

POKEDÉX POKEYMANZ SHEET

"Because Arceus has cursed me for my hubris, and my brainworms are never finished!"

Made by Empwnleon with help from FrostyVale, based on Pika's original character sheet

Woah there, Torracat! Before you can just use this sheet, we have some instructions to cover!

"Instructions?", you may be asking yourself. "What kind of sheet needs *instructions* to use properly?" Well, one that needs to be folded up like origami first! :D

wait no come back i swear its worth it

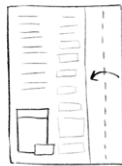
Think of the Pokédex Sheet as a folder: once the Trainer sheet is folded properly, you can slot your Pokémon's sheets into the pockets! Carry them around, write up & add new mons, and easily swap between your party and PC. Then, once it's game time, lay them out on the table!

To properly print the sheets, print pages 3-6 (four pages) as **(1) double-sided printing, flipping on the short edge**, and **(2) as actual size (100%)**. Also print p. 7-8 for the Extra Cards and p. 9-10 for PC Pokémon!

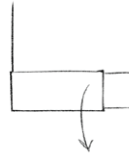
Then, follow the steps below to fold up the Trainer sheet! (Though, proportions in the illustrations were sacrificed for clarity; don't mind if yours looks a bit different!)

While the Pokémon sheets are supposed to be cut into sixths, if you don't have scissors (or Scizor), no problem: you can fold it up instead to tuck into the Trainer sheet! Just make sure the front of the cards are on top of the trifold and mind the card order!

1. Orient the page so **TRAINER** is right-side up. Fold the right edge of the page to the gray line.



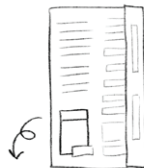
5. Fold the loose corner of the tab in. To start, pull down (but don't fully unfold) the corner.



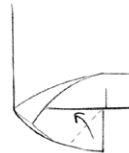
11. Slide the corners of the front **TRAINER** page into the tabs!



2. Flip the page over; preferably on the long side.



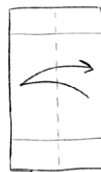
7. Fold the corner in so it lines up with the edge of the page.



12. If tucked into the tabs properly, the page should stay in place.



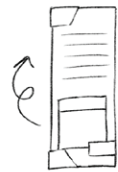
3. Fold one edge of the page to the other; then unfold.



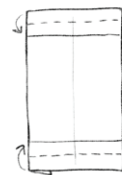
8. With the corner still folded, fold the bottom edge of the tab back to its starting position.



13. Flip the sheet over; this time on the short side!

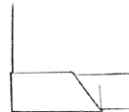


4. Fold the top & bottom edges to the gray lines. This will expose the corners of the earlier fold as tabs!

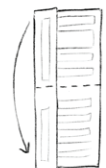


9. The tab should now have a slanted edge!

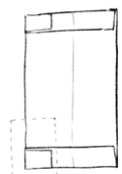
Repeat on the other tab.



14. Fold the top edge down to the bottom so **TRAINER** is on the outside...



5. The next few steps are tricky, so we're going to zoom in on a tab to explain this next fold!



10. Fold the right edge of the page to the left edge.



15. And ta-dah! Sharpen your creases, and your sheet is ready to be filled out!



Description

Notes

TRAINER

Trainer Name

First Impressions

Pronouns

Trainer Adv

Trainer's Calling

Player Name



Edges / Hindrances

Attributes

Wounds

KO

XP Banked

TOUGH

HEART

FITNESS

RESEARCH

TACTICS

Trainer Name's

Use ☸ to mark Edges and ☹☹ to mark Minor / Major Hindrances.
You can also fill in the space to the left of the circle to color-code them.
Use the extra-large Edge / Hindrance box to list a Major Code of Conduct!

When building your Pokémon, mark moves that have free dice step upgrades. (i.e ★)
Black out Mastery boxes that you haven't bought up to yet.
Write your Pokémon's name on the back of the card too! (Use the corner symbols to check.)

P
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K
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M
O
N

P
C

E

E
X
T
R
A

Wounds 	Nickname / Species 	Types 	Tough 	Species / Variant 	Gender 	Typing
XP Total 						
Tough 						
Mastery 						
Move 1 						
Move 2 						
Move 3 						
Move 4 						

Wounds		Types	
Mastery			
XP Total			
Tough			
Mastery			
Move 1			
Move 2			
Move 3			
Move 4			

Nickname / Species

TOUGH

Species / Variant Gender

Typing

Ability

d

T

d

T

d

T

d

Wounds ☐ ☐ ☐	Nickname / Species 	Types ☐ ☐	TOUGH 	Gender 	Species / Variant 	Typing 	Ability 	XP Total ☐	Tough ☐	Mastery ☐	Move 1 ☐	Move 2 ☐	Move 3 ☐	Move 4 ☐

Wounds 	Nickname / Species 	Types 	Tough 	Species / Variant 	Gender 	Typing
Mastery 	Ability 					
XP Total 	Tough T d					
Mastery 	Tough T d					
Move 1 	Tough T d					
Move 2 	Tough T d					
Move 3 	Tough T d					
Move 4 	Tough T d					

Wounds		Nickname / Species	Tough	Types
		Species / Variant	Gender	
Mastery		Typing		
XP Total		Ability		*
Tough			T	d
Mastery			T	d
Move 1				
Move 2			T	d
Move 3			T	d
Move 4			T	d

Wounds ☐ ☐ ☐	Types ☐ ☐	TOUGH		
		Nickname / Species	Species / Variant	
			Typing	
			Ability	
			Tough	
			Mastery	
			XP Total	
			Tough	
			Mastery	
			Move 1	
			Move 2	
			Move 3	
			Move 4	

Type
Matchups

Details

Notes

Nickname/Species

Type
Matchups

Details

Notes

Nickname/Species

Type
Matchups

Details

Notes

Nickname/Species

Type
Matchups

Details

Notes

Nickname/Species

Type
Matchups

Details

Notes

Nickname/Species

Type
Matchups

Details

Notes

Nickname/Species

Event Title	Participant Name			
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Trainer Creation & Advancements



Character Creation:

Choose a concept and **Name**.
Write down their **First Impression** and **Calling**.
Note their pronouns.

Attribute dice start at d4.

Attribute dice start at d4.
Dice can't go higher than d8 in character creation.
You have 4 dice upgrades to spend at start.

You may take up to one **Major Hindrance** and two **Minor Hindrances** at character creation. For each Major Hindrance, you may either:

A) Upgrade an Attribute by one dice step. (Max once here.)

B) Take an Edge:

2 Minor Hind. = 1 Major Hind.
for this process.

Advancement:

When you gain a Trainer Advancement, you can:

A) Upgrade an Attribute by one die step (Max d12)

B) Take an Edge

C) With GM & players' approval, overcome a Hindrance by..

Removing a **Minor**:
Removing a **Major**:
Reducing a Major Hind.
to its Minor variation;
I Adv
2 Adv
I Adv

Don't forget to update the number of Advancements you have on the Trainer sheet!

Dice Step Chart:



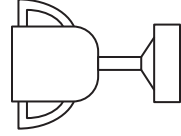
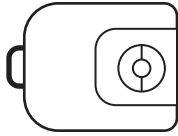
Capture Card

- ☐ Fainted by the end of the encounter
- ☐ Dispatched quickly
- ☐ Had a major status effect
- ☐ during the encounter (Counts for 2!)
- ☐ Not a Boss Pokemon
- ☐ **Trainer has the Capture Specialist Edge (Counts for 2!)**
- ☐ Pokeball bonus! (May vary)

Reference the checklist to the left: the number of boxes checked off is your **Capture Threshold**.

If your Capture Threshold is 6+, it's a **Critical Capture**; no need to roll!

Otherwise, roll a (non-exploding) d6. If the result is **equal or below** your Capture Threshold, you've successfully caught the Pokémon!



Details

Type
Matchups



Notes

Nickname/Species



Trainer Name's

how do you craft new pokeballs using
a rock and a nut asking for a friend



Pokéball Bag

Pokéball

Qt: Effect

Pokémon Creation & EXP

Quick reference sheet for your new friends!



Pokémon Creation:

Note your Pokémon's **species** and **type(s)**. They start at **4 Toughness**; Starter Pokémon also start at **1 Mastery**.

Write down their **Ability**, including its description.

Pick **4 Moves** they can learn by level up, regardless of level.

Starting die depends on typing:

- o Doesn't match any of their types: **d4-1**
- o Matches one, Pokémon is dual-type: **d4**
- o Matches one, Pokémon only has one type: **d6**

Allocate **two free** dice step upgrades.

Assigning EXP:

Upgrade a Move's dice by one die step...
to d4-d8:
to d10-d12:

1 EXP
2 EXP

Increase Toughness by 1: **2 EXP**
(Max 8)

Gain 1 more Mastery: **2 EXP**
(Max 2)
(I Choose You: Max 3)

Record where you've spent EXP on the Pokémon sheet. You can bank unspent Pokémon EXP on the Trainer sheet.

Dice Step Chart:



Extended Notes Page

Taking detailed notes is an
irl d12 Research dice

Description

Notes

Player Name

Name

PC

Species

Pokémon's Calling

Pronouns

Adv

Edges / Hindrances

Ability

P

T

P

T

P

T

P

T

WILD SKILLS

Wounds

Moves

ACUTY

WISDOM

STRENGTH

HEART

TOUGH

Type

Use ☸ to mark Edges and ☹☹ to mark Minor / Major Hindrances.
You can also fill in the space to the left of the circle to color-code them.

Mark moves that have free dice step upgrades. (i.e. ★)
Black out Potential boxes that you haven't bought up to yet.

Shaken



Roll Acuity + d6
Fail Only Move
Hit Move, clears
Crit Clears, act
Pot. to auto-Crit

Potential

☐

☐

☐

Pokémon EXP

Total ☐

Tough. ☐

Potential ☐

Move 1 ☐

Move 2 ☐

Move 3 ☐

Move 4 ☐

Move 5 ☐

Move 6 ☐

B
A
G

6

E
X
T
R
A