

Pokémon Tabletop Adventures



GAME MASTER GUIDE
BETA

Pokemon Base Stats:

You'll need to keep these handy since Players are not allowed to know all of these off the top of their heads. Whenever a player obtains a pokemon, let them have that pokemon's Base Stats so they can stat their newest pokemon. Pokemon are listed in alphabetical order.

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Abomasnow	9	9	8	9	9	6
Abra	3	2	2	11	6	9
Absol	7	13	6	8	6	8
Aerodactyl	8	11	7	6	8	13
Aggron	7	11	18	6	6	5
Aipom	6	7	6	4	6	9
Alakazam	6	5	5	14	9	12
Altaria	8	7	9	7	11	8
Ambipom	8	10	7	6	7	12
Ampharos	9	8	8	12	9	6
Anorith	5	10	5	4	5	8
Arbok	6	9	7	7	8	8
Arcanine	9	11	8	10	8	10
Arceus	12	12	12	12	12	12
Ariados	7	9	7	6	6	4
Armaldo	8	13	10	7	8	5
Aron	5	7	10	4	4	3
Articuno	9	9	10	10	13	9
Azelf	8	13	7	13	7	12
Azumarill	10	5	8	5	8	5
Azurill	5	2	4	2	4	2
Bagon	5	8	6	4	3	5
Baltoy	4	4	6	4	7	6
Banette</						

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed	Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Ditto	5	5	5	5	5	5	Girafarig	7	8	7	9	7	9
Dodrio	6	11	7	6	6	10	Giratina (Another)	15	10	12	10	12	9
Doduo	4	9	5	4	4	8	Giratina (Origin)	15	12	10	12	10	9
Donphan	9	12	12	6	6	5	Glaceon	7	6	11	13	10	7
Dragonair	6	8	7	7	7	7	Glalie	8	8	8	8	8	8
Dragonite	9	13	10	10	10	8	Glameow	5	6	4	4	4	9
Drapion	7	9	11	6	8	10	Gligar	7	8	11	4	7	9
Dratini	4	6	5	5	5	5	Gliscor	8	10	13	5	8	10
Drifblim	15	8	4	9	5	8	Gloom	6	7	7	9	8	4
Drifloon	9	5	3	6	4	7	Golbat	8	8	7	7	8	9
Drowzee	6	5	5	4	9	4	Goldeen	5	7	6	4	5	6
Dugtrio	4	8	5	5	7	12	Golduck	8	8	8	10	8	9
Dunsparce	10	7	7	7	7	5	Golem	8	11	13	6	7	

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed	Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Jynx	7	5	4	12	10	10	Makuhita	7	6	3	2	3	3
Kabuto	3	8	9	6	5	6	Mamoswine	11	13	8	7	6	8
Kabutops	6	12	11	7	7	8	Manaphy	10	10	10	10	10	10
Kadabra	4	4	3	12	7	11	Manectric	7	8	6	11	6	11
Kakuna	5	3	5	3	3	4	Mankey	4	8	4	4	5	7
Kangaskhan	11	10	8	4	8	9	Mantine	7	4	7	8	14	7
Kecleon	6	9	7	6	12	4	Mantylke	5	2	5	6	12	5
Kingdra	8	10	10	10	10	9	Mareep	6	4	4	7	5	4
Kingler	6	13	12	5	5	8	Marill	7	2	5	2	5	4
Kirlia	4	4	4	7	6	5	Marowak	6	8	11	5	8	5
Koffing	4	7	10	6	5	4	Marshomp	7	9	7	6</		

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed	Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Nuzleaf	7	7	4	6	4	6	Regigigas	11	16	11	8	11	10
Octillery	8	11	8	11	8	5	Regirock	8	10	20	5	10	5
Oddish	5	5	6	8	7	3	Registeel	8	8	15	8	15	5
Omanyte	4	4	10	9	6	4	Relicanth	10	9	13	5	7	6
Omastar	7	6	13	12	7	6	Remoraid	4	7	4	7	4	7
Onix	4	5	16	3	5	7	Rhydon	11	13	12	5	5	4
Pachirisu	6	5	7	5	9	10	Rhyhorn	8	9	10	3	3	3
Palkia	9	12	10	15	12	10	Rhyperior	12	14	13	6	6	4
Paras	4	7	6	5	6	3	Riolu	4	7	4	4	4	6
Parasect	6	10	8	6	8	3	Roselia	5	6	5	10	8	7
Pelipper	6	5	10	9	7	7	Roserade	6	7				

Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed	Name	HP	Attack	Defense	Special Atk.	Special Def.	Speed
Slugma	4	4	4	7	4	2	Tropius	10	7	8	7	9	5
Smeargle	6	2	4	2	5	8	Turtwig	6	7	6	5	6	3
Smoochum	5	3	2	9	7	7	Typhlosion	8	8	8	11	9	10
Sneasel	6	10	6	4	8	12	Tyranitar	10	13	11	10	10	6
Snorlax	16	11	7	7	11	3	Tyrogue	4	4	4	4	4	4
Snorunt	5	5	5	5	5	5	Umbreon	10	7	11	6	13	7
Snover	6	6	5	6	6	4	Unown	5	7	5	7	5	5
Snubbull	6	8	5	4	4	3	Ursaring	9	13	8	8	8	6
Solrock	7	10	9	6	7	7	Uxie	8	8	13	8	13	10
Spearow	4	6	3	3	3	7	Vaporeon	13	7	6	11	10	7
Spheal	7	4	5	6	5	3	Venomoth	7	7	6</			

Captures:

Every Wild you throw at your players is only one lucky critical capture roll away from being turned against you! But, if it is a seriously overpowered monster, you could always just have it play disobedient until they’ve earned its loyalty. When a player throws a Poke Ball, they’ll make their Capture Roll. They want to roll low, and most likely will have modifiers to make their heck even lower. On your side of the board, you need to check and make sure that you have the wild’s Capture Rate, which if the player rolls under, the pokemon is theirs, and you have to must be sure to ADD modifiers to the pokemon’s Capture Rate! Don’t forget to award experience points for the Pokemon’s capture! Just because someone caught it doesn’t mean that the pokemon who weakened it learned nothing from the encounter!

Capture Rate Modifiers, from Damage:	
The Wild Pokemon’s HP	Capture Rate Changes
Full	-15
75%	-5
1/2	+5
25%	+15
1 HP	+25
Status Effects	Capture Rate Changes
Attraction	+3
Badly Poisoned	+10
Burn	+5
Confused	+5
Critical Hit on Last Round	+10
Flinched on Last Round	+5
Freeze	+15
Paralysis	+7
Poison	+5
Sleep	+10

Awarding Experience Points to Pokemon:

The following list has both, each Pokemon’s Capture Rate and their Exp Drop. Exp Drop is how many EXP points you award to the each of the player’s active pokemon for defeating/capturing anything you throw at them.

Experience Formula:

(EXP Drop X Pokemon’s Level) X (1 + (Is it a Trainer’s Pokemon? If yes, 1. If no, 0.)) = Experience Points

In other words, EXP Drop value multiplied by the pokemon’s level. If it was a trainer’s pokemon and not a wild, double it.

Capture Rates and EXP Drop Values

In alphabetical order.

Name	Capture Rate	Expirience Drop	Name
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Name	Capture Rate	Expirience Drop	Name	Capture Rate	Expirience Drop	Name	Capture Rate	Expirience Drop	Name	Capture Rate	Expirience Drop
Doduo	35	10	Glaceon	5	45	Kadabra	15	30	Manectric	15	40
Donphan	15	40	Glalie	5	40	Kakuna	30	10	Mankey	25	15
Dragonair	5	30	Glameow	40	10	Kangaskhan	5	30	Mantine	20	35
Dragonite	5	50	Gligar	20	20	Kecleon	20	30	Mantyke	45	15
Drapion	5	40	Gliscor	5	40	Kingdra	5	55	Mareep	40	15
Dratini	15	15	Gloom	15	30	Kingler	10	40	Marill	40	15
Drifblim	15	40	Golbat	10	40	Kirlia	20	35	Marowak	15	40
Drifloon	40	10	Goldeen	30	10	Koffing	35	15	Marshomp	10	30
Drowzee	35	10	Golduck	10	40	Krabby	40	15	Masquerain	15	35
Dugtrio	5	30	Golem	5	50	Kricketot	60	5	Mawile	20	

Name	Capture Rate	Expirience Drop	Name	Capture Rate	Expirience Drop	Name	Capture Rate	Expirience Drop	Name	Capture Rate	Expirience Drop
Omanyte	15	15	Relicanth	35	25	Snorunt	35	10	Umbreon	5	45
Omastar	5	40	Remoraid	40	10	Snover	30	15	Unown	25	10
Onix	35	25	Rhydon	15	30	Snubbull	45	10	Ursaring	10	40
Pachirisu	40	20	Rhyhorn	30	15	Solrock	15	30	Uxie	0	100
Palkia	0	100	Rhyperior	5	50	Spearow	40	10	Vaporeon	5	45
Paras	20	10	Riolu	25	15	Spheal	40	15	Venomoth	5	40
Parasect	5	30	Roselia	25	25	Spinarak	45	10	Venonat	20	15
Pelipper	20	40	Roserade	5	45	Spinda	20	20	Venusaur	5	50
Persian	10	30	Rotom	5	40	Spiritomb	10	45	Vespiqueen	5	40
Phanpy	40	10	Sableye	25	25	Spoink	35	10	Vibrava	25	35
Phione	0	100	Salamence	5	55	Squirtle	20	15	Victreebel	5	50
Pichu	50	5	S								

Gym Battles/Contests:

Know your players. If they are going to be doing these things, prepare for them.

What is important is to establish a code of conduct for Gym Leaders to follow, and inform your players when explaining setting at the beginning of the campaigns. Then when your players get to a Gym or Contest Hall, and a few want to battle or compete, they aren't going to consume time asking these things.

Once you've made your rules for Gym Battles, make multiple teams for each Leader, or if you'd prefer them to only have one team, that's fine too.

Generally, Leaders use a specific Type of pokemon in battle. Again if you make your own leaders outside of the norm, no one can stop you.

IMPORTANT: Do not railroad players in a specific Gym order, unless you're going for Pokemon: the Video Game: the Tabletop Game.

If you are running a Campaign in Kanto, do not force players to fight Brock first. If they want to pay for a ferry to Cinnabar and fight Blaine first, let them do so.

A Settings Suggestion: If a player does want to fight Blaine first, for example, let them fight Blaine's Charmander and Ponyta rather than Blaine's Charizard and Magmortar. Likewise, if Brock is their last Gym, do not have Brock use a Geodude and his newborn Onix. Have them face off against Brock's Rhyperior and strongest Onix.

A Settings Suggestion: Do not pester player's with Gym Trainers. If they want to fight the leader immediately, let them. Still, keep Gym Trainers around. If player's want to drop in for a Trainer battle, there is no reason a Gym wouldn't have Trainers working out and trying to get stronger.

When making Gym Leader's pokemon, pre-roll dice. It saves time.

When making NPC Contestants, pre-roll dice. It saves more time.

Legendary Pokedex:

Legendary Capabilities first:

Avatar

Some legendary Pokemon can change their form into a human like body that retains their power but would fool anyone who does not know of the Pokemon's disguise. In this human form, they may retain all Capabilities, Abilities and Moves.

Realm Ruler

Realm Rulers own their own space in reality where they rule as a god. It is a separate realm of existence that is incredible difficult to reach. Arceus is the ruler of the God Realm. Dialga is the ruler of the Realm of Time. Giratina is the ruler of the Reverse World. Palkia is the ruler of the Realm of Space.

Sky Forme

Shaymin can transform into its Sky Forme in sunlight when it has a Gracidea nearby. Shaymin will be forced to revert into its normal form if it is hit by an Ice Type Move, if it touches ice or if the sun is no longer shining.

Statue

If a Trainer harms Azelf by using a Feature or making a Trainer Attack, each one of their Stats will be lowered 1 point, each week, permanently. Once a Trainer’s Constitution stat is 0, the Trainer’s body will harden into a brittle, rock statue.

Time Traveler

A Time Traveler can go back and forth through time. A Time Traveler can stop time, EOT for up to 1d4 minutes.

Void Heart

If a Trainer touches Mespirit, their Wisdom and Charisma will be lowered 6 points each, permanently. They cannot feel emotionally, permanently. Mespirit tends to avoid humans.

Wish Granter

Jirachi has three tags on its body, which will grant any wish that is written on them. Only one wish will be granted per tag. A wish on a tag will remain on the tag for 1d100 + 50 years, at which point the written wish will fade.

L01. MEW



Vital Information

Type : Psychic
Abilities: Synchronize / Serene Grace
Evolution:
1 - Mew

- 52 Focus Blast - Fighting - Cool
- 53 Energy Ball - Grass - Beauty
- 54 False Swipe - Normal - Cool
- 55 Brine - Water - Smart
- 56 Fling - Dark - Tough
- 57 Charge Beam - Electric - Beauty
- 58 Endure - Normal - Tough
- 59 Dragon Pulse - Dragon - Smart
- 60 Drain Punch - Fighting - Beauty
- 61 Will-O-Wisp - Fire - Beauty
- 62 Silver Wind - Bug - Beauty
- 63 Embargo - Dark - Cute
- 64 Explosion - Normal - Beauty
- 65 Shadow Claw - Ghost - Cute
- 66 Payback - Dark - Cool
- 67 Recycle - Normal - Smart
- 68 Giga Impact - Normal - Beauty
- 69 Rock Polish - Rock - Tough
- 70 Flash - Normal - Beauty
- 71 Stone Edge - Rock - Tough
- 72 Avalanche - Ice - Cool
- 73 Thunder Wave - Electric - Cool
- 74 Gyro Ball - Steel - Beauty
- 75 Swords Dance - Normal - Beauty
- 76 Stealth Rock - Rock - Cool
- 77 Psych Up - Normal - Smart
- 78 Captivate - Normal - Beauty
- 79 Dark Pulse - Dark - Cool
- 80 Rock Slide - Rock - Tough
- 81 X-Scissor - Bug - Beauty
- 82 Sleep Talk - Normal - Cute
- 83 Natural Gift - Normal - Cool
- 84 Poison Jab - Poison - Smart
- 85 Dream Eater - Psychic - Smart
- 86 Grass Knot - Grass - Smart
- 87 Swagger - Normal - Cute
- 88 Pluck - Flying - Cute
- 89 U-Turn - Bug - Cute
- 90 Substitute - Normal - Smart
- 91 Flash Cannon - Steel - Smart
- 92 Trick Room - Psychic - Cute
- 93 Cut - Normal - Cool
- 94 Fly - Flying - Smart
- 95 Surf - Water - Beauty
- 96 Strength - Normal - Tough
- 97 Defog - Flying - Beauty
- 98 Rock Smash - Fighting - Tough
- 99 Waterfall - Water - Tough
- 100 Rock Climb - Normal - Cool
- 101 Whirlpool - Water - Beauty

Tutor Move List

- Air Cutter - Flying - Cool
- Ancientpower - Rock - Tough
- Aqua Tail - Water - Cute
- Bounce - Flying - Cute
- Dive - Water - Beauty
- Earth Power - Ground - Smart
- Endeavor - Normal - Tough
- Fire Punch - Fire - Beauty
- Fury Cutter - Bug - Cool
- Gastro Acid - Poison - Smart
- Gunk Shot - Poison - Cool
- Heat Wave - Fire - Beauty
- Helping Hand - Normal - Smart
- Ice Punch - Ice - Beauty
- Icy Wind - Ice - Beauty
- Iron Defense - Steel - Tough
- Iron Head - Steel - Tough
- Knock

Capabilities: Overland 5, Surface 1, Sky 6, Jump 5, Power 5, Intelligence 7, Chilled, Freezer, Glow, Guster

- Move List
- Level Up Move List
- 1 Gust - Flying - Smart - Smart
 - 1 Powder Snow - Ice - Beauty
 - 8 Mist - Ice - Beauty
 - 15 Ice Shard - Ice - Beauty
 - 22 Mind Reader - Normal - Smart
 - 29 Ancientpower - Rock - Tough
 - 36 Agility - Psychic - Cool
 - 43 Ice Beam - Ice - Beauty
 - 50 Reflect - Psychic - Smart
 - 57 Roost - Flying - Cool
 - 64 Tailwind - Flying - Smart
 - 71 Blizzard - Ice - Beauty
 - 78 Sheer Cold - Ice - Beauty
 - 85 Hail - Ice - Beauty

- TM/HM Move List
- 03 Water Pulse - Water - Beauty
 - 05 Roar - Normal - Cool
 - 06 Toxic - Poison - Smart
 - 07 Hail - Ice - Beauty
 - 10 Hidden Power - Normal - Smart
 - 11 Sunny Day - Fire - Beauty
 - 13 Ice Beam - Ice - Beauty
 - 14 Blizzard - Ice - Beauty
 - 15 Hyper Beam - Normal - Cool
 - 17 Protect - Normal - Cute
 - 18 Rain Dance - Water - Tough
 - 21 Frustration - Normal - Cute
 - 27 Return - Normal - Cute
 - 32 Double Team - Normal - Cool
 - 33 Reflect - Psychic - Smart
 - 37 Sandstorm - Rock - Tough
 - 40 Aerial Ace - Flying - Cool
 - 42 Facade - Normal - Cute
 - 43 Secret Power - Normal - Smart
 - 44 Rest - Psychic - Cute
 - 47 Steel Wing - Steel - Cool
 - 51 Roost - Flying - Cool
 - 58 Endure - Normal - Tough
 - 68 Giga Impact - Normal - Beauty
 - 72 Avalanche - Ice - Cool
 - 82 Sleep Talk - Normal - Cute
 - 83 Natural Gift - Normal - Cool
 - 87 Swagger - Normal - Cute
 - 88 Pluck - Flying - Cute
 - 89 U-Turn - Bug - Cute
 - 90 Substitute - Normal - Smart

- 94 Fly - Flying - Smart
- 97 Defog - Flying - Beauty
- 98 Rock Smash - Fighting - Tough

- Tutor Move List
- Air Cutter - Flying - Cool
 - Ancientpower - Rock - Tough
 - Icy Wind - Ice - Beauty
 - Mud-Slap - Ground - Cute
 - Ominous Wind - Ghost - Smart
 - Signal Beam - Bug - Beauty
 - Snore - Normal - Cute
 - Swift - Normal - Cool
 - Twister - Dragon - Cool
 - Double-Edge - Normal - Tough
 - Mimic - Normal - Cute
 - S

32 Double Team - Normal - Cool
33 Reflect - Psychic - Smart
34 Shock Wave - Electric - Cool
35 Flamethrower - Fire - Beauty
36 Sludge Bomb - Poison - Tough
37 Sandstorm - Rock - Tough
38 Fire Blast - Fire - Beauty
39 Rock Tomb - Rock - Smart
40 Aerial Ace - Flying - Cool
42 Facade - Normal - Cute
43 Secret Power - Normal - Smart
44 Rest - Psychic - Cute
50 Overheat - Fire - Beauty
52 Focus Blast - Fighting - Cool
53 Energy Ball - Grass - Beauty
55 Brine - Water - Smart
57 Charge Beam - Electric - Beauty
58 Endure - Normal - Tough
59 Dragon Pulse - Dragon - Smart
61 Will-O-Wisp - Fire - Beauty
62 Silver Wind - Bug - Beauty
65 Shadow Claw - Ghost - Cute
66 Payback - Dark - Cool
67 Recycle - Normal - Smart
68 Giga Impact - Normal - Beauty
70 Flash - Normal - Beauty
71 Stone Edge - Rock - Tough
72 Avalanche - Ice - Cool
73 Thunder Wave - Electric - Cool
75 Swords Dance - Normal - Beauty
76 Stealth Rock - Rock - Cool
77 Psych Up - Normal - Smart
79 Dark Pulse - Dark - Cool
80 Rock Slide - Rock - Tough
81 X-Scissor - Bug - Beauty
82 Sleep Talk - Normal - Cute
83 Natural Gift - Normal - Cool
84 Poison Jab - Poison - Smart
85 Dream Eater - Psychic - Smart
86 Grass Knot - Grass - Smart
87 Swagger - Normal - Cute
90 Substitute - Normal - Smart
91 Flash Cannon - Steel - Smart
92 Trick Room - Psychic - Cute
93 Cut - Normal - Cool
94 Fly - Flying - Smart
95 Surf - Water - Beauty
96 Strength - Normal - Tough
97 Defog - Flying - Beauty
98 Rock Smash - Fighting - Tough
99 Waterfall - Water - Tough
100 Rock Climb - Normal - Cool
101 Whirlpool - Water - Beauty

Tutor Move List

Draco Meteor - Dragon - Smart
Ancientpower - Rock - Tough
Aqua Tail - Water - Cute
Dive - Water - Beauty
Earth Power - Ground - Smart
Fury Cutter - Bug - Cool
Heat Wave - Fire - Beauty
Icy Wind - Ice - Beauty
Iron Defense - Steel - Tough
Iron Head - Steel - Tough
Last Resort - Normal - Cute
Mud-Slap - Ground - Cute
Ominous Wind - Ghost - Smart
Outrage - Dragon - Cool
Signal Beam - Bug - Beauty
Snore - Normal - Cute
Swift - Normal - Cool
Trick - Psychic - Smart
Twister - Dragon - Cool
Zen Headbutt - Psychic - Beauty
Gravity - Psychic - Beauty
Magic Coat - Psychic - Beauty
Role Play - Psychic - Cute
Tailwind - Flying - Smart

Pokemon is owned by Nintendo.
Not anyone related to making Pokemon: Tabletop Adventures.
Pokemon is Nintendo’s thing. Give us a break, we’re just playing some tabletop.

This game was made for free distribution.
If you paid anything for this, well, you’re a sucker.

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/tg/ - Traditional Games

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