

Success Thresholds

4 is a Hit! **10** is a Critical Hit!

On an opposed roll, roll at least **one more** to win! **6 over** the opponent's number is a Critical Hit!

Exploding Dice

Any die that rolls its maximum value is **rolled again and added to the total**, infinitely.

Rolling Together

Trainers and Pokémon roll their Trainer Dice / Moves **together** and keep highest.

If there is no good Move, the Pokémon gives a **d6 moral support die**, but no Move effect.

Dice Steps



For steps above d12 or below d4, **add or subtract one per step**.

Capture

Pokémon can be captured without fail at the end of an Encounter unless GM says no.

Befriended Pokémon can buy Mastery with EXP right away.

Initiative

Initiative is rolled using **only a trainer's Tactics die**, or a d6 for wild Pokémon.

At the Top of the Round, ask for players to write down and hide held actions to be triggered during the round.

Status Effects

Status Effects can be freeform, but see **pg. 55** for examples. Common statuses:

Paralyz: Can't take Movement Actions

Poison: Reduce Toughness 1 / Round

Burn: Take Wound Penalties like a Trainer

Confusion: Lose Trainer die

GM Quicktips

Wild Pokémon have **2 Wound Boxes**.

Boss Pokémon roll a Wild Die like a Trainer Die at d6, have more Wounds, and extra turns in initiative.

~1 Pokémon EXP per Encounter.

EXP Costs

- Buy up Moves by one die step (d4-d8): 1 EXP
- Buy up Moves by one die step (d10-d12): 2 EXP
- Buy up Toughness by 1, Max 8: 2 EXP
- Buy up Mastery, even mid-session: 2 EXP