

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 cross-referencing!

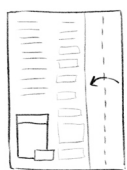
It also has extra cheatsheets you can print out and slide in to help out during gametime! And don't worry, GMs, we got a little something for you too ;)

To properly print the sheets, print p. 3-6 (four pages) as **(1) double-sided printing, flipping on the long edge**, and **(2) as actual size (100%)**. If you have an I Choose You Edge, print p. 3-4, 7-8 instead. Pages 9-10 is for the Extra Cards, and p. 11-12 is for PC Pokémon.

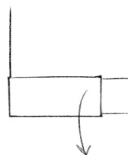
Then, follow the steps below to fold up the Trainer sheet! (Though, proportions in the drawings were sacrificed for clarity; don't mind if yours looks a bit different!)

While the Pokémon sheets are supposed to be cut into sixths, if you don't have Scissors, no problem: you can fold the page up to tuck into the Trainer sheet! (Use the shapes in the corner help you track the card order.)

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



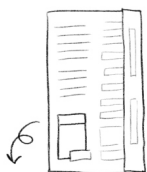
6. The goal is to fold in the loose corner of the tab! To start, pull down (but don't fully unfold) the corner.



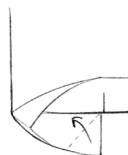
11. Slide the corners of the front **TRAINER** page into the tabs!



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



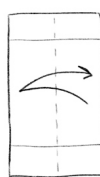
7. Fold the corner in so it lines up with the bottom edge of the page.



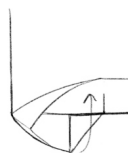
12. If tucked into the tabs properly, the page should stay in place.



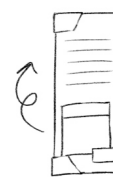
3. Fold one edge of the page to the other, then unfold.



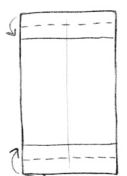
8. With the corner still folded, fold the bottom edge of the tab back up.



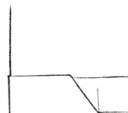
13. Flip the sheet over, this time on the short side!



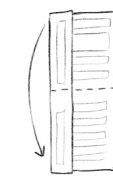
4. Fold the top & bottom edges to the gray lines. This will expose the corners of the earlier fold as tabs!



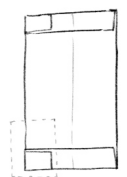
9. The tab should be in its original spot, but now with a slanted edge! Repeat Steps 6-8 on the other tab.



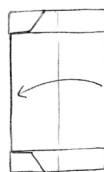
14. Fold the top edge down to the bottom so **TRAINER** is on the outside...



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

Types

TOUGH

Attributes

Wounds

-1 ☐

-2 ☐

KO ☐

Edges / Hindrances

☐

☐

☐

☐

☐

☐

☐

☐

☐



Bag & Notes

HEART



FITNESS



RESEARCH



TACTICS



Trainer Adv

Pronouns

Trainer's Calling

First Impressions

Trainer Name

TRAINER

Player 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!

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
A
R
T
Y

P
O
K
É
M
O
N

P
C

&

E
X
T
R
A

EXP Tracker

Total

Left

Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Battle Notes / Items

Nickname / Species

Types

TOUGH

Gender

Ability

T

d

T

d

T

d

T

d

Battle Notes / Items

Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Battle Notes / Items

Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Battle Notes / Items

Nickname / Species

Types

TOUGH

Gender

Ability

T

d

T

d

T

d

T

d

Battle Notes / Items

Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Battle Notes / Items

Nickname / Species

Types

TOUGH

Gender

Ability

T

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T

d

T

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T

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Battle Notes / Items

Nickname / Species

Types

TOUGH

Gender

Ability

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d

Battle Notes / Items

[illegible][illegible]

Type	Name	Matchups	Details	Notes

Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Move 5

Move 6

Nickname / Species

ICY

TOUGH

Gender

Pokémon Typing

Ability

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d

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Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Nickname / Species

TOUGH

Gender

Ability

T

d

T

d

T

d

T

d

Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Nickname / Species

TOUGH

Gender

Ability

T

d

T

d

T

d

T

d

Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Move 5

Move 6

Nickname / Species

ICY

TOUGH

Gender

Pokémon Typing

Ability

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d

Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Nickname / Species

TOUGH

Gender

Ability

T

d

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d

T

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T

d

Wounds

Mastery

XP Total

Tough

Mastery

Move 1

Move 2

Move 3

Move 4

Nickname / Species

TOUGH

Gender

Ability

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Type	Name	Status	Matchups	Details	Notes
	Nickname/Species				

Quick reference sheet for trainer creation & progression

Advancement

Write down their **Calling** and **First Impression**.

Attribute dice start at d4.

You have **4 dice upgrades** to spend at the start.

Callings

Calling grants you a **Trainer Advancement** or, if your table is

B) Take an **Edge**.



If using **Capture Chance** rules, reference the checklist to the right: the number of boxes checked off is your **Capture Threshold**.

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

Befriended Pokémon can use EXP to buy up Mastery immediately. **Defeated**

A quick reference for Capture Chance rules.
Gotta catch 'em all!



Notes

Notes

Notes

Notes

Notes

Notes

First session? Tenth session? Everyone could use a refresher!

Battle

If there is no good Move, the Pokémon can give a **d6** moral

- Inflicts a status effect

- mons roll a **d6**. Ties go to who
- o Gives a temp. buff / debuff

- Something even cooler!

No notes and ten minutes before session? No problem!

Encounter Outline

Contests: Battles of style! Find and appeal to the judges' biases to win.

Disasters: Get past the obstacles and to the root cause before the disaster strikes.

Social: When you need to talk. Bonuses for targeting social weaknesses and motives

1. Establish a problem

2. Put an obvious obstacle in the way of solving it

3. Complicate the situation or establish a **twist**

- Wild mons have 1-2 Wounds

- Boss mons have more

Wounds, roll a **d6** Wild Die with their Moves, and have **extra turns** in initiative

- Give NPCs **1-2 Traits** and a

- Rolls & words that target those are **super-effective!**



Participant Name

Pokémon Name's

Types

TOUGH

Wild Skills

Wounds



HEART



STRENGTH



WISDOM



ACUITY

Moves

T

d

T

d

T

d

T

d

T

d

T

d

Ability

Edges / Hindrances

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.

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

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 ☐

Tough. ☐

Potential ☐

Move 1 ☐

Move 2 ☐

Move 3 ☐

Move 4 ☐

Move 5 ☐

Move 6 ☐

Plot ☐

Type Matchups

 ☐

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Plot Devices

Held ☐