	6	5	5	14	9	12
Alomomola	17	8	8	4	5	7
Altaria	8	7	9	7	11	8
Ambipom	8	10	7	6	7	12
Amoonguss	11	9	7	9	8	3
Ampharos	9	8	8	12	9	6
Anorith	5	10	5	4	5	8
Arbok	6	9	7	7	8	8
Arcanine	9	11	8	10	8	10
Arceus	12	12	12	12	12	12
Archen	6	11	5	7	5	7
Archeops	8	14	7	11	7	11
Ariados	7	9	7	6	6	4
Armaldo	8	13	10	7	8	5
Aron	5	7	10	4	4	3
Articuno	9	9	10	10	13	9
Audino	10	6	9	6	9	5
Axew	5	9	6	3	4	6
Azelf	8	13	7	13	7	12
Azumarill	10	5	8	5	8	5
Azurill	5	2	4	2	4	2
Bagon	5	8	6	4	3	5
Baltoy	4	4	6	4	7	6
Banette	6	12	7	8	6	7
Barboach	5	5	4	5	4	6
Basculin	7	9	7	8	6	10
Bastiodon	6	5	17	5	14	3
Bayleef	6	6	8	6	8	6
Beartic	10	11	8	7	8	5
Beautifly	6	7	5	9	5	7
Beedrill	7	8	4	5	8	8
Beheeyem	8	8	8	13	10	4
Beldum	4	6	8	4	6	3
Bellossom	8	8	9	9	10	5
Bellsprout	5	8	4	7	3	4
Bibarel	8	9	6	6	6	7
Bidoof	6	5	4	4	4	3
Bisharp	7	13	10	6	7	7
Blastoise	8	8	10	9	11	8

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Blaziken	8	12	7	11	7	8
Blissey	26	1	1	8	14	6
Blitzle	5	6	3	5	3	8
Boldore	7	11	11	5	4	2
Bonsly	5	8	10	1	5	1
Bouffalant	10	11	10	4	10	6
Braviary	10	12	8	6	8	8
Breloom	6	13	8	6	6	7
Bronzong	7	9	12	8	12	3
Bronzor	6	2	9	2	9	2
Budew	4	3	4	5	7	6
Buizel	6	7	4	6	3	9
Bulbasaur	5	5	5	7	7	5
Buneary	6	7	4	4	6	9
Burmy	4	3	5	3	5	4
Butterfree	6	5	5	8	8	7
Cacnea	5	9	4	9	4	4
Cacturne	7	12	6	12	6	6
Camerupt	7	10	7	11	8	4
Carnivine	7	10	7	9	7	5
Carracosta	7	11	13	8	7	3
Carvanha	5	9	2	7	2	7
Cascoon	5	4	6	3	3	2
Castform	7	7	7	7	7	7
Caterpie	5	3	4	2	2	5
Celebi	10	10	10	10	10	10
Chandelure	6	6	9	15	9	8
Chansey	25	1	1	4	11	5
Charizard	8	8	8	11	9	10
Charmander	4	5	4	6	5	7
Charmeleon	6	6	6	8	7	8
Chatot	8	7	5	9	4	9
Cherrim	7	6	7	9	8	9
Cherubi	5	4	5	6	5	4
Chikorita	5	5	7	5	7	5
Chimchar	4	6	4	6	4	6
Chimecho	7	5	7	10	8	7
Chinchou	8	4	4	6	6	7
Chingling	5	3	5	7	5	5
Cinccino	8	10	6	7	6	12
Clamperl	4	6	9	7	6	3
Claydol	6	7	11	7	12	8
Clefable	10	7	7	9	9	6
Clefairy	7	5	5	6	7	4
Cleffa	5	3	3	5	6	2
Cloyster	5	10	18	9	5	7
Cobalion	9	9	13	9	7	11
Cofagrigus	6	5	15	10	11	3
Combee	3	3	4	3	4	7
Combusken	6	9	6	9	6	6
Conkeldurr	11	14	10	6	7	5

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed	Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Corphish	4	8	7	5	4	4	Duskull	2	4	9	3	9	3
Corsola	6	6	9	7	9	4	Dustox	6	5	7	5	9	7
Cottonee	4	3	6	4	5	7	Dwebble	5	7	9	4	4	6
Cradily	9	8	10	8	11	4	Eelektrik	7	9	7	8	7	4
Cranidos	7	13	4	3	3	6	Eelektross	9	12	8	11	8	5
Crawdaunt	6	12	9	9	6	6	Eevee	6	6	5	5	7	6
Cresselia	12	7	12	8	13	9	Ekans	4	6	4	4	5	6
Croagunk	5	6	4	6	4	5	Electabuzz	7	8	6	10	9	11
Crobat	9	9	8	7	8	13	Electivire	8	12	7	10	9	10
Croconaw	7	8	8	6	6	6	Electrike	4	5	4	7	4	7
Crustle	7	10	13	7	8	5	Electrode	6	5	7	8	8	14
Cryogonal	7	5	3	10	14	11	Elekid	5	8	4	7	6	8
Cubchoo	6	7	4	6	4	4	Elgyem	6	6	6	9	6	3
Cubone	5	5	10	4	5	4	Emboar	11	12	7	10	7	7
Cyndaquil	4	5	4	6	5	7	Emolga	6	8	6	8	6	10
Darkrai	7	9	9	14	9	13	Empoleon	8	9	9	11	10	6
Darmanitan	11	14	6	3	6	10	Entei	12	12	9	9	8	10
Darmanitan (Z)	11	3	11	14	11	6	Escavalier	7	14	11	6	11	2
Darumaka	7	9	5	2	5	5	Espeon	7	7	6	13	10	11
Deerling	6	6	5	4	5	8	Excadrill	11	14	6	5	7	9
Deino	5	7	5	5	5	4	Exeggcute	6	4	8	6	5	4
Delcatty	7	7	7	6	6	7	Exeggutor	10	10	9	13	7	6
Delibird	5	6	5	7	5	8	Exploud	10	9	6	9	6	7
Deoxys (A)	5	18	2	18	2	15	Farfetch'd	5	7	6	6	6	6
Deoxys (D)	5	7	16	7	16	9	Fearow	7	9	7	6	6	10
Deoxys (N)	5	15	5	15	5	15	Feebas	2	2	2	1	6	8
Deoxys (S)	5	10	9	10	9	18	Feraligatr	9	11	10	8	8	8
Dewgong	9	7	8	7	10	7	Ferroseed	4	5	9	2	9	1
Dewott	8	8	6	8	6	6	Ferrothorn	7	9	13	5	12	2
Dialga	10	12	12	15	10	9	Finneon	5	5	6	5	6	7
Diglett	1	6	3	4	5	10	Flaaffy	7	6	6	8	6	5
Ditto	5	5	5	5	5	5	Flareon	7	13	6	10	11	7
Dodrio	6	11	7	6	6	10	Floatzel	9	11	6	9	5	12
Doduo	4	9	5	4	4	8	Flygon	8	10	8	8	8	10
Donphan	9	12	12	6	6	5	Foongus	7	6	5	6	6	2
Dragonair	6	8	7	7	7	7	Forretress	8	9	14	6	6	4
Dragonite	9	13	10	10	10	8	Fraxure	7	12	7	4	5	7
Drapion	7	9	11	6	8	10	Frillish	6	4	5	7	9	4
Dratini	4	6	5	5	5	5	Froslass	7	8	7	8	7	11
Drifblim	15	8	4	9	5	8	Furret	9	8	6	5	6	9
Drifloon	9	5	3	6	4	7	Gabite	7	9	7	5	6	8
Drilbur	6	9	4	3	5	7	Gallade	7	13	7	7	12	8
Drowzee	6	5	5	4	9	4	Galvantula	7	8	6	10	6	11
Druddigon	8	12	9	6	9	5	Garbodor	8	10	8	6	8	8
Ducklett	6	4	5	4	5	6	Garchomp	11	13	10	8	9	10
Dugtrio	4	8	5	5	7	12	Gardevoir	7	7	7	13	12	8
Dunsparce	10	7	7	7	7	5	Gastly	3	4	3	10	4	8
Duosion	7	4	5	13	6	3	Gastrodon	11	8	7	9	8	4
Durant	6	11	11	5	5	11	Genesect	7	12	10	12	10	10
Dusclops	4	7	13	6	13	3	Gengar	6	7	6	13	8	11
Dusknoir	5	10	14	7	14	5	Geodude	4	8	10	3	3	2

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Gible	6	7	5	4	5	4
Gigalith	9	14	13	6	7	3
Girafarig	7	8	7	9	7	9
Giratina (A)	15	10	12	10	12	9
Giratina (O)	15	12	10	12	10	9
Glaceon	7	6	11	13	10	7
Glalie	8	8	8	8	8	8
Glameow	5	6	4	4	4	9
Gligar	7	8	11	4	7	9
Gliscor	8	10	13	5	8	10
Gloom	6	7	7	9	8	4
Golbat	8	8	7	7	8	9
Goldeen	5	7	6	4	5	6
Golduck	8	8	8	10	8	9
Golem	8	11	13	6	7	5
Golett	6	7	6	4	5	4
Golurk	9	12	8	6	8	6
Gorebyss	6	8	11	11	8	5
Gothita	5	3	5	6	7	5
Gothitelle	7	6	10	10	11	7
Gothorita	6	5	7	8	9	6
Granbull	9	12	8	6	6	5
Graveler	6	10	12	5	5	4
Grimer	8	8	5	4	5	3
Grotle	8	9	9	6	7	4
Groudon	10	15	14	10	9	9
Grovyle	5	7	5	9	6	7
Growlithe	6	7	5	7	5	6
Grumpig	8	5	7	9	11	8
Gulpin	7	4	5	4	5	4
Gurdurr	9	11	9	4	5	4
Gyarados	10	13	8	6	10	8
Happiny	10	1	1	2	7	3
Hariyama	14	12	6	4	6	5
Haunter	5	5	5	12	6	10
Haxorus	8	15	9	6	7	10
Heatmor	9	10	7	11	7	7
Heatran	9	9	11	13	11	8
Heracross	8	13	8	4	10	9
Herdier	7	8	7	4	7	6
Hippopotas	7	7	8	4	4	3
Hippowdon	10	11	12	7	7	5
Hitmonchan	5	11	8	4	11	8
Hitmonlee	5	12	5	4	11	9
Hitmontop	5	10	10	4	11	7
Honchkrow	10	13	5	11	5	7
Ho-Oh	11	13	9	11	15	9
Hoothoot	6	3	3	4	6	5
Hoppip	4	4	4	4	6	5
Horsea	3	4	7	7	3	6
Houndoom	8	9	5	11	8	10

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Houndour	5	6	3	8	5	7
Huntail	6	10	11	9	8	5
Hydreigon	9	11	9	13	9	10
Hypno	9	7	7	7	12	7
Igglybuff	9	3	2	4	2	2
Illumise	7	5	6	7	8	9
Infernape	8	10	7	10	7	10
Ivysaur	6	6	6	8	8	6
Jellicent	10	6	7	9	11	6
Jigglypuff	12	5	2	5	3	2
Jirachi	10	10	10	10	10	10
Jolteon	7	7	6	11	10	13
Joltik	5	5	5	6	5	7
Jumpluff	8	6	7	6	9	11
Jynx	7	5	4	12	10	10
Kabuto	3	8	9	6	5	6
Kabutops	6	12	11	7	7	8
Kadabra	4	4	3	12	7	11
Kakuna	5	3	5	3	3	4
Kangaskhan	11	10	8	4	8	9
Karrablast	5	8	5	4	5	6
Kecleon	6	9	7	6	12	4
Keldeo	9	7	9	13	9	11
Kingdra	8	10	10	10	10	9
Kingler	6	13	12	5	5	8
Kirlia	4	4	4	7	6	5
Klang	6	8	10	7	9	5
Klink	4	6	7	5	6	3
Klinklang	6	10	12	7	9	9
Koffing	4	7	10	6	5	4
Krabby	3	11	9	3	3	5
Kricketot	4	3	4	3	4	3
Kricketune	8	9	5	6	5	7
Krokorok	6	8	5	5	5	7
Krookodile	10	12	7	7	7	9
Kyogre	10	10	9	15	14	9
Kyurem	13	13	9	13	9	10
Lairon	6	9	14	5	5	4
Lampent	6	4	6	10	6	6
Landorus	9	13	9	12	8	10
Lanturn	13	6	6	8	8	7
Lapras	13	9	8	9	10	6
Larvesta	6	9	6	5	6	6
Larvitar	5	6	5	5	5	4
Latias	8	8	9	11	13	11
Latios	8	9	8	13	11	11
Leafeon	7	11	13	6	7	10
Leavanny	8	10	8	7	7	9
Ledian	6	4	5	6	11	9
Ledyba	4	2	3	4	8	6
Lickilicky	11	9	10	8	10	5

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed	Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Lickitung	9	6	8	6	8	3	Metagross	8	14	13	10	9	7
Liepard	6	9	5	9	5	11	Metang	6	8	10	6	8	5
Lileep	7	4	8	6	9	2	Metapod	5	2	6	3	3	3
Lilligant	7	6	8	11	8	9	Mew	10	10	10	10	10	10
Lillipup	5	6	5	3	5	6	Mewtwo	11	11	9	15	9	13
Linoone	8	7	6	5	6	10	Mienfoo	5	9	5	6	5	7
Litwick	5	3	6	7	6	2	Mienshao	7	13	6	10	6	11
Lombre	6	5	5	6	7	5	Mightyena	7	9	7	6	6	7
Lopunny	7	8	8	5	10	11	Milotic	10	6	8	10	13	8
Lotad	4	3	3	4	5	3	Miltank	10	8	11	4	7	10
Loudred	8	7	4	7	4	5	Mime Jr.	2	3	5	7	9	6
Lucario	7	11	7	12	7	9	Minccino	6	5	4	4	4	8
Ludicolo	8	7	7	9	10	7	Minun	6	4	5	8	9	10
Lugia	11	9	13	9	15	9	Misdreavus	6	6	6	9	9	9
Lumineon	7	7	8	7	9	9	Mismagius	6	6	6	11	11	11
Lunatone	7	6	7	10	9	7	Moltres	9	10	9	13	9	9
Luvdisc	4	3	6	4	7	6	Monferno	6	8	5	8	5	8
Luxio	6	9	5	6	5	6	Mothim	7	9	5	9	5	7
Luxray	8	12	8	10	8	7	Mr. Mime	4	5	7	10	12	9
Machamp	9	13	8	7	9	6	Mudkip	5	7	5	5	5	4
Machoke	8	10	7	5	6	5	Muk	11	11	8	7	10	5
Machop	7	8	5	4	4	4	Munchlax	14	9	4	4	9	1
Magby	5	8	4	7	6	8	Munna	8	3	5	7	6	2
Magcargo	5	5	12	8	8	3	Murkrow	6	9	4	9	4	9
Magikarp	2	1	6	2	2	8	Musharna	12	6	9	11	10	3
Magmar	7	10	6	10	9	10	Natu	4	5	5	7	5	7
Magmortar	8	10	7	13	10	8	Nidoking	8	9	8	9	8	9
Magnemite	3	4	7	10	6	5	Nidoqueen	9	8	9	8	9	8
Magneton	5	6	10	12	7	7	Nidoran F	6	5	5	4	4	4
Magnezone	7	7	12	13	9	6	Nidoran M	5	6	4	4	4	5
Makuhita	7	6	3	2	3	3	Nidorina	7	6	7	6	6	6
Mamoswine	11	13	8	7	6	8	Nidorino	6	7	6	6	6	7
Manaphy	10	10	10	10	10	10	Nincada	3	5	9	3	3	4
Mandibuzz	11	7	11	6	10	8	Ninetales	7	8	8	8	10	10
Manectric	7	8	6	11	6	11	Ninjask	6	9	5	5	5	16
Mankey	4	8	4	4	5	7	Noctowl	10	5	5	8	10	7
Mantine	7	4	7	8	14	7	Nosepass	3	5	14	5	9	3
Mantyke	5	2	5	6	12	5	Numel	6	6	4	7	5	4
Maractus	8	9	7	11	8	6	Nuzleaf	7	7	4	6	4	6
Mareep	6	4	4	7	5	4	Octillery	8	11	8	11	8	5
Marill	7	2	5	2	5	4	Oddish	5	5	6	8	7	3
Marowak	6	8	11	5	8	5	Omanyte	4	4	10	9	6	4
Marshomp	7	9	7	6	7	5	Omastar	7	6	13	12	7	6
Masquerain	7	6	6	8	8	6	Onix	4	5	16	3	5	7
Mawile	5	9	9	6	6	5	Oshawott	6	6	5	6	5	5
Medicham	6	6	8	6	8	8	Pachirisu	6	5	7	5	9	10
Meditite	3	4	6	4	6	6	Palkia	9	12	10	15	12	10
Meganium	8	8	10	8	10	8	Palpitoad	8	7	6	7	6	7
Meloetta	10	13	9	8	8	13	Panpour	5	5	5	5	5	6
Meowth	4	5	4	4	4	9	Pansage	5	5	5	5	5	6
Mesprit	8	11	11	11	11	8	Pansear	5	5	5	5	5	6

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed	Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Paras	4	7	6	5	6	3	Registeel	8	8	15	8	15	5
Parasect	6	10	8	6	8	3	Relicanth	10	9	13	5	7	6
Patrat	5	6	4	4	4	4	Remoraid	4	7	4	7	4	7
Pawniard	5	9	7	4	4	6	Reshiram	10	12	10	15	12	9
Pelipper	6	5	10	9	7	7	Reuniclus	11	7	8	13	9	3
Persian	7	7	6	7	7	12	Rhydon	11	13	12	5	5	4
Petilil	5	4	5	7	5	3	Rhyhorn	8	9	10	3	3	3
Phanpy	9	6	6	4	4	4	Rhyperior	12	14	13	6	6	4
Phione	8	8	8	8	8	8	Riolu	4	7	4	4	4	6
Pichu	2	4	2	4	4	6	Roggenrola	6	8	9	3	3	2
Pidgeot	8	8	8	7	7	9	Roselia	5	6	5	10	8	7
Pidgeotto	6	6	6	5	5	7	Roserade	6	7	6	13	11	9
Pidgey	4	5	4	4	4	6	Rotom (A)	5	7	11	11	11	9
Pidove	5	6	5	4	3	4	Rotom (N)	5	5	8	10	8	9
Pignite	9	9	6	7	6	6	Rufflet	7	8	5	4	5	6
Pikachu	4	6	3	5	4	9	Sableye	5	8	8	7	7	5
Piloswine	10	10	8	6	6	5	Salamence	10	14	8	11	8	10
Pineco	5	7	9	4	4	2	Samurott	10	10	9	10	7	7
Pinsir	7	13	10	6	7	9	Sandile	5	7	4	4	4	7
Piplup	5	5	5	6	6	4	Sandshrew	5	8	9	2	3	4
Plusle	6	5	4	9	8	10	Sandslash	8	10	11	5	6	7
Politoed	9	8	8	9	10	7	Sawk	8	13	8	3	8	9
Poliwag	4	5	4	4	4	9	Sawsbuck	8	10	7	6	7	10
Poliwhirl	7	7	7	5	5	9	Sceptile	7	9	7	11	9	12
Poliwrath	9	9	10	7	9	7	Scizor	7	13	10	6	8	7
Ponyta	5	9	6	7	7	9	Scolipede	6	9	9	6	7	11
Poochyena	4	6	4	3	3	4	Scrafty	7	9	12	5	12	6
Porygon	7	6	7	9	8	4	Scraggy	5	8	7	4	7	5
Porygon2	9	8	9	11	10	6	Scyther	7	11	8	6	8	11
Porygon-Z	9	8	7	14	8	9	Seadra	6	7	10	10	5	9
Primeape	7	11	6	6	7	10	Seaking	8	9	7	7	8	7
Prinplup	6	7	7	8	8	5	Sealeo	9	6	7	8	7	5
Probopass	6	6	15	8	15	4	Seedot	4	4	5	3	3	3
Psyduck	5	5	5	7	5	6	Seel	7	5	6	5	7	5
Pupitar	7	8	7	7	7	5	Seismitoad	11	9	8	9	8	7
Purrloin	4	5	4	5	4	7	Sentret	4	5	3	4	5	2
Purugly	7	8	6	6	6	11	Serperior	8	8	10	8	10	11
Quagsire	10	9	9	7	7	4	Servine	6	6	8	6	8	8
Quilava	6	6	6	8	7	8	Seviper	7	10	6	10	6	7
Qwilfish	7	10	8	6	6	9	Sewaddle	5	5	7	4	6	4
Raichu	6	9	6	9	8	10	Sharpedo	7	12	4	10	4	10
Raikou	9	9	8	12	10	12	Shaymin (L)	10	10	10	10	10	10
Ralts	3	3	3	5	4	4	Shaymin (S)	10	10	8	12	8	13
Rampardos	10	17	6	7	5	6	Shedinja	0	9	5	3	3	4
Rapidash	7	10	7	8	8	11	Shelgon	7	10	10	6	5	5
Raticate	6	8	6	5	7	10	Shellder	3	7	10	5	3	4
Rattata	3	6	4	3	4	7	Shellos	8	5	5	6	6	3
Rayquaza	11	15	9	15	9	10	Shelmet	5	4	9	4	7	3
Regice	8	5	10	10	20	5	Shieldon	3	4	12	4	9	3
Regigigas	11	16	11	8	11	10	Shiftry	9	10	6	9	6	8
Regirock	8	10	20	5	10	5	Shinx	5	7	3	4	3	5

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed	Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Shroomish	6	4	6	4	6	4	Swablu	5	4	6	4	8	5
Shuckle	2	1	23	1	23	1	Swadloon	6	6	9	5	8	4
Shuppet	4	8	4	6	3	5	Swalot	10	7	8	7	8	6
Sigilyph	7	6	8	10	8	10	Swampert	10	11	9	9	9	6
Silcoon	5	4	6	3	3	2	Swanna	8	9	6	9	6	10
Simipour	8	10	6	10	6	10	Swellow	6	9	6	5	5	13
Simisage	8	10	6	10	6	10	Swinub	5	5	4	3	3	5
Simisear	8	10	6	10	6	10	Swoobat	7	6	6	8	6	11
Skarmory	7	8	14	4	7	7	Tailow	4	6	3	3	3	9
Skiploom	6	5	5	5	7	5	Tangela	7	6	12	10	4	6
Skitty	5	5	5	4	4	5	Tangrowth	10	10	13	11	5	5
Skorupi	4	5	9	3	6	7	Tauros	8	10	10	4	7	11
Skuntank	10	9	7	7	6	8	Teddiursa	6	8	5	5	5	4
Slaking	15	16	10	10	7	10	Tentacool	4	4	4	5	10	7
Slakoth	6	6	6	4	4	3	Tentacruel	8	7	7	8	12	10
Slowbro	10	8	11	10	8	3	Tepig	7	6	5	5	5	5
Slowking	10	8	8	10	11	3	Terrakion	9	13	9	7	9	11
Slowpoke	9	7	7	4	4	2	Throh	12	10	9	3	9	5
Slugma	4	4	4	7	4	2	Thundurus	8	12	7	13	8	11
Smeargle	6	2	4	2	5	8	Timburr	8	8	6	3	4	4
Smoochum	5	3	2	9	7	7	Tirtouga	6	8	10	5	5	2
Sneasel	6	10	6	4	8	12	Togekiss	9	5	10	12	12	8
Snivy	5	5	6	5	6	6	Togepi	4	2	7	4	7	2
Snorlax	16	11	7	7	11	3	Togetic	6	4	9	8	11	4
Snorunt	5	5	5	5	5	5	Torchic	5	6	4	7	5	5
Snover	6	6	5	6	6	4	Torkoal	7	9	14	9	7	2
Snubbull	6	8	5	4	4	3	Tornadus	8	12	7	13	8	11
Solosis	5	3	4	11	5	2	Torterra	10	11	11	8	9	6
Solrock	7	10	9	6	7	7	Totodile	5	7	6	4	5	4
Spearow	4	6	3	3	3	7	Toxicroak	8	11	7	9	7	9
Spheal	7	4	5	6	5	3	Tranquill	6	8	6	5	4	7
Spinarak	4	6	4	4	4	3	Trapinch	5	10	5	5	5	1
Spinda	6	6	6	6	6	6	Treecko	4	5	4	7	6	7
Spiritomb	5	9	11	9	11	4	Tropius	10	7	8	7	9	5
Spoink	6	3	4	7	8	6	Trubbish	5	5	6	4	6	7
Squirtle	4	5	7	5	6	4	Turtwig	6	7	6	5	6	3
Stantler	7	10	6	9	7	9	Tympole	5	5	4	5	4	6
Staraptor	9	12	7	5	5	10	Tynamo	4	6	4	5	4	6
Staravia	6	8	5	4	4	8	Typhlosion	8	8	8	11	9	10
Starly	4	6	3	3	3	6	Tyranitar	10	13	11	10	10	6
Starmie	6	8	9	10	9	12	Tyrogue	4	4	4	4	4	4
Staryu	3	5	6	7	6	9	Umbreon	10	7	11	6	13	7
Steelix	8	9	20	6	7	3	Unfezant	8	11	8	7	6	9
Stoutland	9	10	9	5	9	8	Unown	5	7	5	7	5	5
Stunfisk	11	7	8	8	10	3	Ursaring	9	13	8	8	8	6
Stunky	6	6	5	4	4	7	Uxie	8	8	13	8	13	10
Sudowoodo	7	10	12	3	7	3	Vanillish	5	7	7	8	8	6
Suicune	10	8	12	9	12	9	Vanillite	4	5	5	7	6	5
Sunflora	8	8	6	11	9	3	Vanilluxe	7	10	9	11	10	8
Sunkern	3	3	3	3	3	3	Vaporeon	13	7	6	11	10	7
Surskit	4	3	3	5	5	7	Venipede	3	5	6	3	4	6

Venomoth	7	7	6	9	8	9
Venonat	6	6	5	4	6	5
Venusaur	8	8	8	10	10	8
Vespiqueen	7	8	10	8	10	4
Vibrava	5	7	5	5	5	7
Victini	10	10	10	10	10	10
Victreebel	8	11	7	10	6	7
Vigoroth	8	8	8	6	6	9
Vileplume	8	8	9	10	9	5
Virizion	9	9	7	9	13	11
Volbeat	7	7	6	5	8	9
Volcarona	9	6	7	14	11	10
Voltorb	4	3	5	6	6	10
Vullaby	7	6	8	5	7	6
Vulpix	4	4	4	5	7	7
Wailmer	13	7	4	7	4	6
Wailord	17	9	5	9	5	6
Walrein	11	8	9	10	9	7
Wartortle	6	6	8	7	8	6
Watchog	6	9	7	6	7	8
Weavile	7	12	7	5	9	13
Weedle	4	4	3	2	2	5
Weepinbell	7	9	5	9	5	6
Weezing	7	9	12	9	7	6
Whimsicott	6	7	9	8	8	12
Whirlipede	4	6	10	4	8	5
Whiscash	11	8	7	8	7	6
Whismur	6	5	2	5	2	3
Wigglytuff	14	7	5	8	5	5
Wingull	4	3	3	6	3	9
Wobbuffet	19	3	6	3	6	3
Woobat	6	5	4	6	4	7
Wooper	6	5	5	3	3	2
Wormadam (G)	6	6	9	8	11	4
Wormadam (S)	7	8	11	6	9	4
Wormadam (T)	6	7	10	7	10	4
Wurmple	5	5	4	2	3	2
Wynaut	10	2	5	2	5	2
Xatu	7	8	7	10	7	10
Yamask	4	3	9	6	7	3
Yanma	7	7	5	8	5	10
Yanmega	9	8	9	12	6	10
Zangoose	7	12	6	6	6	9
Zapdos	9	9	9	13	9	10
Zebstrika	8	10	6	8	6	12
Zekrom	10	15	12	12	10	9
Zigzagoon	4	3	4	3	4	6
Zoroark	6	11	6	12	6	11
Zorua	4	7	4	8	4	7
Zubat	4	5	4	3	4	6
Zweilous	7	9	7	7	7	6

How to Generate Wild Encounters -

The following scenario will happen in one form or another:

Player A: Let’s go to the forest like we planned yesterday.
Player B: Okay, I would like a Grass or Bug pokemon.
Player C: Sounds good.
GM: Alright, as you approach Viridian Forest, you notice the almost constant rustling in the-
Player B: Wait, up!
Player C: What?
Player B: Why don’t we go straight west of Viridian instead of through the forest?
Player A: What’s there?
Player B: Mountain.
Player A: Okay.
Player C: Sounds good.

The Pokemon you whipped up for their forest encounters are useless now. This will happen so much that unless it’s plot related, it’s really not even worth stating up wild pokemon. Especially since once a player catches the pokemon, they get to restat it. After all, if they didn’t get to restat the pokemon when they caught it, you could indirectly punish players when they should enjoy their new pokemon.

So what should be in a wild encounter?

- More than one Pokemon.
This isn’t the video game anymore. In real life, most animals live in groups, so Pokemon live in groups.
- A Family Leader
This Pokemon heads the family, they’ll make the call when their territory isn’t worth fighting for so the rest of their family will begin to escape. Make up an Escape check on d20 for yourself. Generally, escape checks should be made based on the difference between the wild’s level and the players’ pokemon’s levels.
- A reason for aggresion.
Pokemon will normally make way for travelling parties of trainers, however in greater numbers, pokemon will stand their ground and defend their home. Another reason could simply be that the pokemon is hungry; people are made of meat and a carnivorous pokemon who thinks they can make an easy meal out of a human will try in numbers. Another reason could be the player’s aggresion towards a peaceful pokemon you had approach them. Some young pokemon will approach trainers, curious, and if your players attack that pokemon, their family will come out to protect it.

And the wild Pokemon’s stats? What do we do if we’re not stating them?

- Use the prominent Base Stats, give them HP equal to 3 times their HP Base Stat and level (a different HP formula than usual) and use whatever Move you want them to. Wild Pokemon battle until succesful escape, or they are felled. They do not have Death Savings throws.

However, Players and their pokemon do.

Fainting:

When a Pokemon is lowered to 0 HP it Faints. Pokemon cannot act if they are at 0 HP. They may still be attacked and suffer damage from Status Ailments until they are returned to their Poke Ball. If they are lowered to -100% while Fainted, it could die.

When a Trainer is lowered to 0 HP, they Faint. They may not Shift, Issue Commands or use Trainer Actions while fainted. If they are lowered to -100%, they could die.

Death:

When a Trainer’s HP is lowered to -100% of their Max HP, they’ll need to roll a Death Savings Throw. Their check is on a single 1d20. They must roll equal to, or under their Trainer Level, 18 being the highest for the check. In other words, even if a trainer is above level 18, the check will still be 18. This will always leave at least a 10% chance of dying.

If a Player succeeds with their check, they must get stabilized or they will need to make another Death Savings Throw ten minutes later.

If they fail, they die.

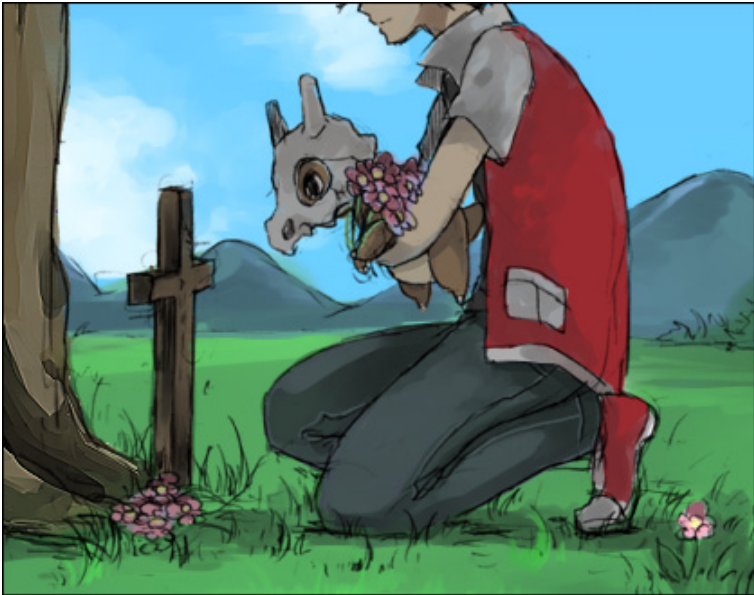
When a Trainer’s Pokemon is lowered to -100% of their Max HP, they’ll need to roll a Death Savings Throw. A pokemon’s check is on 1d100. They must roll equal to, or under twice their level, 90 being the highest for the check. In other words, even if a pokemon is above level 45, the check will still be 90. This will always leave at least a 10% chance of dying.

Beginning trainers don’t need to worry as much, unless they’re fighting really powerful Pokemon. Pokemon under level 25 are incapable of dealing lethal damage. If they would, instead the target Pokemon receives damage that will put them at most to -90% HP.

If a Pokemon succeeds with their check, they must get stabilized, returned to their Poke Ball or they will need to make another Death Savings Throw two minutes later.

If they fail, they die.

Trainers need to know when to stop pushing their pokemon. Even if their pokemon is still at a positive amount of HP, a single Critical Hit or Super Effective hit could deal the 105% damage needed to kill the pokemon. If you’re an active player killer, they’ll pick up on that very quickly.



Evolution:

A noteworthy change that has been made from the games can be found in the evolution mechanic, which has gone from a rigid level/happiness/evolution-stone mechanic, to a far more lucid, play-it-by-ear method.

For example, a GM may rule that an Eevee struck by a thunder attack that would otherwise kill it for good, instead re-actively evolved into a Jolteon to save its own life. Or, that because a trainer never lets his Magikarp finish a fight, and instead switches it out mid-battle for someone else to finish (and split the experience), that it has low self-esteem, and probably won’t evolve for a while, even though its level is high enough to.

It is your job as a GM to keep track of your player’s pokemon - particularly how they treat them. There is really only a few tiers of a pokemon’s happiness and relationship with their Trainer. The pokemon either hates them, dislikes them, has no opinion, likes them or loves them. You can think of many excuses for evolution to happen, while the relationship is at any of those tiers.

Maybe the Charmeleon needed to evolve to save its trainer’s life? Maybe it needed to evolve to try and kill its abusive trainer?

Through this, you can grant evolution to their pokemon upon leveling up. However, if the scenario allows, you could induce a pokemon’s evolution during a battle at a crucial moment, or while the pokemon is utterly destroying their foes.

However, Stone evolution is not something you have control over. If the pokemon is touched by a compatible evolution stone, the pokemon will evolve.

Upon granting evolution, provide the Base Stats for the evolved pokemon so your player may restate their pokemon.

Fossil Reanimation:

Sometimes, Players will find an ancient fossil. Scientists and Petrologists all over the world are capable of reanimating pokemon. You can use this chart to check how successful the Player’s Fossils are, when they find someone who can reanimate the pokemon.

On 1d100:	
5 or less -	The Fossil is reanimated at level 20
15 or less -	The Fossil is reanimated at level 5
25 or less -	The Fossil is reanimated as an unhatched Pokemon Egg
26 or above -	The Fossil fails to be reanimated and is too damaged in the attempt to try and reanimate it again

Captures:

Every Wild you throw at your players is only one lucky critical capture roll away from being turned against you! But, if it is a seriously overpowered monster, you could always just have it play disobedient until they’ve earned its loyalty. When a player throws a Poke Ball, they’ll make their Capture Roll. They want to roll low, and most likely will have modifiers to make their check even lower. On your side of the board, you need to check and make sure that you have the wild’s Capture Rate, which if the player rolls under, the pokemon is theirs, and you must be sure to ADD modifiers to the pokemon’s Capture Rate! Don’t forget to award experience points for the Pokemon’s capture! Just because someone caught it doesn’t mean that the pokemon who weakened it learned nothing from the encounter!

Capture Rate Modifiers, from Damage:	
The Wild Pokemon’s HP:	Capture Rate Changes
Full	-15
75%	-5
1/2	+5
25%	+15
1 HP	+25

Capture Rate Modifiers, from Status Effects	
The Affliction:	Capture Rate Changes
Attraction	+3
Badly Poisoned	+10
Burn	+5
Confused	+5
Critical Hit on Last Round	+10
Flinched on Last Round	+5
Freeze	+15
Paralysis	+7
Poison	+5
Sleep	+10

Capture Rate Modifiers, from the Wild’s Level	
Level:	Capture Rate Changes
1-20	+20
21-40	+10
41-60	-5
61-80	-15
81-100	-30

Awarding Experience Points to Pokemon:

The following list has both, each Pokemon’s Capture Rate and their Exp Drop. Exp Drop is how many EXP points you award to the each of the player’s active pokemon for defeating/capturing anything you throw at them. Each Player should have the Experience Point drop awarded to each of their Pokemon. If a single Pokemon’s experience drop is 580 Exp, each Trainer’s active pokemon should receive 580 Exp, unless the Trainer has multiple active pokemon, in which case that individual Trainer should split the Exp drop between his or her pokemon evenly. If a Trainer is an Underdog, treat their Pokemon as being 10 levels higher when calculating Experience Drops.

Experience Formula:

(EXP Drop X Pokemon’s Level) X (1 + (Is it a Trainer’s Pokemon? If yes, 1. If no, 0.)) = Experience Points
In other words, EXP Drop value multiplied by the pokemon’s level. If it was a trainer’s pokemon and not a wild, double it.

Allying with Pokemon:

Some Trainers will put aside their Poke Balls, when a Wild Pokemon is not being aggressive and try to convince the Wild to join them in their quest with acts of kindness and offers of friendship.

This is especially relevant with Legendary Pokemon, who are very difficult to capture.

Actions a trainer does toward a Pokemon in the Wild affect the Scale below. Once a Pokemon is below -10, any positive action towards that Pokemon is only 1/5th as effective.

+50 Allied	A Pokemon is thrilled to see the Trainer it is Allied with.
+20 Friends	A Pokemon will be interested in joining the Trainer if it is not Legendary.
0 Neutral	A Pokemon is curious about the Trainer.
-20 Foe	A Pokemon is fearful of the Trainer.
-50 Hated	A Pokemon is hateful towards the Trainer.

Tipping the Scale:
Here are some things that add or subtract from the scale when Allying with a pokemon.

- 10 Attacking a Pokemon.
- 10 Throwing a Poke Ball at the Pokemon.
- 5 Attacking a Pokemon’s friends.
- 5 Destroying a Pokemon’s habitat.
- 5 Further intruding its space after a Pokemon attempts to ignore you.
- 3 Insulting or teasing a Pokemon.
- +3 Flattering or praising the Pokemon.
- +5-10 Offering food to the Pokemon.
- +5-10 Offering gifts to the Pokemon.
- +10 Healing the Pokemon.
- +10 Protecting the Pokemon.

Trainers may only benefit from positive actions when allying with a Pokemon once per action, per day.

Capture Rates and EXP Drop Values

In alphabetical order.

Name	Capture Rate	Experience Drop	Name	Capture Rate	Experience Drop
Abomasnow	10	40	Blitzle	25	10
Abra	15	15	Boldore	10	30
Absol	20	40	Bonsly	45	5
Accelgor	10	35	Bouffalant	25	25
Aerodactyl	5	45	Braviary	10	35
Aggron	5	45	Breloom	20	35
Aipom	25	20	Bronzong	5	40
Alakazam	5	50	Bronzor	25	15
Alomomola	15	25	Budew	50	10
Altaria	5	40	Buizel	35	10
Ambipom	10	35	Bulbasaur	20	15
Amoonguss	10	35	Buneary	40	10
Ampharos	5	50	Burmy	25	10
Anorith	25	15	Butterfree	10	30
Arbok	15	40	Cacnea	35	15
Arcanine	5	40	Cacturne	15	40
Arceus	0	100	Camerupt	10	40
Archen	15	15	Carnivine	15	30
Archeops	5	40	Carracosta	5	40
Ariados	20	30	Carvanha	40	10
Armaldo	5	40	Cascoon	15	10
Aron	50	15	Castform	25	25
Articuno	0	100	Caterpie	45	5
Audino	25	25	Celebi	0	100
Axew	15	15	Chandelure	5	50
Azelf	0	100	Chansey	5	30
Azumarill	25	30	Charizard	5	50
Azurill	60	5	Charmander	20	15
Bagon	35	15	Charmeleon	10	30
Baltoy	40	14	Chatot	35	25
Banette	20	35	Cherrim	5	35
Barboach	45	10	Cherubi	40	10
Basculin	35	25	Chikorita	20	15
Bastiodon	5	40	Chimchar	20	15
Bayleef	10	30	Chimecho	25	35
Beartic	10	35	Chinchou	30	15
Beautifly	10	30	Chingling	40	10
Beedrill	10	30	Cinccino	20	30
Beheeyem	10	35	Clamperl	30	10
Beldum	35	15	Claydol	20	40
Bellossom	5	50	Clefable	5	40
Bellsprout	35	15	Clefairy	20	15
Bibarel	40	30	Cleffa	50	5
Bidoof	60	10	Cloyster	5	40
Bisharp	10	40	Cobalion	0	100
Blastoise	5	50	Cofagrigus	15	40
Blaziken	5	50	Combee	25	10
Blissey	5	55	Combusken	10	30

Name	Capture Rate	Experience Drop	Name	Capture Rate	Experience Drop
Conkeldurr	5	50	Eelektrik	10	30
Corphish	35	15	Eelektross	5	50
Corsola	15	20	Eevee	20	10
Cottonee	25	25	Ekans	25	15
Cradily	5	40	Electabuzz	5	30
Cranidos	30	10	Electivire	5	50
Crawdaunt	10	40	Electrike	45	10
Cresselia	0	100	Electrode	10	30
Croagunk	35	15	Elekid	30	5
Crobat	5	55	Elgyem	40	10
Croconaw	10	30	Emboar	5	50
Crustle	20	30	Emolga	40	20
Cryogonal	25	25	Empoleon	5	50
Cubchoo	40	10	Entei	0	100
Cubone	40	15	Escavalier	10	35
Cyndaquil	20	15	Espeon	5	45
Darkrai	0	100	Excadrill	10	30
Darmanitan	10	30	Exeggcute	35	15
Darumaka	40	10	Exeggutor	5	40
Deerling	40	10	Exploud	5	45
Deino	15	15	Farfetch'd	10	25
Delcatty	5	30	Fearow	20	30
Delibird	20	25	Feebas	75	5
Deoxys	0	100	Feraligatr	5	50
Dewgong	20	40	Ferroseed	40	10
Dewott	10	30	Ferrothorn	10	35
Dialga	0	100	Finneon	40	10
Diglett	30	10	Flaaffy	20	30
Ditto	15	20	Flareon	5	45
Dodrio	10	30	Floatzel	15	35
Doduo	35	10	Flygon	5	45
Donphan	15	40	Foongus	40	10
Dragonair	5	30	Forretress	10	35
Dragonite	5	50	Fraxure	5	30
Drapion	5	40	Frillish	40	10
Dratini	15	15	Froslass	5	40
Drifblim	15	40	Furret	20	30
Drifloon	40	10	Gabite	15	35
Drilbur	25	10	Gallade	5	50
Drowzee	35	10	Galvantula	10	35
Druddigon	15	30	Garbodor	15	40
Ducklett	40	10	Garchomp	5	55
Dugtrio	5	30	Gardevoir	5	45
Dunsparce	25	20	Gastly	25	15
Duosion	10	30	Gastrodon	10	30
Durant	25	25	Genesect	0	100
Dusclops	15	35	Gengar	5	50
Dusknoir	5	50	Geodude	40	15
Duskull	35	10	Gible	35	15
Dustox	10	30	Gigalith	5	50
Dwebble	40	10	Girafarig	10	25

Name	Capture Rate	Experience Drop	Name	Capture Rate	Experience Drop	Name	Capture Rate	Experience Drop	Name	Capture Rate	Experience Drop
Giratina	0	100	Igglybuff	50	5	Lillipup	20	15	Mewtwo	0	100
Glaceon	5	45	Illumise	30	25	Linoone	20	30	Mienfoo	30	15
Glalie	5	40	Infernape	5	50	Litwick	20	15	Mienshao	10	35
Glameow	40	10	Ivysaur	10	30	Lombre	20	30	Mightyena	20	35
Gligar	20	20	Jellicent	10	35	Lopunny	10	35	Milotic	5	40
Gliscor	5	40	Jigglypuff	20	15	Lotad	35	10	Miltank	10	35
Gloom	15	30	Jirachi	0	100	Loudred	20	35	Mime Jr.	45	5
Golbat	10	40	Jolteon	5	45	Lucario	5	45	Minccino	40	10
Goldeen	30	10	Joltik	40	10	Ludicolo	5	45	Minun	30	20
Golduck	10	40	Jumpluff	5	35	Lugia	0	100	Misdreavus	15	25
Golem	5	50	Jynx	5	35	Lumineon	15	30	Mismagius	5	40
Golett	30	20	Kabuto	15	15	Lunatone	15	30	Moltres	0	100
Golurk	5	40	Kabutops	5	40	Luvdisc	35	20	Monferno	10	30
Gorebyss	5	35	Kadabra	15	30	Luxio	25	25	Mothim	10	35
Gothita	20	15	Kakuna	30	10	Luxray	5	45	Mr. Mime	10	35
Gothitelle	5	50	Kangaskhan	5	30	Machamp	5	50	Mudkip	20	15
Gothorita	10	30	Karrablast	40	10	Machoke	20	30	Muk	10	40
Granbull	25	30	Kecleon	20	30	Machop	35	15	Munchlax	25	15
Graveler	25	30	Keldeo	0	100	Magby	30	5	Munna	25	10
Grimer	40	15	Kingdra	5	55	Magcargo	15	35	Murkrow	15	20
Grotle	10	30	Kingler	10	40	Magikarp	75	5	Musharna	10	30
Groudon	0	100	Kirlia	20	35	Magmar	5	30	Natu	35	15
Grovyle	10	30	Klang	10	30	Magmortar	5	50	Nidoking	5	50
Growlithe	20	15	Klink	20	15	Magnemite	35	10	Nidoqueen	5	50
Grumpig	10	35	Klinklang	5	50	Magneton	15	30	Nidoran F	25	15
Gulpin	35	10	Koffing	35	15	Magnezone	5	50	Nidoran M	25	15
Gurdurr	10	30	Krabby	40	15	Makuhita	40	10	Nidorina	15	30
Gyarados	15	45	Kricketot	60	5	Mamoswine	5	50	Nidorino	15	30
Happiny	45	5	Kriketune	35	25	Manaphy	0	100	Nincada	40	10
Hariyama	15	40	Krokorok	10	30	Mandibuzz	10	35	Ninetales	5	40
Haunter	15	30	Krookodile	5	50	Manectric	15	40	Ninjask	5	30
Haxorus	5	50	Kyogre	0	100	Mankey	25	15	Noctowl	20	30
Heatmor	25	25	Kyurem	0	100	Mantine	20	35	Nosepass	30	20
Heatran	0	100	Lairon	25	35	Mantyke	45	15	Numel	40	10
Heracross	10	25	Lampent	10	30	Maractus	25	25	Nuzleaf	20	30
Herdier	10	30	Landorus	0	100	Mareep	40	15	Octillery	10	35
Hippopotas	40	15	Lanturn	10	30	Marill	40	15	Oddish	25	15
Hippowdon	20	40	Lapras	10	45	Marowak	15	40	Omanyte	15	15
Hitmonchan	5	45	Larvesta	15	15	Marshomp	10	30	Omastar	5	40
Hitmonlee	5	45	Larvitar	35	15	Masquerain	15	35	Onix	35	25
Hitmontop	5	45	Latias	0	100	Mawile	20	25	Oshawott	20	15
Honchkrow	5	40	Latios	0	100	Medicham	20	40	Pachirisu	40	20
Ho-Oh	0	100	Leafeon	5	45	Meditite	40	15	Palkia	0	100
Hoothoot	40	10	Leavanny	10	30	Meganium	5	50	Palpitoad	10	30
Hoppip	45	5	Ledian	20	30	Meloetta	0	100	Panpour	25	10
Horsea	30	15	Ledyba	45	10	Meowth	25	10	Pansage	25	10
Houndoom	15	40	Lickilicky	10	45	Mesprit	0	100	Pansear	25	10
Houndour	40	15	Lickitung	35	25	Metagross	5	55	Paras	20	10
Huntail	5	35	Liepard	10	30	Metang	15	35	Parasect	5	30
Hydreigon	5	50	Lileep	25	15	Metapod	30	10	Patrat	40	10
Hypno	5	30	Lilligant	15	40	Mew	0	100	Pawniard	40	20

Name	Capture Rate	Experience Drop	Name	Capture Rate	Experience Drop	Name	Capture Rate	Experience Drop	Name	Capture Rate	Experience Drop
Pelipper	20	40	Reuniclus	5	50	Simisage	10	30	Swinub	40	10
Persian	10	30	Rhydon	15	30	Simisear	10	30	Swoobat	10	30
Petilil	25	25	Rhyhorn	30	15	Skarmory	20	35	Tailow	45	10
Phanpy	40	10	Rhyperior	5	50	Skiploom	20	15	Tangela	15	25
Phione	0	100	Riolu	25	15	Skitty	30	10	Tangrowth	10	50
Pichu	50	5	Roggenrola	20	15	Skorupi	35	15	Tauros	10	35
Pidgeot	5	50	Roselia	25	25	Skuntank	20	30	Teddiursa	30	15
Pidgeotto	20	30	Roserade	5	45	Slaking	5	45	Tentacool	40	10
Pidgey	25	15	Rotom	5	40	Slakoth	50	15	Tentacruel	20	30
Pidove	20	15	Rufflet	40	10	Slowbro	5	40	Tepig	20	15
Pignite	10	30	Sableye	25	25	Slowking	5	50	Terrakion	0	100
Pikachu	15	15	Salamence	5	55	Slowpoke	25	15	Throh	5	45
Piloswine	15	30	Samurott	5	50	Slugma	40	15	Thundurus	0	100
Pineco	25	10	Sandile	20	15	Smeargle	15	35	Timburr	20	15
Pinsir	10	35	Sandshrew	30	15	Smoochum	30	5	Tirtouga	15	15
Piplup	20	15	Sandslash	15	40	Sneasel	25	25	Togekiss	5	50
Plusle	30	20	Sawk	5	45	Snivy	20	15	Togepi	35	5
Politoed	5	50	Sawsbuck	10	35	Snorlax	5	45	Togetic	10	25
Poliwag	25	15	Sceptile	5	50	Snorunt	35	10	Torchic	20	15
Poliwhirl	15	30	Scizor	5	45	Snover	30	15	Torkoal	20	25
Poliwrath	5	50	Scolipede	10	30	Snubbull	45	10	Tornadus	0	100
Ponyta	30	15	Scrafty	15	40	Solosis	20	15	Torterra	5	50
Poochyena	40	10	Scraggy	25	25	Solrock	15	30	Totodile	20	15
Porygon	10	10	Scyther	10	25	Spearow	40	10	Toxicroak	5	40
Porygon2	5	35	Seadra	10	30	Spheal	40	15	Tranquill	10	30
Porygon-Z	5	50	Seaking	20	30	Spinarak	45	10	Trapinch	40	10
Primeape	10	40	Sealeo	20	35	Spinda	20	20	Treecko	20	15
Prinplup	10	30	Seedot	35	10	Spiritomb	10	45	Tropius	25	35
Probopass	5	45	Seel	40	15	Spoink	35	10	Trubbish	25	25
Psyduck	25	15	Seismitoad	5	50	Squirtle	20	15	Turtwig	20	15
Pupitar	15	35	Sentret	40	10	Stantler	20	35	Tympole	20	15
Purrloin	25	10	Serperior	5	50	Staraptor	5	45	Tynamo	20	15
Purugly	20	30	Servine	10	30	Staravia	25	30	Typhlosion	5	50
Quagsire	10	35	Seviper	15	30	Starly	45	10	Tyranitar	5	55
Quilava	10	30	Sewaddle	45	5	Starmie	5	40	Tyrogue	40	10
Qwilfish	20	20	Sharpedo	20	40	Staryu	35	15	Umbreon	5	45
Raichu	5	40	Shaymin	0	100	Steelix	15	55	Unfezant	5	50
Raikou	0	100	Shedinja	5	40	Stoutland	5	50	Unown	25	10
Ralts	40	15	Shelgon	20	35	Stunfisk	25	25	Ursaring	10	40
Rampardos	5	40	Shellder	30	15	Stunky	35	10	Uxie	0	100
Rapidash	5	40	Shellos	30	10	Sudowoodo	15	25	Vanillish	10	30
Raticate	20	30	Shelmet	40	10	Suicune	0	100	Vanillite	20	15
Rattata	40	10	Shieldon	30	10	Sunflora	5	30	Vanilluxe	5	50
Rayquaza	0	100	Shiftry	5	45	Sunkern	25	10	Vaporeon	5	45
Regice	0	100	Shinx	45	10	Surskit	40	10	Venipede	45	5
Regigigas	0	100	Shroomish	40	10	Swablu	35	15	Venomoth	5	40
Regirock	0	100	Shuckle	25	25	Swadloon	30	10	Venonat	20	15
Registeel	0	100	Shuppet	35	10	Swalot	15	35	Venusaur	5	50
Relicanth	35	25	Sigilyph	25	25	Swampert	5	50	Vespiqueen	5	40
Remoraid	40	10	Silcoon	15	10	Swanna	20	30	Vibrava	25	35
Reshiram	0	100	Simipour	10	30	Swellow	15	35	Victini	0	100

Name	Capture Rate	Experience Drop
Victreebel	5	50
Vigoroth	20	40
Vileplume	5	50
Virizion	0	100
Volbeat	30	25
Volcarona	5	40
Voltorb	40	15
Vullaby	40	10
Vulpix	25	15
Wailmer	40	15
Wailord	10	45
Walrein	5	45
Wartortle	10	30
Watchog	20	30
Weavile	5	45
Weedle	45	5
Weepinbell	25	30
Weezing	15	40
Whimsicott	15	40
Whirlipede	30	10
Whiscash	20	30
Whismur	45	15
Wigglytuff	5	40
Wingull	40	10
Wobbuffet	15	35
Woobat	25	10
Wooper	35	15
Wormadam	10	35
Wurmple	45	5
Wynaut	50	5
Xatu	10	35
Yamask	25	25
Yanma	25	20
Yanmega	10	45
Zangoose	15	30
Zapdos	0	100
Zebstrika	10	30
Zekrom	0	100
Zigzagoon	45	10
Zoroark	5	40
Zorua	15	15
Zubat	20	15
Zweilous	5	30

Gym Battles/Contests:

Know your players. If they are going to be doing these things, prepare for them.
What is important is to establish a code of conduct for Gym Leaders to follow, and inform your players when explaining setting at the beginning of the campaigns. Then when your players get to a Gym or Contest Hall, and a few want to battle or compete, they aren't going to consume time asking these things.

Once you've made your rules for Gym Battles, make multiple teams for each Leader, or if you'd prefer them to only have one team, that's fine too.

Generally, Leaders use a specific Type of pokemon in battle. Again if you make your own leaders outside of the norm, no can can stop you.

IMPORTANT: Do not railroad players in a specific Gym order, unless you're going for Pokemon: the Video Game: the Tabletop Game.

If you are running a Campagin in Kanto, do not force players to fight Brock first. If they want to pay for a ferry to Cinnabar and fight Blaine first, let them do so.

A Settings Suggestion: If a player does want to fight Blaine first, for example, let them fight Blaine's Charmander and Ponyta rather than Blaine's Charizard and Magmortar. Likewise, if Brock is their last Gym, do not have Brock use a Geodude and his newborn Onix. Have them face off against Brock's Rhyperior and strongest Onix.

A Settings Suggestion: Do not pester players with Gym Trainers. If they want to fight the leader immediatley, let them. Still, keep Gym Trainers around. If players want to drop in for a Trainer battle, there is no reason a Gym wouldn't have Trainers working out and trying to get stronger.

When making Gym Leader's pokemon, pre-roll dice. It saves time.
When making NPC Contestants, pre-roll dice. It saves more time.

LOYALTY

As the GM, one of your goals is to make the universe come alive for your players. NPCs have reactions to players that cause them to regard your universe as a living breathing thing, with people in it with goals beyond the player's meager needs. Naturally, Pokemon are no different in that regard. How a pokemon reacts to his or her trainer is expressed through a mechanic called "Loyalty." Loyalty comes in 5 ranks, listed below.

Loyalty 0: Pokemon is actively defiant; may use the pokemon Move Frustration.

Pokemon begin at loyalty 0 when captured through cruel means, such as through Snagging, or if the captured pokemon does not deem the trainer "Worthy" of owning him, such as a level 1 trainer catching a level 50 pokemon through a lucky capture roll. Legendaries caught through Masterballs may begin at this loyalty level as well.

Loyalty 1: Pokemon follows commands, but is wary of the trainer; may use the pokemon move Frustration; pokemon have a chance NOT to evolve if Loyalty 1 or lower even if they meet the requirements.

Pokemon begin at Loyalty 1 when they are captured or befriended normally.

Loyalty 2: Pokemon are neutral about its trainer, and follows commands; normally immune to snagging except through extra features.

Pokemon hatched from eggs or pokemon caught or befriended with the full consent of the pokemon after the trainer has proved his worth may begin at loyalty 2.

Loyalty 3: Pokemon actively likes its trainer and will follow commands happily; may use the pokemon move Return; completely immune to snagging.

A pokemon who is a trainer's starter generally begins at loyalty 3.

Loyalty 4: Pokemon LOVES his trainer and never wants to be apart; may use the pokemon move Return; completely immune to snagging.

A pokemon who is a trainer's starter may begin at loyalty 4 if you so choose.

Loyalty is an optional thing for a player to think about, of course. Return and Frustration are relatively obscure moves, and a pokemon of loyalty 2 operates just as well as a pokemon at loyalty 4. For that matter, an Ace Trainer may take Beast Master and ignore the negative effects of low loyalty altogether if he so chooses. However, it is still a worthwhile thing to pursue for a more complete roleplaying experience, as well as a reward/punishment system for ill behavior towards the creatures he allegedly calls his friends.

Loyalty can be, therefore, lowered in several ways. Keep in mind that upon hitting Loyalty 4, it takes a LOT of punishment to get that pokemon down to even loyalty 3. On the other hand, it takes very little for a loyalty 1 to slip into dreaded Loyalty 0. Use your best judgement in adjusting these criteria for your own situations.

- For every 10 times or so a pokemon is fired upon by his own trainer or the other pokemon on the team on the trainer's orders, a pokemon's loyalty may drop a rank. Friendly fire could be defined as AOE attacks that this pokemon is caught in the crossfire of and is not immune to, or attacks made upon this pokemon while it is under the control of another trainer, such as through Mystic or Ranger features.
- For every 10 times or so that a pokemon is pushed too hard, a pokemon's loyalty may drop a rank. This includes features that sacrifice a pokemon's HP for added effects (Such as an Ace Trainer's "Press" features) or simply letting a pokemon faint, rather than switching it out before it collapses.
- For every 10 items used on this pokemon with the "Bitter" keyword, or any berry or poffin of a flavor the pokemon does not like, the pokemon's loyalty may drop a rank.
- Seeing cruelty done to another pokemon in any of the above ways may have an effect on the other pokemon in the team. If the trainer is cruel to that guy, how long until it's MY turn?
- Some species may have particular dislikes. If you don't feed a Snorlax or Munchlax enough, their Loyalty will plummet! If you insist on fighting with a Dry Skinned Croagunk in the sun too often, his loyatly will fall fast. Harming or threatening a Kangaskhan's baby could instantly drop her to Loyalty 0! If you insult the pride of most fighting types, or the intelligence of most psychic types, or keep water types too dry or fire types too wet, or many other possibilities depending on the pokemon, loyalty may take a nosedive.

- Nature plays a part in loyalty as well. Proud pokemon will feel insulted if you don't use them enough, or if they are kept at a lower level than the other pokemon on the team. Lazy pokemon are the other way, and won't like it if they're used too much or disturbed too often. Use your best judgement and feel free to ignore a pokemon's nature if it gets too complicated.

- Loyalty 4 pokemon are an exception to many of these rules. They will understand that pursestrings are tight if you can't feed them enough. They will understand why you push them and their team mates so hard. They won't mind eating bitter food as they know that it's for his own good. However, if you manage to ruin it and utterly betray a Loyalty 4 pokemon, their Loyalty should fall much harder than normal and getting that perfect 4 back should be VERY difficult.

As loyalty can drop, so too can it rise. While more difficult than causing loyalty to slip, raising loyalty is more than possible, and is quite simple overall.

- Loyalty should rise naturally. The more the pokemon gets to know its trainer, the higher the loyalty should be. A rule of thumb is for every few in-game weeks, assuming the trainer hasn't done anything to actively cause a drop in loyalty, a pokemon should become friendlier towards his trainer. Loyalty 3 and 4 should not be gained in this way, however.

- The best way to attain the higher loyalty ranks is through triumphant events. Perhaps your Alakazam was able to solo an entire gym, or your Wailord took out a room full of rockets with one well-aimed Waterspout. This kind of badass achievement should cause a pokemon to like and trust its trainer more, and it should go up a rank in loyalty. Naturally, it may take several such events to cross the gap between loyalty 3 and 4, but that is the GM's call. If you want to be a stickler, this should be the ONLY way to aquire a pokemon of Loyalty 4.

- Certain features and classes are built around raising Loyalty. Groomers, Dream Doctors, and Massage Therapists should be able to raise pokemon up to level 3 very quickly through regular massages and trips to the grooming chair, or just by getting in the pokemon's head and fixing it.

- As bitter medicine lowers a pokemon's loyalty, berries and Poffins of a flavor the pokemon likes should raise their loyalty. For every 20 treats the pokemon receives, a loyalty rank should be gained, however, Loyalty 4 should be off limits to this method.

- Once again, Nature and species plays a part. Snorlax and Munchlax love to eat, so if they're owned by a Chef they lucked out. Psychics owned by Psychic types will most likely be happier than psychics owned by laymen, and Fighting Types will appreciate being able to spar with their Martial Artist trainer rather than treating a fragile Breeder with kid-gloves. Machamps will remain loyal as long as you can lead him to victory time and again. Pokemon who are Sickly, Jolly, Naive, or Gentle may respond to simple kindness more than other natures, while Quirky, Adamant, or Brave pokemon might appreciate you being a little cruel in the pursuit of strength. Once again, use your best judgement in thinking about what a pokemon really wants out of the trainer-pokemon relationship, and if the trainer delivers that, loyalty should rise.

- Finally the "Charizard Effect," is something to keep track of. If an owned pokemon is a significantly higher-level than the trainer and the trainer's team it might be reluctant to follow orders and have a lower loyalty than it would normally would until the trainer manages to prove themself.

EXPRESSING LOYATLY:

It is simple enough to say “Your pokemon likes you” or “Your pokemon loaths you,” but that might be a little boring. Reminders of a pokemon’s loyalty can happen whenever there is some downtime in a session and the player wants to get to know his pokemon a little better. Actions speak louder than words, of course, and unless the pokemon can somehow communicate with its trainer, actions are all they have to go on.

- Some ways to express Loyalty might be:
- Low loyalty pokemon shy away or hide from trainers they dislike.
 - High loyalty pokemon rub up against or hug trainers they love (Watch out for friendly Tyranitar's)
 - If a pokemon is small enough, it might fall asleep in a beloved trainer's lap.
 - Feline or pack-oriented pokemon may wander into the wilderness, kill something, and bring it back to a beloved trainer as a gift.
 - Pokemon naturally oriented towards pack structure will include you in its rules. At low loyalty, it may act out in subtle ways to challenge its trainer, going through doors first or stealing food. If left undisciplined for these acts it may challenge its trainer with violence or violent displays.
 - On the other hand, a pokemon may still see itself as an Alpha, but see you as a beloved drone. A Vespiquen might make sure you are well fed with honey and well protected if she likes you.
 - Pokemon who are disloyal may prefer the company of another trainer or another trainer’s pokemon.
 - Pokemon who are loyal will invariably also be loyal to pokemon of the same team (Unless, of course, they are prone to jealousy).
 - Ghosts or Naughty and Quirky natured pokemon may express their high loyalty by playing tricks or practical jokes on their trainer. For a Disloyal pokemon, they may instead play more malicious gags without thinking about the trainer’s safety.
 - Psychics or more intelligent species may wish to play games with you. You’ll rarely defeat a Metagross at Chess, but it will still be an enjoyable experience for both of you.
 - Fighting types or Proud- and Adamant-natured pokemon 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.

DEFIANCE:

It’s bound to happen eventually. Either a trainer is too short-sighted, or too cruel, or isn’t able to satisfy a pokemon’s needs. The pokemon, having no other recourse, will act out. Acting out may happen in several ways, according to the Intelligence, nature, and species of the pokemon, but it will never end well for the trainer.

The following effects may occur upon a pokemon reaching Loyalty 0. However, Ace Trainers with Beast-master are immune to these effects, and may ignore completely the aversive effects of low loyalty (Except for danger from Snaggers).

- If the cruelty was benign or neglectful, the punishment might not be too violent. Every time the trainer attempts to order this pokemon, consult the chart below. The pokemon will perform that action.
- If the cruelty was active and violent, then the pokemon will respond in kind with violence. Every time the trainer sends out this disloyal pokemon, the pokemon will be GM controlled and attack. It cannot be returned to it’s pokeball except by rolling a capture roll at a penalty of +30 to your roll, or until it is knocked out or otherwise calmed down.
- Pokemon of Intelligence 5 need not roll on any tables. They will simply act on their own. They will attempt to escape at every opportunity, or will attempt murder if given the chance to get away and given the necessary justification. Naturally the same rules apply, and the pokemon cannot be returned to its ball except by KOing the pokemon, calming it down, or rolling a capture roll at a +30 penalty.

- Pokemon of Intelligence 6 or better are truly dangerous if Defiant. They will not just act on their own. If there are any Loyalty 0 or 1 pokemon out and owned by ANY trainers in the area of a lower intelligence than them, that pokemon will be able to take control of those pokemon and those pokemon will swarm around the party. They may try to escape, but they might also try to actively kill the party. The same rules apply, except this time the +30 penalty to recapturing the pokemon applies to ALL of the pokemon that were incited to rebel, and calming down the ringleader only makes him more calm and precise. Like honing a knife. KOing the ringleader causes all of the other defiant pokemon to attempt escape.

CHART FOR LOYALTY 0 POKEMON BEHAVIOR:

- 01-10 - Pokemon acts as normal. It must have been feeling generous.
- 11-20 - Pokemon decides to take a nap. The pokemon falls asleep for 1d4 turns.
- 21-30 - Pokemon thinks it knows better. It uses a completely different attack from its moveset.
- 31-40 - Pokemon Begins to wander off, ignoring any directions from its trainer. The pokemon shifts in a random direction and takes no other action.
- 41-50 - Pokemon is annoyed by it’s trainer’s voice and plugs its own ears. Pokemon cannot hear anything for 1d4 turns.
- 51-60 - Pokemon begins trying to make conversation with the enemy and accidentally spills secrets of your team’s strategy. The next attack launched by that enemy pokemon cannot miss.
- 61-70 - Pokemon begins to complain to the enemy pokemon about its own trainer. Enraged at its poor treatment, the next attack launched by that enemy pokemon will target you.
- 71-80 - Pokemon begins trying to make conversation with the enemy and accidentally offends him. The next attack launched by that enemy pokemon will do double damage.
- 81-90 - Pokemon attempts to escape the battle. If it succeeds you will never see it again.
- 91-00 - Pokemon flies into a rage and tries to kill its own trainer.

Alternative Rules for Your Campagin:

Pokedex Trainer Experience Alternatives:

When your campaign begins, you might find that your players want to go just spend time watching pokemon battles at a local tournament to cheat their way to the top by gaining an absurd amount of DexExp. Maybe players don't appreciate that the Pokedex takes too long to return information to their encounter. Whatever the problem, these alternatives might be for your play group. At the beginning of your campaign, let your players know if you are going to make them gain DexExp through these means:

- Have players gain DexExp based on Pokemon who they've met in an encounter in the wild or with Trainers.
- Pokedex uses are free actions.
- Pokedex returns information immediately.
- If players are abusing the DexExp system, using the Pokedex in public could be a social gaff similar to an invasion of privacy, seen as creepy or unusual. It could be seen as really intrusive for one to point an information gatherer at another Trainer's pokemon, especially since a modified Pokedex could potentially invade the privacy of the pokemon's Trainer information.

Trainer Levels 50+ Alternatives:

In a high power campaign, players may run out of uses of their multi-Daily Features, simply because they are restricted to level 50. If you want to, let players know that they are not limited to level 50 and whenever they gain enough DexExp to reach 51, or when they gain a twenty-somethingieth badge.

- Players level past level 50, but do not gain more stats or features - instead they just gain a cosmetic number. However, when calculating extra uses in Features that are "Daily" or "Weekly", with extra uses per X levels, players will get more uses.

Trainer Prerequisites Alternatives:

In a campaign that doesn't have any Badges, Ribbons or Medals, some prerequisites become impossible to reach. Instead you might use some of these alternatives.

- Any prerequisites that require Badges, Contests or Medals instead require "Level 2+2*X," where X is the number of Badges, Medals or Ribbons required to gain the Feature in question.

Environment List

In case you need a List of Pokemon available per biome, here it is. Most Pokemon will appear on multiple lists. (In order of appearance in the Pokedex)

Beach	Whismur	Raticate	Wobbuffet
	Loudred	Teddiursa	Mienfoo
Squirtle	Exploud	Ursaring	Mienshao
Wartortle	Weepinbell	Paras	Makuhita
Blastoise	Victreebel	Parasect	Hariyama
Totodile	Shinx	Ariados	Meditite
Croconaw	Luxio	Dwebble	Medicham
Feraligatr	Luxray	Crustle	Riolu
Piplup	Tynamo	Joltik	Lucario
Prinplup	Eelektrik	Galvantula	Vullaby
Empoleon	Eelektross	Larvesta	Houndour
Oshawott	Magby	Volcarona	Houndoom
Dewott	Magmar	Rufflet	Scrafty
Samurott	Magmortar	Sandshrew	Sneasel
Sandile	Vanillite	Sandslash	Weavile
Krookodile	Vanillish	Diglett	Pawniard
Nosepass	Vanilluxe	Dugtrio	Bisharp
Slowpoke	Solosis	Cubone	Misdreavus
Slowbro	Duosion	Marowak	Mismagius
Slowking	Reuniclus	Gligar	Shuppet
Wingull	Machop	Gliscor	Banette
Pelipper	Geodude	Baltoy	Dunsparce
Krabby	Graveler	Claydol	Smeargle
Kingler	Golem	Hippopotas	Shuckle
Crawdaunt	Roggenrola	Hippowdon	Durant
Shellos	Boldore	Drilbur	Torkoal
Gastrodon	Gigalith	Excadrill	Heatmor
	Rhyhorn	Nosepass	Cryogonal
	Rhydon	Onix	Mawile
Cave	Swinub	Steelix	Sableye
	Piloswine	Bronzor	Spiritomb
Charmander	Aron	Bronzong	Druddigon
Charmeleon	Lairon	Foongus	Solrock
Charizard	Aggron	Amoonguss	Lunatone
Cyndaquil	Klink	Ferroseed	Sawk
Quilava	Klang	Ferrothorn	Throh
Typhlosion	Klinklang	Slugma	Unown
Chimchar	Gastly	Magcargo	Flareon
Monferno	Haunter	Darumakka	Umbreon
Infernape	Gengar	Darmanitan	Omanyte
Pignite	Duskull	Glalie	Kabutops
Emboar	Dusclops	Cubchoo	Lileep
Zubat	Dusknoir	Beartic	Cradily
Golbat	Litwick	Natu	Anorith
Crobat	Lampent	Xatu	Armaldo
Cleffa	Chandelure	Woobat	Cranidos
Clefairy	Axew	Swoobat	Rampardos
Clefable	Fraxure	Chingling	Shieldon
Igglybuff	Haxorus	Chimecho	Bastiodon
Jigglypuff	Rattata	Wynaut	Aerodactyl
Wigglytuff			

Dratini
Dragonair
Dragonite
Larvitar
Pupitar
Tyranitar
Bagon
Shelgon
Salamence
Beldum
Metang
Metagross
Gible
Gabite
Garchomp
Deino
Zweilous
Hydreigon

Desert

Sandile
Krokorok
Krookodile
Trapinch
Vibrava
Flygon
Burmy
Wormadam
Mothim
Nincada
Ninjask
Shedinja
Dwebble
Crustle
Doduo
Dodrio
Sandshrew
Sandslash
Gligar
Donphan
Hippopotas
Hippowdon
Golett
Golurk
Steelix
Cacnea
Cacturne
Numel
Camerupt
Darumakka
Darmanitan
Xatu

Vullaby
Mandibuzz
Scraggy
Scrafty
Yamask
Cofagrigus
Dunsparce
Zangoose
Seviper
Durant
Maractus
Torkoal
Heatmor
Sigilyph
Gible
Gabite
Garchomp

Forest

Bulbasaur
Ivysaur
Venusaur
Chikorita
Bayleef
Meganium
Turtwig
Grotle
Torterra
Snivy
Servine
Serperior
Tepig
Caterpie
Metapod
Butterfree
Weedle
Kakuna
Beedrill
Sewaddle
Swadloon
Leavanny
Venipede
Whirlipede
Scolipede
Wurmple
Silcoon
Beautifly
Cascoon
Dustox
Pidgey
Pidgeotto
Pidgeot

Togepi
Togetic
Togekiss
Starly
Staravia
Staraptor
Pidove
Tranquill
Unfezant
Slakoth
Vigoroth
Slaking
Oddish
Gloom
Vileplume
Bellsprout
Weepinbell
Victreebel
Hoppip
Skiploom
Jumpluff
Ludicolo
Seedot
Nuzleaf
Shiftry
Budew
Roselia
Roserade
Pichu
Pikachu
Raichu
Elekid
Electabuzz
Electivire
Ralts
Kirlia
Gardevoir
Gallade
Abra
Kadabra
Gothita
Gothorita
Solosis
Duosion
Reuniclus
Duskull
Dusclops
Dusknoir
Rattata
Raticate
Sentret
Furret
Zigzagoon

Linoone
Bidoof
Bibarel
Patrat
Watchog
Meowth
Persian
Skitty
Delcatty
Glameow
Purugly
Minccino
Cinccino
Buneary
Lopunny
Snubbull
Granbull
Aipom
Ambipom
Deerling
Sawsbuck
Lickitung
Lickilicky
Munchlax
Snorlax
Burmy
Wormadam
Mothim
Nincada
Ninjask
Shedinja
Venonat
Venomoth
Ledyba
Ledian
Spinarak
Ariados
Yanma
Yanmega
Pineco
Forretress
Krickatot
Kricketune
Combee
Vespiquen
Karrablast
Escavalier
Shelmet
Accelgor
Joltik
Galvantula
Scyther
Hoothoot

Noctowl	Pansage	Poliwrath	Emboar	Watchog	Floatzel	Weepinbell	Monferno
Tailow	Simisage	Politoed	Starly	Skitty	Electrike	Victreebel	Infernape
Swellow	Pansear	Azurill	Staravia	Delcatty	Manectric	Poliwag	Tepig
Rufflet	Simisear	Marill	Staraptor	Glameow	Blitzle	Poliwhirl	Pignite
Braviary	Panpour	Azumarill	Pidove	Purugly	Zebstrika	Poliwrath	Emboar
Swablu	Simipour	Tympole	Tranquill	Mincino	Spoink	Politoed	Nidoqueen
Altaria	Chatot	Palpitoad	Unfezant	Cinccino	Grumpig	Tympole	Nidoking
Stunky	Dunsparce	Seismitoad	Nidoran F	Buneary	Musharna	Palpitoad	Cleffa
Skuntank	Stantler	Surskit	Nidorina	Lopunny	Drowzee	Seismitoad	Clefairy
Skorupi	Audino	Masquerain	Nidoqueen	Deerling	Hypno	Bidoof	Clefable
Drapion	Spinda	Croagunk	Nidoran M	Sawsbuck	Wynaut	Bibarel	Magnemite
Dugtrio	Kecleon	Toxicroak	Nidorino	Lickitung	Wobbuffet	Yanma	Magneton
Gligar	Castform	Slowpoke	Nidoking	Lickilicky	Mankey	Yanmega	Magnezone
Phanpy	Smeargle	Slowbro	Igglybuff	Kricketot	Primeape	Shelmet	Ampharos
Bonsly	Zangoose	Slowking	Jigglypuff	Kricketune	Purrloin	Ekans	Luxray
Sudowoodo	Seviper	Goldeen	Wigglytuff	Dwebble	Liepard	Koffing	Magby
Bronzor	Shuckle	Seaking	Happiny	Crustle	Poochyena	Weezing	Magmar
Sunkern	Pinsir	Barboach	Chansey	Karrablast	Mightyena	Gulpin	Magmortar
Tangela	Heracross	Whiscash	Blissey	Scyther	Zorua	Swalot	Machop
Cherubi	Tropius	Carvanha	Lillipup	Scizor	Farfetch'd	Garbodor	Machoke
Cherrim	Pachirisu	Sharpedo	Herdier	Spearow	Dunsparce	Skorupi	Machamp
Whimsicott	Emolga	Ducklett	Stoutland	Fearow	Miltank	Drapion	Timburr
Petilil	Mawile	Swanna	Oddish	Doduo	Tauros	Croagunk	Gurdurr
Lilligant	Absol	Psyduck	Gloom	Dodrio	Bouffalant	Toxicroak	Conkledurr
Foongus	Spiritomb	Golduck	Vileplume	Tailow	Audino	Tangrowth	Geodude
Amoongus	Plusle	Wooper	Hoppip	Swellow	Spinda	Shroomish	Graveler
Shroomish	Minun	Quagsire	Skiploom	Ekans	Kangaskhan	Breloom	Golem
Breloom	Volbeat	Buizel	Jumpluff	Arbok	Girafarig	Barboach	Roggenrola
Exeggcute	Illumise	Floatzel	Budew	Stunky	Absol	Whiscash	Boldore
Exeggutor	Ditto	Magikarp	Roselia	Skuntank	Plusle	Ducklett	Gigalith
Electrike	Eevee	Gyarados	Roserade	Gulpin	Minun	Swanna	Rhyhorn
Manectric	Vaporeon	Feebas	Pichu	Swalot	Volbeat	Corphish	Rhydon
Natu	Jolteon	Milotic	Pikachu	Trubbish	Illumise	Crawdaunt	Rhyperior
Xatu	Espeon	Farfetch'd	Mareep	Garbodor	Ditto	Wooper	Aron
Spoink	Umbreon	Stunfisk	Flaaffy	Sandshrew	Eevee	Quagsire	Aggron
Grumpig	Leafeon	Vaporeon	Ampharos	Sandslash	Espeon	Drowzee	Lairon
Munna	Freshwater	Dratini	Shinx	Diglett	Leafeon	Hypno	Duskull
Musharna		Dragonair	Luxio	Dugtrio	Marsh	Murkrow	Dusclops
Mankey		Dragonite	Luxray	Bonsly		Honchkrow	Flygon
Primeape		Grasslands	Elekid	Sunkern		Farfetch'd	Axew
Lucario			Electabuzz	Sunflora		Carnivine	Fraxure
Murkrow			Electivire	Tangela		Tropius	Haxorus
Honchkrow			Rhyhorn	Cottonee		Stunfisk	Rattata
Purrloin			Rhydon	Whimsicott		Mountain	Raticate
Liepard			Rattata	Foongus			Teddiursa
Poochyena			Raticate	Amoonguss			Ursaring
Mightyena			Sentret	Vulpix			Munchlax
Zorua			Furret	Ninetales			Snorlax
Zoroark			Zigzagoon	Growlithe			Wormadam
Misdreavus			Linoone	Arcanine			Dwebble
Mismagius			Bidoof	Ponyta			Crustle
Drifloon			Bibarel	Rapidash			Scizor
Drifblim			Patrat	Buizel			Larvesta

Volcarona	Mandibuzz	Samurott	Carracosta	Spinarak	Pidove	Wormadam
Spearow	Houndour	Horsea		Ariados	Bonsly	Mothim
Fearow	Houndoom	Seadra	Rainforest	Scyther	Sudowoodo	Spearow
Rufflet	Scruffy	Kingdra		Swablu	Snover	Grimer
Braviary	Scraggy	Spheal	Bulbasaur	Altaria	Abomasnow	Muk
Koffing	Pawniard	Sealeo	Ivysaur	Skorupi	Snorunt	Koffing
Weezing	Bisharp	Walrein	Venusaur	Drapion	Glaie	Weezing
Cubone	Smeargle	Clamperl	Treecko	Tangela	Froslax	Gulpin
Marowak	Zangoose	Huntail	Grovyle	Tangrowth	Cubchoo	Swalot
Gligar	Seviper	Gorebyss	Sceptile	Cherubi	Beartic	Trubbish
Gliscor	Shuckle	Finneon	Turtwig	Petilil	Spoink	Garbodor
Phanpy	Durant	Lumineon	Grotle	Lilligant	Grumpig	Cubone
Donphan	Maractus	Chinchou	Torterra	Shroomish	Smoochum	Marowak
Drilbur	Torkoal	Lanturn	Snivy	Breloom	Jynx	Vulpix
Excadrill	Heatmor	Carvanha	Servine	Exeggcute	Sneasel	Voltorb
Golett	Delibird	Sharpedo	Serperior	Exeggutor	Weavile	Electrode
Golurk	Girafarig	Tentacool	Wurmple	Mankey	Stantler	Electric
Nosepass	Mawile	Tentacruel	Silcoon	Primeape	Delibird	Elgyem
Probopass	Skarmory	Frillich	Beautifly	Purrloin	Glaceon	Smoochum
Onix	Absol	Jellicent	Cascoon	Liepard		Jynx
Steelix	Sableye	Shellder	Dustox	Pansage	Tundra	Mime Jr.
Bronzor	Lunatone	Cloyster	Togepi	Simisage		Mr. Mime
Bronzong	Solrock	Corphish	Togetic	Pansear	Piplup	Chingling
Vulpix	Sawk	Crawdaunt	Togekiss	Simisear	Prinplup	Chimecho
Ninetales	Throh	Starju	Slakoth	Panpour	Empoleon	Tyrogue
Growlithe	Flareon	Starmie	Vigoroth	Simipour	Spheal	Hitmonlee
Arcanine	Cranidos	Seel	Slaking	Chatot	Sealeo	Hitmonchan
Slugma	Rampardos	Dewgong	Oddish	Kangaskhan	Walrein	Hitmontop
Magcargo	Shieldon	Shellos	Gloom	Shuckle	Vanillite	Murkrow
Numel	Bastiodon	Gastrodon	Vileplume	Pinsir	Vanillish	Purrloin
Camerupt	Archen	Remoraidd	Bellossom	Heracross	Vanilluxe	Misdreavus
Darumakka	Archeops	Octillery	Bellsprout	Carnivine	Swinub	Shuppet
Darmantian	Aerodactyl	Mantyke	Weepinbell	Tropius	Piloswine	Banette
Swoobat	Dragonite	Mantine	Victreebel	Volbeat	Mamoswine	Drifloon
Elgyem	Larvitar	Magikarp	Seedot	Illumise	Snorunt	Drifblim
Beheeyem	Pupitar	Gyarados	Nuzleaf	Leafeon	Glaie	Castform
Wynaut	Tyranitar	Wailmer	Shiftry		Froslax	Smeargle
Wobbuffet	Bagon	Wailord	Budew	Taiga	Cubchoo	Pachirisu
Tyrogue	Shelgon	Qwilfish	Roselia		Beartic	Emolga
Hitmonlee	Salamence	Basculin	Roserade	Piplup	Smoochum	Rotom
Hitmonchan	Metagross	Relicanth	Aipom	Prinplup	Jynx	Spiritomb
Hitmontop	Garchomp	Corsola	Ambipom	Empoleon	Sneasel	Plusle
Mankey	Deino	Luvdsic	Lickitung	Slakoth	Weavile	Minun
Primeape	Zweilous	Alomoloma	Lickilicky	Vigoroth	Delibird	Sawk
Mienfoo	Hydreigon	Lapras	Burmy	Slaking	Cryogonal	Throh
Mienshao		Omanyte	Wormadam	Vanillite	Glacion	Ditto
Makuhita	Ocean	Omastar	Mothim	Vanillish		Unown
Hariyama		Kabuto	Paras	Vanilluxe	Urban	Eevee
Meditite	Squirtle	Kabutops	Parasect	Swinub		Jolteon
Medicham	Wartortle	Lileep	Venonat	Piloswine	Pidgey	Flareon
Riolu	Blastoise	Cradily	Venomoth	Teddiursa	Starly	Espeon
Lucario	Oshawott	Anorith	Ledyba	Ursaring	Staravia	Umbreon
Vullaby	Dewott	Tirtouga	Ledian	Munchlax		

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Pokemon is Nintendo’s thing. Give us a break, we’re just playing some tabletop.

This game was made for free distribution.
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Pokémon Tabletop Adventures

Welcome to Pokémon: Tabletop Adventures.

This game is played in a world where many fantastic animals are able to be energized and stored nicely in a machine called a Poké Ball. These animals are called “pocket monsters,” or Pokémon for short, and they are carried as tools, friends and partners by Pokémon Trainers. Trainers have various skills and abilities each defined by a Trainer’s goal. There are Ace Trainers, who focus all of their energy into making their pokémon the best fighters they can. Breeders, who raise pokémon as if they are their own children and groom them up to be powerful. The Researcher gathers information and serves as a party’s go-to guy when they confront a creature they’ve never met. Rangers are natural guardians who dedicate their life to the protection of a wild creature’s habitat while employing wilds in their feats. A Capture Specialist is a techie Trainer who can tweak equipment, including the Poké Ball to expand their collection. The Coordinator employs their pokémon in Contests instead of battle as she shows off their beauty. Finally, the Psychic, Mystic and Martial Artist get their hands dirty and fight the beasts with their own supernatural powers.

A Trainer may explore the world and battle at Gyms to gather Badges which allow them entrance to the Pokémon League Championships. They may compete in Contests to enter Grand Festivals. Maybe they’ll uncover a secret plot to destroy the world and try to stop those who would use Pokémon for evil. They may be breeding the most powerful Pokémon as their goal. No matter the destination, Pokémon will be valuable allies and tools in your journeys.

