GURPS Pokemon, ver. 1.2

SETTING/GENRE:

The Pokemon world is overall TL 9, although there are few high-tech items available or ion general use for the majority of the population. Lifestyle in the cities is similar to a N. American suburb in the 1950's.

To represent this, multiply the cost of any TL7 item by 2, TL8 by 4 and TL9 by 8.

Money is measured in DOLLARS, written as $P in these rules. $P1 equals $10 from the price lists in the GURPS rulebook.

The following special rules are in effect:

-stun damage (GURPS: Supers): Characters have a number of stun points equal to 5X their HP. Damage is taken from this total first, and once at 0 stun the character falls unconscious. Don't roll for hit location (unless the target is armoured) or apply blow through until the character takes REAL damage. Stun is recovered at 1 point per minute of rest. Damage from poison, fatigue and other related effects is applied to HT or HP normally.

-cinematic racing rules: The length of any race is measured in turns. Each turn all participants roll vs the appropriate skill. (Running, driving, etc.) Add the amount the roll is made by to the character's MOVE. Highest total is the current lead. If that person wins the next turn, they gain an extra turn lead; meaning it requires an extra win for the next highest total to catch up, followed by another to pass. A failed roll, or being delayed adds an extra turn to the number of wins needed to catch up.

CHARACTERS:

Player characters will be made with 50 points. It is assumed they'll be Pokemon trainers, although other types of characters ARE possible. Pokmon trainers must purchase the advantage:

POKEMON TRAINER: -5 pts
Characters with this advantage can spend their own earned EXP to raise the stats of their Pokemon. Time spent in training can be used to add EXP to their Pokemon, as per studying skills. Anyone with this advantage can also understand the rough meaning of anything their Pokemon says. (Complex ideas might take a while to express.)

Anyone taking this advantage will also be registered with the Pokemon Association as a

trainer. Registration usually happens once a year at a Pokemon Center. At this time the character will be issued a Pokedex, six Pokeballs, and their first Pokemon. (Usually a Bulbasaur, Squirtle or Charmander.)

Two skills every trainer needs:

Pokeball (Physical/Easy)
   Use this skill when throwing a Pokeball, or using the beam to recover a pokemon.

Pokemon Training (Mental/Average)
   This skill is used to domesticate wild Pokemon, and to direct them in combat. Rolls are made when:
-When first training a captured Pokemon, roll vs WILL of the Pokemon. Success allows training to begin, as the Pokemon recognizes the trainer as an ally. Failure requires another roll after the trainer performs some action that shows the Pokemon they're friendly. Critical failure means that Pokemon can never be trained by the character.
-A roll can be made to negate the effects of a Fright check, Confusion, or any similar mental effect. Roll every turn until the effect carries on. A Critical Success totally negates the effect. Rolls can also be made to overcome behavioural disadvantages the Pokemon has.
-A penalty is applied based on the Pokemon. Apply a -1 for every 10 character points above 0 the Pokemon has. A base -2 can be applied for every negative personality trait the Pokemon has.
-Roll at the beginning of any battle. If the roll fails, the Pokemon will act unruly during the fight.

The GM can ALSO make Reaction rolls for the Pokemon, and apply the results to any interaction between the trainer and their Pokemon. A Critical Success means the Pokemon is completely loyal to the trainer, and will obey them to the best of it's ability at all times.

POKEMON TRAINER *: Status: AVG ($P200)
   Prerequisites: Pokemon Trainer advantage, Pokemon Training skill
                  At least one trained Pokemon.
   Success: Pokemon Training
   Critical Fail: -2d/lose a Pokemon

Pokemon trainers can be celebrities; STATUS, WEALTH and REPUTATION are all appropriate traits to take.

EQUIPMENT:

NOTE: Most characters don't need to worry about cost of living. Trainers can stay for free at any Pokemon Center. Their Pokemon will also be treated free of charge.

Two important pieces of equipment:

POKEBALL: cost: NA   Wt: neg.   DP: 1   DR: 4
   Pokeballs are used to capture and contain wild Pokemon. Normally marble sized, the ball increases to softball sized when activated. (Takes 1 turn.)

Use POKEBALL or THROWING skill to hit. If successful, the Pokemon rolls vs their current STUN; if they fail, they're captured. If they succeed, they escape and the ball must be recovered to be used again. (NOTE: Some Pokemon are so adverse to being in the ball they receive a +5 bonus to resist.) Unconscious Pokemon can be captured automatically. Pokemon in the ball recover normally. (Counts as resting.)

Recovery of Pokemon outside the ball is by beam. Roll Pokeball skill to hit; success returns the Pokemon to the ball. The beam stats are: SS: 8 ACC: 0   MAX: 250   ROF: 1 The beam only recovers the Pokemon formerly contained by the ball.

Most computers in the Poke world can transfer Pokemon from ball to ball, or store them as data; emptying the ball and allowing it to be used on another Pokemon.
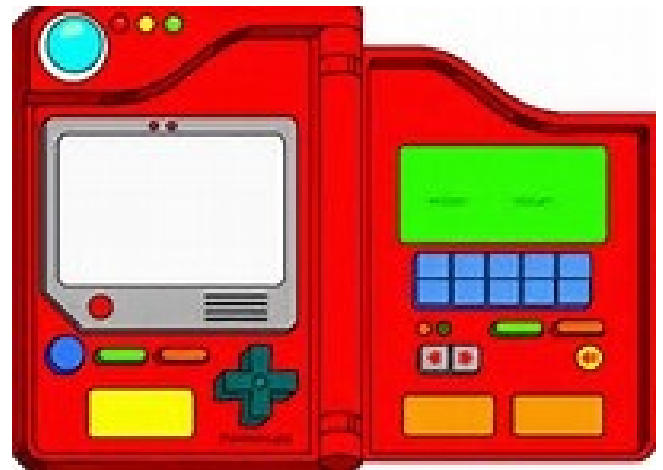
POKEDEX: Cost: NA Wt: 1kg DP: 2   DR: 5

The Pokedex is a small computer; used as a database for Pokemon related info, communicator, and ID. It's treated as a COMPLEXITY 3 computer, with built in camera. It can identify any known Pokemon it's pointed at. (EXPERT: Zoology 15.) The device also has internal security.)

LOCATIONS:

There are several notable locations a character can encounter:

TOWNS: The most common type of community. Towns are small; usually 2d6 x 100 inhabitants. Facilities will be limited; there may be a Pokemon Center, but a gym is unlikely.

CITY: Larger communities of 2d6 x 1000+ people. Will always have a Center, and likely to have a Gym.

FORESTS: Between communities are large tracts of fields, forests and other wilderness. These are where a trainer can catch wild Pokemon. It's possible to meet other travellers and trainers here.

POKEMON CENTER: Places where injured Pokemon can be treated (treat as HOSPITALIZATION) and trainers can stay.

POKEMON GYM: Locations where trainers can train, and where Gym Masters can be fought. Many gyms have a theme. Badges can be won here; results are compiled by the Pokemon Association. Tournaments are held at set times, although most Gym Masters can be fought at any time. (You MAY have to work your way through their lieutenant trainers first.)

TOURNAMENT RULES:

Matches are normally fought between two contestants. Before the match, a number of factors are determined, including number of Pokemon each fighter can use, limits on type, or time. Some tournaments are held in locations with unusual features and circumstances. Winning six badges from six different Gym Masters is a prerequisite for entering the national tournaments. Matches continue until only one person has any functional Pokemon, or one forfeits.

POKEMON:

Pokemon are treated as NPCs. They all have their own personalities, and most have an intelligence somewhere between a really smart dog and a chimp. They are self-aware, and can communicate with other Pokemon and humans. They share a number of triats:

-Most Pokemon won't attack humans unless scared or injured.
-Most Pokemon can vocalize their own name, or derived sounds. They understand human speech, but few can replicate it. (Although they might try....)

Pokemon have a point value; usually a negative. They earn points and can use them to increase abilities and buy certain skills. Spent points are added to their total; this is an indication of how experienced the Pokemon is. Pokemon with a positive point value can be difficult to control. (-1 for every full 10 points above 0 to the Pokemon Training skill check.) Points can be earned from fights, (+1 per fight won) added from the trainer, earned through regular training, or earned through game play. (As per a regular character.)

Points can be spent to raise attributes, abilities, buy off disadvantages, or buy skills. Skills available to any Pokemon include:
Area Knowledge

Camouflage
Climbing
Dancing
Detect Lies
Escape
Gesture
Jumping
Leadership (applies to other Pokemon only)
Performance
Stealth
Survival (as appropriate to type)
Swimming

All Pokemon can buy extra HP for 5 per +1, extra fatigue for 3 points per +1, or extra stun for 2 points per +1.

Other skills and abilities may be possible, and should probably require an Unusual Background cost.

Most Pokemon have the following disadvantages:

No Fine Manipulators (30 pts)
Limited Communication (20 pts)

TECHNIQUES:
All Pokemon ahve a set number of techniques every Pokemon of that species can use. Additional techniques can be bought from the "Other Techniques" list. Some

techniques are bought once, others can be bought in Levels. The effect increases with the level of the ability; points can be spent to raise the level of a known technique at any time.

Some techniques.... notably attacks.... have an associated skill, used to hit. These skills are PHYSICAL/AVERAGE.

EVOLUTION:
Some Pokemon are capable of changing into new types. Evolving has a listed cost; typically equal to 90% of the cost for the increase in attributes and abilities. There may also be prerequisites; techniques are stat minimums the Pokemon MUST have before points can be spent on evolving.

SIZE:
Pokemon come in four sizes;
small
average
large
huge.

Pokemon are at -1 per level of difference in size to hit a smaller target, and get +1 per size level larger the target is to hit.

VS;
All Pokemon have a TYPE, as do different techniques. Compare any attack to the type of Pokemon it's being used on. If the result is a POOR rating, reduce damage by -1 per die. If BAD, apply -2 per die. If GREAT add +1 dam per die. If an attack or Pokemon has two different types, always use the most favourable.

POKÉMON TYPE CHART

Legend: ● GREAT!   △ POOR   X BAD

ATTACK (columns 1–15), POKÉMON TYPE (rows 1–15)

TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1													X	△	
2		X	X		●	●						●	X		X
3		●	X	X	X				●				●		X
4			●	X	X				△	●					X
5		X	●		X			X	●	X		X	●		X
6		X	X		●		X		●	●			●		●
7	●						●		X		X	X	●	△	
8						●			X	X			●	X	X
9		●		●	X			●			△		X	●	
10				X	●			●					●	X	
11								●	●			X			
12		X			●				X	●		●	X		
13		●				●	X		X	●		●			
14	△										●				
15															●

POKÉMON TYPE

1: NORMAL	4: ELECTRIC	7: FIGHTING	10: FLYING	13: ROCK
2: FIRE	5: GRASS	8: POISON	11: PSYCHIC	14: GHOST
3: WATER	6: ICE	9: GROUND	12: BUG	15: DRAGON

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TECHNIQUES:

TACKLE: type: normal   Damage: THRUST -2, cr   COST: 1
  Use DEX or skill to hit.

TAIL WHIP: type: normal   Damage: treat as a TAKEDOWN; on a hit roll ST or DX vs attacker's skill rating. Use DEX or skill to hit COST: 1

QUICK ATTACK: type: special   Used during the declaration part of the turn. Costs 2 fatigue, and adds +2 SPD to any one attack for the turn. COST: 20

HYPER FANG: type: normal Damage: Thrust/IMP   cost: 15 Use DEX or skill to hit.

FOCUS ENERGY: Treat as the Power Blow skill from Martial Arts. (Treat IQ as 12 for skill use, unless higher.)   COST: Mental/Hard

SUPER FANG: type: normal   Damage: thrust/IMP   1/2DR for target. Costs 2 fatigue per attack. COST: 72   Use DEX or skill to hit.

GROWL: Treat as the Animal Control power from Supers, that can only be used to cause fear/paralysis. Resisted by WILL, and the effect lasts 1 turn per use. Affects all targets within 1 hex per level. COST: 1 per level. Use LEVEL for check, affects Pokemon only, regardless of their IQ.

LEECH SEED: Type: grass
  Launches a seed at the target which drains stun and uses it to heal damage to the attacking Pokemon. Roll LEVEL vs HT; if the defender wins, the attack fails. If the attacker wins, at the end of every turn the target loses stun equal to the level of the attack. The attacker can use these points to heal their own stun. (But not increase it past it's original.) Costs 2 fatigue per use. Range is 5 x level, SS: 12, ACC: 1. Cost is 4 per level. Roll DX or skill to hit.

VINE WHIP: type: grass
  The Pokemon has two tentacles, each with a 3 hex range and extra flexibility. Treat as strikers: DAMAGE: thrust/CR, +3 if room to swing. +6 to grapple. Cost: 45 Use DX or skill to hit.

POISON POWDER: type: poison Treat as poisonous venom, skin agent. Area effect, lingers for 1d turns. Targets roll HT minus LEVEL; fail and suffer 1d-4 damage per level (to HP not stun) and suffer incapacitation for the duration. 2 fatigue to use. COST: 32 per level

RAZOR LEAF: Type: grass Creates a cloud of sharp leaves. DAMAGE: 1d/CUT per level. Range: 5 hex per level, with an area effect of 1 per 5 levels. 2 fatigue per use. COST: 9.5 per level. Not to hit; fills a hex. Targets can make a dodge to avoid damage.

GROWTH: Purchased as per Supers. Pokemon can buy a max of 3 levels.

SLEEP POWDER: Works like POISON POWDER, but does fatigue damage only. COST: 25 per level.

SOLAR BEAM: Type: fire Treat as the laser power from Supers. Costs 2 fatigue to use. COST: 5.5 per level. Use DX or skill to hit.

BITE: type: normal DAMAGE: thrust/cr COST: 7

BULBASAUR   Element: grass/poison   type: seed   base points: -108
   ST: 6   DX: 9   IQ: 5   HT: 12   SPD: 5.25
SIZE: small   Ht: 2' 4"   Wt: 15 lbs
TRAITS:
   No fine manipulators
   Limited Communication
BASIC TECHNIQUES:
   Tackle
   Growl
OPTIONAL TECHNIQUES:
   Leech Seed
   Vine Whip
   Poison Powder
   Razor Leaf
   Growth
   Sleep Powder
   Solar Beam
EVOLUTION: to Ivysaur   COST: 56
    ST +4   HP: +4
   Requires Leech Seed and Vine Whip

IVYSAUR   Element: grass/poison   type: seed   base points: -37
   ST: 10   DX: 9   IQ: 5   HT: 12/16   SPD: 5.25
SIZE: small   Ht: 3' 3"   Wt: 29 lbs
TRAITS:
   No fine manipulators
   Limited Communication
BASIC TECHNIQUES:
   Tackle
   Growl
   Leech Seed
   Vine Whip
OPTIONAL TECHNIQUES:
   Poison Powder
   Razor Leaf
   Growth
   Sleep Powder
   Solar Beam
EVOLUTION: to Venusaur   COST: 81
   Requires Poison Powder and Razor Leaf

VENUSAUR   Element: grass/poison   type: seed   base points: 96
  ST: 15   DX: 9   IQ: 5   HT: 15/19   SPD: 6
SIZE: large   Ht: 6' 7"   Wt: 221 lbs
TRAITS:
  No fine manipulators
  Limited communication
BASIC TECHNIQUES:
  Tackle
  Growl
  Leech Seed
  Vine Whip
  Poison Powder
  Razor Leaf
OPTIONAL TECHNIQUES:
  Growth
  Sleep Powder
  Solar Beam
EVOLUTION: none

RATTATA   Element: normal   type: rat   base points: -128
  ST: 4   DX: 12   IQ: 5   HT:10   SPD: 5.5
SIZE: small   Ht: 1'   Wt: 8 lbs
TRAITS:
  No fine manipulators
  Limited communication
BASIC TECHNIQUES:
  Tackle
  Tail Whip
OPTIONAL TECHNIQUES:
  Quick Attack
  Hyper fang
  Focus energy
  Super Fang
EVOLUTION: to Raticate   COST: 40
  Requires Quick Attack

RATICATE   Element: normal   type: rat   base points: -123
   ST: 8   DX: 12   IQ: 5   HT:10   SPD: 5.5
SIZE: small   Ht: 2' 4"   Wt: 41 lbs
TRAITS:
   No fine manipulators
   Limited communication
BASIC TECHNIQUES:
   Tackle
   Tail Whip
   Quick Attack
OPTIONAL TECHNIQUES:
   Hyper Fang
   Focus Energy
   Super Fang
EVOLUTION: none