

Team Grunt

LOCATION DATA

These grunts are rebellious young trainers looking for weak looking people to bully and make some easy money by extorting them and winning Pokémon Battles. When facing a strong looking trainer they will try to intimidate him before the battle, threatening to call more grunts, showing off, pushing him around and lying about their power. If the trainer doesn't back off, they will try their luck at the battle. They may not care about people or rules, but they sure care about their Pokémon.

EVENT TABLE



>Grunt has 1 Pokémon, Add one point of Strength to the Pokémon. Challenges to a 1v1 Battle.



>Grunt has 2 Pokémon. Challenges the players to a 2v2 Battle.



>Two Grunts have 3 Pokémon in total. They Challenge the players to a 3v3 Battle.



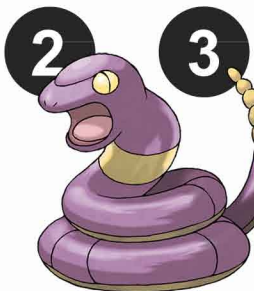
>Grunt has 4 Pokémon. Challenges the players to a 2v2 Battle using 4 Pokémon.



>3 Grunts have 5 Pokémon in total. Challenge the players to a 3v3 Battle using 5 Pokémon.



>3 Grunts have 6 Pokémon in total. Challenge the players to a 3v3 Battle using 6 Pokémon.



Name: #023 Ekans

Ability: Intimidate, Reduce all foes Strength -1.

Type: Poison

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BHP: 6
Will: 5
Skills: 3

- Normal** Wrap - Dexterity+Fight+Brawl (5d), Strength+1, Acc-1, Blocks, Roll 2 dice of damage against the foe at the end of each round. Lasts 4 rounds.
- Poison** Poison Sting - Dexterity+Fight+Canalize (6d), Strength+1, Poison *3*
- Dark** Bite - Dexterity+Fight+Brawl (6d), Strength+2, Flinch *3*
- Normal** Glare - Tough+Contest+Intimidate (2d), Acc-1, Paralyze the foe.



Name: #434 Stunky

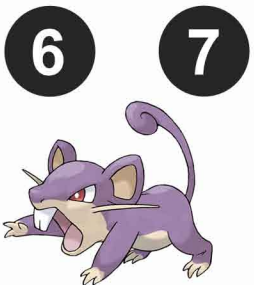
Stench, Roll 1 Chance Dice to Flinch the foe
Ability: when hit by a Physical Attack (non-ranged)

Type: Poison/Dark

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BHP: 3
Will: 3
Skills: 2

- Poison** Poison Gas- Dexterity+Fight+Canalize (4d), All foes in range, Poison those affected.
- Normal** Scratch - Dexterity+Fight+Brawl (5d), Strength+2
- Dark** Night Slash- Dexterity+Fight+Brawl (5d), Strength+3, High Critical
- Normal** Screech - Tough+Fight+Canalize (4d), Reduce the foe's Defense -2, Sound



Name: #019 Rattata

Ability: Run Away, always escapes from battle.

Type: Normal

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BHP: 3
Will: 3
Skills: 3

- Normal** Tackle - Dexterity+Fight+Brawl (6d), Strength+2
- Normal** Quick Attack - Dexterity+Fight+Brawl (6d), Strength+2, Priority
- Dark** Bite - Dexterity+Fight+Brawl (6d), Strength+2, Flinch *3*
- Normal** Tail Whip - Cute+Contest+Perform (1d), All foes in range, Reduce all foes Defense-1



Name: #041 Zubat

Ability: Inner Focus, does not Flinch

Type: Poison/Flying

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BHP: 3
Will: 3
Skills: 3

- Bug** Leech Life - Dexterity+Fight+Brawl (7d), Strength+1, Restore HP equal to half the damage dealt.
- Normal** Supersonic - Tough+Fight+Canalize (0d), Confuse the foe, Acc-5, Use Single Action
- Ghost** Astonish - Dexterity+Survival+Stealth (4d), Strength+1, Flinch *3*
- Dark** Bite - Dexterity+Fight+Brawl (7d), Strength+2, Flinch *3*



Name: #261 Poochyena

Ability: Run Away, always escapes from battle.

Type: Dark

STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●
INSIGHT ●●●●

BHP: 3
Will: 5
Skills: 3

- Normal** Tackle - Dexterity+Fight+Brawl (5d), Strength+2
- Dark** Bite - Dexterity+Fight+Brawl (5d), Strength+2, Flinch *3*
- Dark** Embargo - Tough+Contest+Intimidation (4d), Target can't use held items, foes can't use Items on the target. See p.271 for using this move for stealing
- Normal** Scary Face - Tough+Contest+Intimidate (4d), Reduce the foe Speed-2



Name: #336 Seviper

Shed Skin, Roll 3 Chance Dice at the end of each round to heal a Status Condition

Type: Poison

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

BHP: 8
Will: 6
Skills: 3

- Normal** Wrap - Dexterity+Fight+Brawl (5d), Strength+1, Acc-1, Blocks, Roll 2 dice of damage against the foe at the end of each round. Lasts 4 rounds.
- Poison** Poison Fang - Dexterity+Fight+Brawl (6d), Strength+2, Badly Poison *5*
- Poison** Poison Tail - Dexterity+Fight+Brawl (6d), Strength+2, High Critical, Poison *1*
- Normal** Glare - Tough+Contest+Intimidate (2d), Acc-1, Paralyze the foe