

POKÉDEX POKEYMANZ SHEET

Made by Empwnleon in several fits of manic lunacy

With help from FrostyVale and feedback from the Discord server, based on ChronicDelusionist's original sheet

Woah there, Torracat! This sheet isn't just print-out-and-play: get ready to fold it up like origami so that it can hold all your pokeymanz!

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

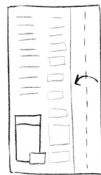
It also has extra cheatsheets you can print out and slide in to help out during gametime! And don't worry, GMs, we got a little something for you too ;)

To print the sheets, print p. 3-6 as **(1) double-sided, (2) landscape orientation/flip on the long edge**, and **(3) as actual size (100%)**. If you have an I Choose You Edge, print p. 3-4, 7-8 instead. (Pages 9-10 are Xtra Cardz for optional rules. Pages 11-14 are PC Pokémon, and p. 15-16 are for Partner or Move Master edges.)

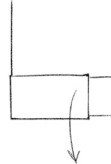
Follow the steps below to fold up the Trainer sheet for play! (Though, proportions in the drawings were sacrificed for clarity; don't mind if yours looks a bit different.)

While Pokémon sheets are best when cut into sixths, if you don't have Scissors, go fold the page up instead! (Use the symbols in the bottom-left corner for tracking.)

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



6. The goal is to fold in the loose corner of the tab! 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 bottom edge of the page.



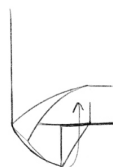
12. If tucked into the tabs properly, the page should stay in place.



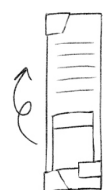
3. Fold one edge of the page to the other, then unfold.



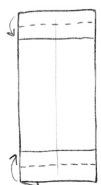
8. With the corner still folded, fold the bottom edge of the tab back up.



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



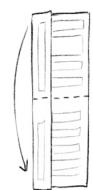
4. Fold the top & bottom edges to the gray lines. This will expose the corners of the earlier fold as tabs!



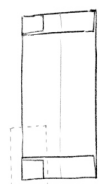
9. The tab should be in its original spot, but now with a slanted edge! Repeat Steps 6-8 on the other tab.



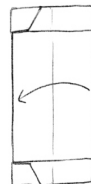
14. Fold the top edge down to the bottom so **TRAINER** is on the outside...



5. The next few steps are tricky, so let's 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!



Trainer Name's

TOUGH

Attributes

Wounds

-1

-2

KO

Edges / Hindrances

HEART

FITNESS

RESEARCH

 TACTICS

Trainer Adv

Pronouns

Trainer's Calling

First Impressions

TRAINER

Player Name

Notes

Description



Bag & Notes

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.
List a Major Code of Conduct in the extra-large Edge / Hindrance box!

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

P
A
R
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P
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K
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M
O
N

P
C

&

E
X
T
R
A

EXP Tracker

Total

Left

Wounds

Mastery

XP Total

Tough

M. Lvl

Move 1

Move 2

Move 3

Move 4

Nickname / Species

Types

TOUGH

Species / Variant

Gender

Ability

T

d

T

d

T

d

T

d

Wounds

Mastery

XP Total

Tough

M. Lvl

Move 1

Move 2

Move 3

Move 4

Nickname / Species

Types

TOUGH

Species / Variant

Gender

Ability

T

d

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d

Wounds

Mastery

XP Total

Tough

M. Lvl

Move 1

Move 2

Move 3

Move 4

Nickname / Species

Types

TOUGH

Species / Variant

Gender

Ability

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Wounds

Mastery

XP Total

Tough

M. Lvl

Move 1

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Nickname / Species

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Mastery

XP Total

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M. Lvl

Move 1

Move 2

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Move 4

Nickname / Species

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TOUGH

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Ability

T

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Wounds

Mastery

XP Total

Tough

M. Lvl

Move 1

Move 2

Move 3

Move 4

Nickname / Species

Types

TOUGH

Species / Variant

Gender

Ability

T

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[illegible]

Type	Matchups	Details	Notes	Nickname/Species	

[illegible]

Type	Nickname/Species
Type Matchups	
Type Matchups	

Type	Matchups		Details

[illegible]

[illegible]

Wounds		Mastery			Types				
Nicknames / Species		Tough		Gender					
Species / Variant		Ability							
XP Total				Tough					
M. Lvl									
Move 1				M. Lvl					
Move 2									
Move 3				Move 1					
Move 4									

Wounds ☐ ☐ ☐	Nickname / Species 	Types 	TOUGH
	Species / Variant 	Gender 	

Mastery ☐ ☐	Ability
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XP Total ☐	Tough ☐	T 	d
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Mt. Lvl ☐	Move 1 ☐	T 	d
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Move 2 ☐	Move 3 ☐	T 	d
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Move 4 ☐	Move 5 ☐	T 	d
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Wounds

Mastery

XP Total

Tough

M. Lvl

Move 1

Move 2

Move 3

Move 4

Move 5

Move 6

Nickname / Species

ICYP

TOUCH

Species / Variant

Gender

Pokémon Typing

Ability

T

d

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T

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T

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Battle Notes / Items

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

Wounds 	Nickname / Species	Types	TOUCH
	Species / Variant	Gender	

Ability			
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Tough	T	d	
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M. Lvl	T	d	
--------	---	---	--

Move 1			
--------	--	--	--

Move 2	T	d	
--------	---	---	--

Move 3			
--------	--	--	--

Move 4	T	d	
--------	---	---	--

XP Total			
----------	--	--	--

[illegible][illegible][illegible]

Pokémon Name's

Types

TOUGH

Wild Skills

Wounds



HEART



STRENGTH



WISDOM



ACUITY

Ability

Edges / Hindrances



Bag & Notes

Pokémon's Calling

Adv

Pronouns

Species

PC

Player Name

Name

Notes

Description

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.
List a Major Code of Conduct in the extra-large Edge / Hindrance box!

Black out Potential boxes that you haven't bought up to yet.
Make sure to select your # of Prepared Moves from your Move Deck.
If you have Partner, mark your Move Cards as either "PC" or "Partner".

Shaken

Place token



mark status!

Lose Move Act:
Roll Acuity + d6,
clears on Hit

Lose Battle Act:
Clears your next
turn, regain 1 Pot

Potential

☐☐☐

Pokémon EXP

Total ☐

Moves ☐

Tough ☐

Pot. Lvl ☐

Rank

Max Move ☐

M. Tough ☐

Max Pot ☐

Type Matchups

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Moves Prep.

☐

Move Name

STAB? Boost?

00

00

Type

d4-1	☐
d4	☐
d6	☐
d8	☐
d10	☐
d12	☐

d12+1

EXP

Move Name

STAB? Boost?

00

00

Type

d4-1	☐
d4	☐
d6	☐
d8	☐
d10	☐
d12	☐

d12+1

EXP

Move Name

STAB? Boost?

00

00

Type

d4-1	☐
d4	☐
d6	☐
d8	☐
d10	☐
d12	☐

d12+1

EXP

Move Name

STAB? Boost?

00

00

Type

d4-1	☐
d4	☐
d6	☐
d8	☐
d10	☐
d12	☐

d12+1

EXP

Move Name

STAB? Boost?

00

00

Type

d4-1	☐
d4	☐
d6	☐
d8	☐
d10	☐
d12	☐

d12+1

EXP

Move Name

STAB? Boost?

00

00

Type

d4-1	☐
d4	☐
d6	☐
d8	☐
d10	☐
d12	☐

d12+1

EXP

MOVE CARD / PC / PARTNER

Move Name

STAB? Boost? ☐ ☐
 Type

[illegible]

<i>d4-1</i>	☐
<i>d4</i>	☐
<i>d6</i>	☐
<i>d8</i>	☐
<i>d10</i>	☐
<i>d12</i>	☐

d_{12+1}

MOVE CARD / PC / PARTNER /

Move Name

STAB? Boost?

Type

[illegible]

<i>d4-1</i>	☐
d4	☐
d6	☐
d8	☐
d10	☐
d12	☐

 $d_{12}+1$

	EXP

MOVE CARD / PC / PARTNER /

Move Name

STAB? Boost?  

<i>d4-1</i>	☐
<i>d4</i>	☐
<i>d6</i>	☐
<i>d8</i>	☐
<i>d10</i>	☐
<i>d12</i>	☐

d_{12+1}

	EXP

MOVE CARD / PC / PARTNER /

Move Name

STAB? Boost?

Type

[illegible]

<i>d4-1</i>	☐
d4	☐
d6	☐
d8	☐
d10	☐
d12	☐

 d_{12+1}

	EXP

[illegible]

Nickname / Species Types		
	Species / Variant	Gender
Ability		
Choose at the start of an encounter: Use the Partner's Typing, Ability, and Held Item instead of your own.		
Place token		mark status!
The Partner of		

Partners share your Toughness, Wounds, and Potential!

Trainer Name's

Expanded card for the optional Item Rules (p. 108-110).

Brought to you by Bagini!

Backpack EX

Money

Name _____

Description

In Bag? (Max:)

This image shows a blank sheet of white paper designed for handwriting practice. It features two horizontal rows of vertical lines. Each row contains 10 equally spaced vertical lines. At the bottom of each column, there is a small circle, serving as a guide for letter height or placement. The top right corner of the page has a faint, partially visible logo or mark.

Details

Type
Matchups

Nickname/Species	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	
	

Notes

— Nickname/Species