

Character Creation

Statting Up Your Party

Pokémon are built as NPC extras with the following specifications:

- Species Aspect (*This aspect implies all other aspects that are relevant to a Pokémon's species.*)
- Nature Aspect (*Optional*)
- Move List (*Contains up to 4 proficient moves. Optional*)
- Any additional aspects up to a total of 5 (*Optional*)

Suggestion: At least one of a Pokémon's starting aspects should be "Recently Wild," "Untrained," or similar to represent the lack of relationship between Pokémon and Trainer.

Power Points (PP)

In addition to Fate Points, each trainer gets 6 Power Point Refresh.

Power Points work exactly like Fate Points, except that they can only be invoked in favor of Pokémon you control—not trainers. Likewise, they can be exchanged to accept and refuse compels of aspects that belong to Pokémon.

Whenever you spend a Fate Point Refresh to buy a stunt, you gain a Power Point Refresh. This means that if you spend 2 Fate Refresh at character creation, you will have up to 8 Power Refresh.

Anything that requires Power Refresh to buy can also be bought with Fate Refresh. Any effect that requires a PP to activate can also be activated with a FP.

Pokémon as Stunts

If you want to give a Pokémon a little bit more mechanical weight, you can turn any Pokémon in your party into a Companion NPC with the following stunt:

Companion. One of your Pokémon aspects becomes an Average NPC. It has one Average skill and no stress boxes; it cannot use its trainer's skills, stress track, or consequences; it acts in addition to its trainer each round that it is out; it can get taken out independently of its trainer. You may choose to give this Pokémon skill increases in place of your Trainer at Significant Milestones. Companions can give up their actions to assist their trainers with skills that they have ranked Average or higher. (1 PP Refresh)

Note that even if you don't want to buy the Companion stunt, you are still welcome to buy stunts for your Pokémon, and you can use PP Refresh to do so. Simply replace the clause in the stunt that refers to the trainer and replace it with the name of the Pokémon you wish to use it for.

Pokémon that you have intentionally left behind such as Pokémon in the PC or at the daycare don't cost PP if you don't want them to. The points are restored until the Pokémon returns to you.



Combat

“Pokémon have amazing abilities that their trainers do not, but they rely on their trainers to help them hone their skills and use them properly. A Pokémon can be really amazingly strong, but without the hard work and understanding of their trainer, they’ll still fail in battle.”

—Tamashii Hiroka

Pokémon Battling

Whenever you take your turn, you may choose to act via either your Trainer or your Active Pokémon. By default, trained Pokémon will always use their trainers’ skills as a baseline for action, since they learn skills from their trainers. It is encouraged that you modify actions through the lens of a Pokémon’s aspects, though: A Graveler’s mere identity suggests that its species should be invoked in its favor on Physique checks and invoked against it on

Athletics checks; it should generally be unable to make social checks at all. This disparity of +2 or -2 across all stats is the epitome of how nature and nurture work together to determine what a Pokémon can do.



Pokémon Shuffle

Each trainer gets a free situation aspect to represent his or her Active Pokémon. This aspect must come from the list of Pokémon already available to your trainer.

To release, switch, or withdraw Pokémon, you may change your Active Pokémon up to once per turn, on your turn, as a free action. You cannot have more than one Active Pokémon at a time under normal circumstances.

When a Pokémon is withdrawn, some of its aspects may remain. See the “Durations for Situation Aspects” section for more information.

Using Moves

If you intend to gain one of a move’s secondary effects, be prepared to spend a Power Point to invoke its *implied aspects*. Just like the handhelds, the more powerful or versatile a move is, the more Power Points it costs in order to use effectively. Here are a few common examples of how to invoke your move’s aspects:

- **It gains Weapon:2 if its power is above average.** (If you refer to the handhelds for combat mechanics, a move can be invoked for a weapon value once for every 50 Power it has beyond the first. For example, Explosion’s Power of 250 can be invoked for Weapon:2 up to 4 times)
- **You may invoke it “for effect,” by translating its intended effect into a mechanical effect with the same power as a stunt.** (For example, “This gets +2 as long as I am attacking

more than 1 target in my zone,” or “Any status-related boosts granted by this action become Status Condition aspects with two free invokes.”)

- **If your move has below-average accuracy, your opponent can invoke that against you.** *(If you refer to the handhelds for combat mechanics, a move’s accuracy can be invoked against it once for every full 10% short of 95% accuracy it has. For example, Inferno’s Accuracy of 50% can be invoked against it up to 4 times.. Moves with more than 85% accuracy cannot be invoked this way.)*
- **If your move affect Combat Stages, it can be invoked for each stage of increase beyond the first.** *(For example, Harden cannot be invoked, but Iron Defense can be invoked up to one time. If you forego your roll to gain a boost, you gain one boost for each invoke spent this way.)*

When declaring moves, just use the **Golden Rule**. Players and the GM can add effects to corner-case moves in real time while the game is played.

Self-targeting moves that create advantages on the user with little or no effort can be used by spending your action to create a boost. The same is true for targeting other characters. Unless there is an opposing force, no roll is required. If you wish to create an aspect with a free invoke instead, you must also determine an appropriate penalty for failing.

Type Bonuses

Each move’s implied Type aspect can be invoked to increase the efficiency of moves. Here are some examples of when and how to invoke type:

- Invoke the move’s type if it shares a type with the user.
- Invoke the defender’s type if the move is super effective.
- The defender may invoke its own type if the move is resisted.
- Type aspects can be invoked multiple times if the bonuses are different.

Capturing Pokémon

In order to capture a Pokémon, you must make a Shoot check (usually against Athletics) to create an advantage such as ***Trapped in a Ball***.

If you succeed, on the Pokémon’s turn it may either concede or attempt to break out of the ball. Attempting to break out is an Overcome action with the user’s choice of Physique or Will against its captor’s Resources. In addition to standard invokes, a Pokémon may also use Extra Effort Stress or Consequences to modify its escape attempt.

If a Pokémon fails this check, it is Taken Out and successfully captured.



Teamwork

Each player can only take one action per round, even if that player controls more than one character. However, in Fate's fiction-first nature, it is possible to include multiple characters in the same action. Here are a few ways to handle it:

- Alex wants Jade and Lir to gang up to attack an enemy. She makes the same fight roll for both of the characters. Alternatively, if Jade and Lir are attacking separate enemies, she divides the roll's shifts between both targets.
- Paragon is chasing after an enemy and rolls a failure. Brandon invokes Jericho's ***Born-Anew Telekinetic*** aspect to throw a psionic barrier in front of the quarry. The enemy crashes into the barrier, and the failure turns to a success.
- Vick is giving battle orders to Fiorira on the sidelines. Ken isn't satisfied with Fiorira's Combat roll, so he invokes his ***Battlefield Tactician*** aspect to add +2 to it, offering a verbal command that Vick might make to prevent the blunder.
- You can always move each of your characters on your turn, even if you are only taking an action for one of them per round.



Assisted Skill Checks: You may always give up your turn to add +1 to another character's check if your ranking in that skill is Average or greater.

Intercepting Attacks. Whenever you intercept an attack for someone, you forego your own defense in favor of theirs. Because of this, your personal defense roll is Mediocre (+0) against the same value of the attack. Note that if you succeed with style on the interception, you can apply the boost to subsequent defenses.

Note also that if you take a Full Defense action on your turn, you get +2 to each of these defenses.

If you would like to use one of your aspects to defend with no risk to yourself, that aspect can be invoked to provide a +2 to that character's defense.

Conditions and Consequences

Status Conditions

Status conditions have the opportunity to be more interesting and expansive in Fate's system. Let's assume you're attacking with Thundershock and you'd like to paralyze the opponent if possible: *(Keep in mind that these are all just examples)*



- If you gain a boost, the target might be **Momentarily Numb**. You can use this to gain the same action denial and speed penalty that you might expect to expect from the Paralyzed condition, but it wears off in a short amount of time.
- If you successfully create an advantage, the target might be **Stunned with Voltage**. It would be just like the above example except that in addition to your free invoke, you could invoke the penalty as many times as you have Fate Points.
- If you deal excessive damage, the target might choose to gain the **Paralyzed** consequence. In this case, in addition to the effects listed above, the target would carry the consequence until it recovered properly.

In general, status conditions will be simplified into descriptive terms that fit more appropriately with boosts, aspects, and consequences. The reasoning for this is threefold:

1. Status conditions will be more versatile and interesting if we give them the same broad scope that aspects have.
2. Creating additional mechanics for status conditions would add unnecessary complexity to the game.
3. Using the mechanics-first approach to status conditions as presented in the handhelds would contradict [Fate's Golden, Silver, and Bronze rules](#). If we're playing Fate, we should make use of the tools it's giving us.

Here are a few suggestions for how to handle invocations for status conditions:

- If the condition reduces a stat as a secondary effect, it can be invoked against the victim when he or she uses that stat.
- If the condition normally deals damage over time, it can be invoked to make a Fair (+2) Physique attack against the afflicted character's Physique at the end of that character's turn as a free action.
- If the condition normally causes action denial, it can be invoked to penalize any action that is being denied. If a Fate Point is spent, it can be compelled at the beginning of the afflicted character's turn to prevent them from acting.
- If the condition tends to go away naturally, it can be overcome with a Fair (+2) roll, usually with Physique or Will.

Durations for Situation Aspects

Unlike stats and conditions in the handhelds, temporary aspects don't stay around for a set period of time. Instead they exist for as long as they are narratively relevant. *(These are called Situation Aspects because they exist until the situation that created them ends.)* It's mostly the GM's judgment call, because there won't be a definitive rule for each type. Here are a few examples for possible rulings:

- "Combat Stage" aspects last for as long as the user remains in a modified state. A **Quick and Nimble** aspect created by the move Agility probably won't go away until the user stops jumping and running around.
- A lot of situation aspects will simply vanish when a Pokémon is withdrawn because it will no longer be in contact with the stimulus that causes it. This can be tricky because while the **Stuck** effect of String Shot would feasibly fall off when a Pokémon is withdrawn, a near identical effect such as Thunder Wave's **Paralyzed** would remain until the Pokémon is treated.
- Negative situation aspects that last beyond the end of the scene have to be removed manually like consequences. However, the difficulty to remove these aspects will be lower (usually Average, but it depends on the narrative) and they will disappear completely once removed.

Fainting and the Cost of Failure

Since trained Pokémon are generally aspects, attacks against them are resolved differently. A Pokémon uses its trainer's stress boxes under most circumstances if it's only an aspect. However, if a Pokémon fails a roll and is unable to mitigate the shifts of an attack, it gains an aspect representing the intent of the opponent's attack, with a free invoke. If the opponent succeeds with style, this aspect gets two free invokes instead. Note that this aspect won't necessarily be **Knocked Out** or similar (though it *can* be), so it is often possible for your Pokémon to remain in an encounter even after failing dramatically against an opponent's attack.

These Failure Aspects will remain on the Pokémon until properly removed.

Keep in mind that your trainer can use his or her own stress and consequence slots to mitigate the damage for a Pokémon aspect in order to keep it going.

Pokémon Centers and Further Healing

If you wish to heal a Pokémon with an item, first aid, etc., make a simple Overcome roll. If you fail, you may not make another attempt until next session or until a significant change is incurred on the Failure Aspect. Resources checks (to represent healing items) are the primary skill used to recover Trainers and Pokémon. You may take stunts that make it possible to use other skills for recovery instead.



Trainers can be attended to at a Pokémon Center just like Pokémon can. Whenever a Trainer is attended to at a Pokémon Center, all of their fresh consequences are changed to represent the start of the healing process. No check is required to begin this process.

Each session, a Pokémon receiving healing at a Pokémon Center can do one of the following up to three times.

- If the Failure Aspect has no free invokes, it is removed as long as it makes narrative sense.
- Otherwise, remove one of its free invokes.

While doing this, you must always treat the aspect with the lowest number of free invokes first. Usually only physical Failure aspects can be healed at a Pokémon Center.

Note that in especially rare occasions, particularly ruthless enemies might try to create aspects like ***Gutted*** or ***Severed Limb***. As unlikely as these are, keep in mind that they are generally impossible to remove unless it makes narrative sense for them to be removed. Likewise, if by chance you contract the ***Pidgey Flu*** or get a ***Fever***, these conditions generally can't be cured instantaneously, so the aspect might stay around for a while after the free invokes are removed. If a failure aspect is severe but heals over time, it may change instead of going away completely, such as ***Bloody Gash*** eventually changing into ***Hideous Scar***, but never actually going away.

In this campaign, part of a Pokémon Center's therapy involves digital reconstruction, which can, among other things, heal gashes without leaving scars and regrow damaged appendages such as horns and shells.



Evolution

Milestone Evolution

If evolving your Pokémon doesn't take a narrative forefront, you can simply change a Pokémon's species aspect to represent that it has evolved at any milestone that it would be appropriate. Species aspects can be changed at minor milestones as long as it makes sense for the Pokémon to evolve in the time between sessions.

Instantaneous Evolution

Whenever a Pokémon would gain a boost, if all players agree that it is narratively appropriate, you may have that Pokémon evolve instead. To do this, change the Pokémon's species aspect to its new form. You get a free invoke of that aspect this scene.

In addition to changing a Pokémon's species aspect, you may immediately spend 1 Power Point (or Fate Point) and lower your corresponding refresh by 1 to buy that Pokémon a stunt representing the abilities of its new form. This stunt is optional, and it doesn't count toward the maximum number of stunts that can be changed at a milestone.

The simplest and quickest way to represent a level-up are with increased stats. You can do this by taking a **Stat Block** stunt and choosing two stats that correspond with the new evolution. However, you're encouraged to modify this stunt or come up with your own if you think it fits the evolution better.

This is the only time that you can buy stunts in the middle of a scene.

Other Valid Houserules

Extreme Effort Consequences

You may always gain a consequence in order to add shifts to your roll equal to the shift value of the consequence. You may do this any number of times. *(However, Extra Effort Stress is not allowed under most circumstances.)*

Rules and Rulings

Rulings may change from session to session. When making calls, I tend to weigh a combination of experience and intuition in a pretty short timeframe. Things that may have been okay last session might work differently this session. Try to be patient with me; if my goal were to screw you over I would have done it by now.

Skill Banking

Skill banking at milestones is not allowed. With so many characters to keep track of and balance, skill banking doesn't fit the kind of pacing I want for the game.

Success at Cost with Attacks and Defense

Success at cost isn't covered very thoroughly in the core rules, so here's a solution.

If you would fail an **attack**, and the defender doesn't succeed with style, you may instead inflict a 1-shift hit. If you do, one of the following happens:

- You take a 1-shift hit as well.
- A negative aspect with a free invoke is placed on you.

If you would fail a **defense**, and the attacker doesn't succeed with style, you may instead take a 0-shift hit. If you do, one of the following happens:

- An important or irreplaceable item is destroyed and/or rendered worthless.
- Something nearby that you were depending on is ruined.
- Another character takes the hit. It cannot be mitigated with Stress Boxes.

Supernatural Powers

There is no skill explicitly set aside for all supernatural powers. If there was, everybody would put that skill at +4 and use magic to do everything, and that would be pretty boring.

If you have access to a supernatural power, you'll need an aspect to represent it. While it doesn't change the skills you're allowed to use for actions, this aspect allows you to expand the range of boosts, advantages, and other narrative truths that you are allowed to create with your skills.

This is the default method used by designers of the leading Fate Hacks. Firebending is too broad to be a skill in an Avatar game, so you blast fire with Shoot. The Force is too broad to be a skill in a Star Wars game, so you levitate heavy objects with Physique. Hacking is too broad a skill in a net running genre, so you'll fight other digital avatars with standard Combat skills instead. And so forth.

Likewise, in our game, Will and Education are too broad to be the default skills for all supernatural actions. Bolivar will use Empathy over Will to channel targets to read emotions. Jericho will use Athletics over Will to telekinetically defend with



psionic barriers. But their aspects add more depth to actions, allowing Bolivar to read raw emotions wordlessly, and allowing Jericho to generate walls of energy without moving, respectively.

In order to change the skill used for a particular action, you will need to buy a stunt. See the **Psionic Stunts** section for examples.

Supporting Mechanics

Skill List

- **Athletics.** Represents physical fitness. Use as the default to dodge and defend against attacks.
- **Charm.** Ability to be socially appropriate and build friendships or long-term rapport.
- **Combat.** Fighting skill. The default skill for attacking an opponent in melee range. Can be used to defend against other Combat attacks.
- **Command.** Ability to lead, inspire, and demonstrate charisma. Used as the default skill for commanding Pokémon.
- **Contacts.** Social network and the ability to “know a guy.”
- **Crafts.** Ability to work with one’s hands. Applies to everything that can be made and repaired with the hands, such as clothing, gear, electronics, potions, and cooking.
- **Education.** General knowledge.
- **Insight.** Ability to read and identify with other people’s emotions. Required for identifying an enemy’s weak points in order to initiate most social encounters.
- **Gamble.** Ability to read and manipulate probability of success. When used in gambling games or situations where your gambling experience applies, you’re more likely to beat the odds.
- **Guile.** Ability to lie and blend into social environments.
- **Investigate.** Ability to gather information and search for clues.
- **Perception.** Ability to notice and identify. Determines turn order in a combat.
- **Perform.** Ability to express and recite art such as music, dance, literature, or poetry.
- **Physique.** Strength and endurance. Determines Physique stress.
- **Provoke.** Ability to taunt, intimidate, and coerce. Default skill for mental and social attacks.
- **Resources.** General wealth and the likelihood of possessing an item of appropriate value.
- **Ride.** Ability to ride a Pokémon, stay mounted, and provide directional commands. Applies to basic vehicles.
- **Shoot.** Ability to aim, fire, and throw.
- **Stealth.** Ability to steal, sneak and hide.
- **Will.** Mental fortitude. Determines Will stress. Used as the default defense against social and mental attacks.

Core Pokémon Stats

- **Hit Points** count as Armor:1 against all damage, but the bonus disappears the first time physical stress exceeds it in a scene.
- **Attack** counts as Weapon:1 for all physically solid damaging attacks.
- **Defense** counts as Armor:1 against all physically solid damaging attacks.
- **Special Attack** counts as Weapon:1 for all non-solid energy and elemental attacks.
- **Special Defense** counts as Armor:1 against all non-solid energy and elemental attacks.
- **Speed** grants a static +1 to all initiative checks.

Other Notes

Implied Aspects for Pokémon Trainers

Pokémon each have a long list of [implied aspects](#) because it is the cleanest way to handle the narrative complexity of a Pokémon without writing a supplemental Pokédex rulebook. Trainers don't have this luxury; you can't invoke aspects that only exist on a fractal unless they're already defined.

Mild Consequences

It can be pretty tough for beginners to come up with words and phrases to fill their Mild Consequence slot. If you're using a status-causing or elemental move, you should always default to something like *Singed*, *Frosty*, or *Confused*. Social attacks result in simple things like *Enraged* or *Embarrassed*. When in doubt, just default to *Hurt*. It works.

Multiple Invokes

The same aspect cannot be invoked more than once in one exchange, even by more than one player. If an aspect can be perceived as both potentially advantageous and potentially disadvantageous to a player, only the first invoke counts. If there is a dispute over who is allowed to invoke first in case of a tie, the active player gets priority to choose. If the active player decided not to invoke, anyone can provide opposition at that point.

This applies to Neutral Nature Aspects as well, since natures such as Docile can be perceived as either helping or hurting physical defense.

Rolls and Aspects

With the translation from PTU to a new system, some of the focus on moves and numbers are going to be lost. Here are a few things to keep in mind when trying to apply your old powers to a new setting.

- Aspects are about who you are, not what you can do. If you want a quality that is purely devoted to what you can do, make it a skill or a stunt. Otherwise, find a way to make it double-edged so that it can sometimes be used against you.
- If failure would produce the same outcome as not attempting an action at all, no rolls should be made and no significant mechanical changes should take place. Fate really wants you to assume that if you're making a roll, there's something at stake. A lot of the time this means that you can't perform trivial actions just for the sake of gaining a mechanical bonus. The exception to this rule is in an encounter: If you spend an action on an unopposed task with no consequence for failure, you gain a boost.
- A lot of the bonuses you may be accustomed to "stacking" are already represented in the narrative, and you don't get any mechanical bonuses without mechanical investment. We all know that Streffeov is wearing armor, but that doesn't mean that he gets a bonus to all of his defenses; that bonus is basically already assimilated into his high Physique score, and we narratively understand that he can't really take fleshy damage. A good rule of thumb: If it applies to more situations than not, it's probably an aspect.

Stress Isn't Damage

“Most failed attacks against their Body are actually going to be ‘narrative hits,’ in that I’d describe them as on-target but mostly harmless.”

—Mike Olson

The rules already point this out but I just want to reiterate it since Pokémon is such a damage heavy system. Damage is a nebulous concept in Fate. It’s a subjective narrative term, not a concrete mechanical one. A lot of times damage will show up as aspects and boosts, and non-damage will show up as stress, so don’t get tied down to any one idea.

To use a Pokémon move as an example, just because Swift doesn’t cause stress doesn’t mean that it doesn’t always hit.

Suggested Stunts

General Stunts

Stat Block. I may gain +2, divided as I choose, in the Core Pokémon stats. I may choose the same stat more than once. A Pokémon's Stat Block must reflect the stat distribution of its nature and species.

Move List Specialization. Whenever I use a move defined by my Move List aspect, I may invoke any of its secondary effects before rolling the dice. If I do, and if I succeed without using any additional invokes, one of the Fate Points spent this way is refunded to me.

Psionic Stunts

Psionic Reflex. I may use Will instead of Athletics to defend and intercept against ranged physique attacks that enter my zone. I take Will stress for failing. This stunt can also be used against melee attacks provided that the attacker entered the zone this turn in order to make the attack.

TK Combat. I can use Will in place of Combat when telekinetically wielding melee weapons.

TK Lift. I can use Will in place of Physique when making rolls to telekinetically lift heavy objects or people.

Training Stunts

You can buy Training Stunts at 3 Power Points each to give your Trainer a stunt that affects his or her entire party. Here are a few examples:

Agility Training. My Pokémon get +1 to defend against attacks with Athletics.

Brutal Training. My Pokémon get +1 to make unarmed melee attacks with Combat

Focused Training. My Pokémon get +1 to create advantages by observing their opponents with Perception.

Inspired Training. My Pokémon get +1 to overcome obstacles that require prolonged effort or out-of-the-box thinking with Will

Stat Ace. Each of my Pokémon gains the +1 in the Core Pokémon Stat of my choice.