

SOPHIE'S POKEMON GAME!

A simple little Pokemon inspired RPG, by Nick Wedig

To be played with one or more GMs and one or more players.

This game is built using the cards found here:

<https://drive.google.com/file/d/0B9tqSAf6WagpQV9VUnd6VWFMdkU/view?usp=sharing>

Print those out. If you print 6 or 8 pages to a standard sheet of paper, they should be about the right size for playing cards. You may want to put them in card sleeves or something. You probably only need to print out alternating pages of the PDF. (The cards are formatted for DriveThruCards.com, where I printed my deck, which requires the backs be on opposite pages from the card front. But for obvious reasons I can't sell this game there.)

The basic mechanics of this game work like Rock-Paper-Scissors. Try to guess your opponent's move or bluff out which way they're going to go to win the Pokemon battle.

(Note: There's a lot of abstracting Pokemon moves and such in picking moves. Things in this game won't work exactly like they do in other Pokemon games. Some moves get shifted in type or are different than in the mainline Pokemon games. But the same is true of various Pokemon spin-off games, like the trading card game or the Mystery Dungeon games, so I don't feel like that's a problem.)

YOUR TRAINER

Name your Pokemon trainer. Select one of the Trainer cards to represent your personality and natural affinity for certain kinds of Pokemon. Draw picture of your trainer, if you like.

POKEMON

Every Pokemon is defined by a series of moves. Moves are recorded on cards. Every move has a type and some special effect.

When you recruit your first Pokemon, you should select 5 move cards for the Pokemon. At least 2 or 3 should be of that Pokemon's type. But if you make all your moves of the same type, you will definitely lose, so make sure you have at least 1 or 2 of a different type. Record the moves

your Pokemon knows.

When you encounter other Pokemon, the GM should assemble a hand of cards for that Pokemon, based on how tough they think it is and the sort of moves it would know. A hand of three cards is an easy Pokemon, 4 is normal. 5 is pretty good. 6 is really impressive and 7 would be extremely strong. Similarly, having a more varied hand of moves can make a Pokemon stronger than a more narrowly focused Pokemon. The GM should keep this hand of cards secret from the players until they battle the Pokemon or find some way to learn what moves it has.

BATTLES

At the beginning of a fight, each trainer chooses one Pokemon to fight for them.

Each round of combat goes like this: both Trainers select one card from their Pokemon's set of moves. Play that card face down. When both have selected, you reveal cards simultaneously.

Each move has a type. Each type of move beats some other types and is beaten by some other types. The player of the winning type wins the round. The special effect on their move happens, and they put the winning move back in their hand.

The loser discards their card. (So a player losing a round will have fewer options available for future rounds.) If that was their Pokemon's last card, then that Pokemon is knocked out. If both Pokemon are still fighting, then you have another round.

Every move has a type.

- **Bug** beats Grass and Water. But Bug loses to Fire, Electric and Rock.
- **Electric** beats Grass and Bug. But Electric loses to Water or Rock.
- **Fire** beats Grass and Bug. But Fire loses to Water or Rock.
- **Grass** beats Rock and Water. But Grass loses to Fire, Electric or Bug
- **Rock** beats Fire, Electric and Bug. But Rock loses to Water or Grass.
- **Water** beats Rock, Electric and Fire. But Water loses to Bug and Grass.

Each move also has a special effect. If you successfully use a move to damage your enemy, then you also get the bonus effect listed on the card.

If your Pokemon gets knocked out, you must choose another Pokemon to fight for you. If you don't have any more, then you must retreat to the last Pokemon Center you visited and heal your Pokemon.

Ties

If both Pokemon play the same type, then you have a tie. In case of a tie, it's like everyone lost the round: both Pokemon discard the card that they played.

You can also get ties whenever you have two different types where neither type beats the other. Fire vs. Electric, for example, is a tie. The weather can change other type combinations into ties as well.

Retreating

Instead of attacking, you can choose to retreat. But there's a chance you won't escape!

The Pokemon you are attacking plays a card face down. You the trainer name one move type that you think that Pokemon used. The Pokemon's move is then revealed. If you guessed the type correctly, you manage to escape. If you did not guess correctly, your active Pokemon discards one card at random from their hand. Once again, if the active Pokemon is out of cards, it's knocked out.

Switching Pokemon

Instead of attacking, you can declare that you are switching Pokemon. Choose a different Pokemon that you have. It becomes your active Pokemon. But this comes at a cost: the Pokemon you are fighting gets one free attack on you. They reveal one attack card from their hand, and your new active Pokemon discards a card at random from their hand.

Potions

A potion lets you return one card from your discard pile to that Pokemon's hand. A super potion lets you return two cards from the discard pile to your hand. Using a potion or super potion doesn't take a turn. You just declare that you are using it and it happens. Each potion or super potion can only be used once, though.

You generally either find potions on adventures, or you purchase them in towns using the money you earned by fighting other Pokemon trainers.

The Weather

There are several weather condition cards possible, which changes what types beat other types. If a type no longer beats another type, then that matchup would become a draw.

For example, Sandstorm means that Water moves no longer beat Rock. So if I play a Rock move and you play a Water move while we're in a sandstorm, then neither of us beats the other. So it would be a tie and we would both discard our moves.

Most of the time, the weather starts set at "No weather". This is especially true when fighting indoors, in caves, etc. Some moves can change the weather to something different.

The GM can narrate specific weather events, like a storm or something, which might cause the battle to begin with a different weather effect in place. But this should be rare. Most battles should start with the default “No weather”.

EXPLORING THE WORLD

Outside of Pokemon battles, I'm very loose in GMing style. Describe what happens, but go along with crazy player suggestions about what might happen. Ask lots of questions. Draw maps or pictures or characters. Create crazy plots like you'd find in the Pokemon TV shows. Offer them Pokemon trainer and Gym Leaders to fight, evil villains to vanquish, and places to capture wild Pokemon.

Battling other trainers

Other trainers might have a couple Pokemon or just one.

When fighting another trainer, give them a Trainer special ability, just like the PC trainer.

If you defeat a trainer, they give you some amount of money. That money can be used to purchase Pokeballs and potions in towns. (Use pricing from the Pokemon video games, or just make prices and rewards up on the fly.)

Capturing Pokemon

Instead of attacking, you can throw out a Pokeball. For normal Pokeballs, you roll 1d4. If you roll higher than the number of move cards the Pokemon has in hand, then you have captured it. If you roll equal to or below, it bursts free and attacks: they reveal one attack card in their hand, then your active Pokemon loses a random card from their hand.

Better Pokeballs might give better die types (d6 or d8) or give a bonus against certain types of Pokemon: Water balls could be a d4, +2 versus Water type Pokemon.

Any Pokeball you throw out is lost, whether it succeeds or fails. You have to buy Pokeballs in towns (using money earned from Pokemon fights) or find them on adventures.

Rules for friendship between a trained and pokemon.

Each time you do one of the following things, you check the box next to that action. When you've checked 5 the pokemon will evolve. An evolving Pokemon can eliminate any number of move cards that they know and replace them with new moves of your choice. The Pokemon

gets one additional move beyond what it had before. So if it knew 4 moves, now it can know 5 moves.

When a Pokemon evolves, erase all the checkmarks they have next to the tasks.

Some Pokemon that have evolved once can evolve a second time. To evolve a second time, you have to check off 7 of the 8 tasks.

Some Pokemon never evolve. If you have a Pokemon that doesn't evolve, that Pokemon still can benefit from a growing friendship with their Trainer. Whenever that Pokemon has completed 8 of the tasks, they can remove one move card that they know and replace it with a new one. They don't gain an additional card, but their Pokemon trainer can choose one new Trainer power to take in addition to their existing Trainer cards. Then erase all the checkmarks from that Pokemon.

1. When you win a battle using this Pokemon
2. When the Pokemon is knocked out
3. When you come to a new town
4. When you defeat a gym master
5. When you use the Pokemon's abilities to solve a problem for someone
6. When you rescue the Pokemon from danger
7. When the Pokemon rescues you from danger
8. When you find a special place related to that Pokemon's element

