

Ylva Vikstål

Level 1 / Exp: 3

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Owned Pokemon:

1. [Sváva \(Ralts\)](#)
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.

Money: p0

Inventory:

Trainer ID Card	Black Tactical Messenger Bag	Pokéball (4)	Snow Boots	Ice Cadet Pokedex
Military Ration Bars (10)	Utility Rope	Potion (2)	Badge Case	Running Shoes
Friend Ball (1)	Weighted net			

Weight: 145 lbs (66kg)

Height: 5'11" (180 cm)

Appearance:

Ylva's uniforms are invariably freshly pressed and her black boots worked to a shine on duty. Cropped blonde hair prevents it falling over her green eyes. When on leave Ylva dresses for utility, generally sporting a cadet cap, a navy training jacket with a long sleeved sweater or shirt underneath and either khakis or cargo pants above the ever-reliable boots and socks. Her pale face rarely displays anything but stern neutrality except among close family and friends, although her eyes occasionally betray her emotions despite her best efforts. She has impeccable posture and carries her items in an immaculately organized tactical messenger bag.

Bio:

Ylva was raised travelling around the north with her Ranger parents, home-schooled with an assemblage of textbooks picked up along the way as well as the inevitable survival tutoring. Shortly after turning 15 and befriending Sváva she abruptly moved to live with her aunt in Snowpeak Settlement - while Ylva never gave a concrete reason as to why it was obvious to her extended family that her newly manifested Aura capabilities had something to do with it.

Ylva proceeded to throw herself into secondary education with a single-minded determination, sparing time only for her pokemon in the subsequent four years before graduation. Upon graduating with high marks she immediately applied to the prestigious Fort Glacetille Military Academy, scoring reasonably well on the entrance exam. While her (rather neglected) Aura capabilities had no official place on her application she was accepted fairly quickly once the admissions board caught wind of them.

At the end of each year Fort Glacetille chooses two promising young officer cadets to send to the pilgrimage as representatives of the Northern military. Ylva had almost completed her first year at the academy and was neither interested in nor likely to be chosen for the honor when a few days before the send-off the second and third years' barracks were quarantined due to an outbreak of infectious disease. The first year class had been out on a week-long training exercise and so Ylva returned to Glacetille late in the afternoon to find her quarters empty and her bags packed. A hurried visit to the quartermaster for some last-minute supplies and she was practically thrown onto the day's last military train to Regisalam. Alone, since the other first-year candidate had managed to break his legs - yes, both of them - during the training exercise.

She may come across as cold to people she doesn't know well (and vice versa), but Ylva can be a fiercely loyal friend. This would be more relevant if she wasn't so out of practice at making them - the body of officer cadets wasn't particularly welcoming to a woman just out of school who many felt had coasted in on account of her 'special abilities', and school had been hardly more accomodating to someone who'd spent most of her life in 'the wilds'. Her reserved demeanour began as a facade in reaction to those circumstances, but over time Ylva has come to embrace it as a part of herself.

Ylva is currently somewhat overwhelmed by the whole 'shanghaied into a pilgrimage' deal and doesn't know quite what to make of the situation. It certainly isn't what she'd been planning for, but a small part of her is quietly excited to see what comes out of it.

Statistics

Current HP: 27/51

Injuries: 0

AP: 5/5

HP	ATK	DEF	SATK	SDEF	SPD
13	6	6	8	9	11

Max HP: $2(\text{Level}) + 3(\text{HP}) + 10 = 51$

Evasion: $\text{SPD}/5 = 2$

Physical Evasion: $\text{DEF}/5 = 1$

Special Evasion: $\text{SDEF}/5 = 1$

Body	Mind	Spirit
2	0	3

[Pathetic (1) - Untrained (2) - Novice (3) - Adept (4) - Expert (5) - Master (6)]

Acrobatics	2	Guile	2	Charm	1
Athletics	2 [+2]	Perception	2	Command	3
Combat	3	General Ed.	2	Focus	2
Intimidate	2	Medical Ed.	2	Intuition	3
Stealth	2	Occult Ed.	1		
Survival	2	Poke Ed.	2		
		Tech Ed.	1		

Overland	Swim	High Jump	Long Jump	Power
5 [+1]	2	0	1	6

Equipment:

Head		Right Hand	
Body		Left Hand	
Feet	Running Shoes	Accessory	

Additional Capabilities:

Aura Reader: Upon activation of the feature, can read the Auras of Pokémon and other Humans, and see their intentions at a glance. Each Aura has its own unique color or hue, which may reveal something about the personality of the target. More importantly, Auras also appear darkened if the target has negative or malicious intentions.

Aura Pulse: Upon activation of the feature, Pokémon and Trainers with Aura Pulse are blessed by a great power. They can project their thoughts using Aura, straight into the minds of those they wish to communicate with. They can read the surface thoughts of minds in return, but only minds that open up to them willingly.

Features and Edges

Active:

Aura Guardian:

[Class] [+HP] [+SpAtk]

Prerequisites: Mystic Senses

2 AP – Swift Action

Effect: You gain the Aura Reading Capability for the rest of the scene. If your Intuition is Adept Rank or higher, you also gain the Aura Pulse Capability.

Focused Training

[Training] [Orders]

Prerequisites: Novice Command

At-Will – Special

Effect: The target becomes Focused until the end of the effect duration. Focused Pokémon gain a +1 bonus to Accuracy Rolls and +2 to Skill Checks.

Passive:

Mystic Senses: You may use Intuition instead of Charm to improve the disposition of Wild Pokémon.

Elemental Connection [Fairy]

Prerequisites: Novice Intuition

Effect: Choose an Elemental Type. You gain a +2 bonus to Charm, Command, Guile, Intimidate, and Intuition Checks targeting Pokémon of the Chosen Type.

This Edge may only be taken at Character Creation or with your GM's permission, unless you gain Type Ace, in which case you may take it at any time as long as it matches your chosen Type for Type Ace.

Combat Training

Prerequisites: Novice Combat

Effect: You gain +1 to all Stats.

Ace Trainer:

[Class]

Prerequisites: Novice Command, a [Training] Feature

Drain 1 AP – Extended Action

Trigger: You spend at least half an hour training your Pokémon

Effect: For each Pokémon that has been trained during this time, choose a Stat besides HP; that Stat becomes Trained until an Extended Rest is taken. The default State of Trained Stats is +1 Combat Stages instead of 0. A Pokémon may have only one Trained Stat at a time.

Moves and Abilities:

Abilities:

Moves:

Progression

Ice Cadet

Science, superstition, and pleasantries aren't in the curriculum.

Raises: Combat, Command, Intuition

Lowers: Occult Education, Charm, Tech Education

Initial Stats:

HP	ATK	DEF	SATK	SDEF	SPD
11	5	5	6	8	10

Level	Stat Point	Edge/Feature	Stat Tags	Name
1	N/A	Edge	N/A	Mystic Senses
	N/A	Edge	N/A	Combat Training
	N/A	Edge	N/A	Elemental Connection: Fairy
	N/A	Feature	HP/SATK	Aura Guardian [CLASS]
	N/A	Feature	None	Ace Trainer [CLASS]
	N/A	Feature	None	Focused Training [Training] [Orders]
2		Edge	N/A	
	N/A	Edge	N/A	
3		Feature		
4		Edge	N/A	
5		Feature		
6		Edge	N/A	
	N/A	Edge	N/A	
7		Feature		
8		Edge	N/A	
9		Feature		
10		Edge	N/A	
11		Feature		
12		Edge	N/A	
	N/A	Edge	N/A	

Sváva (Ralts)

Level 11 / Exp: 116

Gender: Female

Type: Psychic/Fairy

Nature: Modest

Current HP: 45/45

Injuries: 0

Held Item: None

Tutor Points: 3 (if level 10)

Overland	Swim	Jump	Power	Intelligence
4	1	1/1	1	4

Telekinetic: Telekinetic Pokémon can move objects with their mind. They can lift things that are lighter than their Focus Rank multiplied by 10 pounds or 4.5 kilograms. They can target objects up to X meters away, where X is their Focus Rank.

Additionally, the user may also make Struggle Attacks within this same range. These Struggle Attacks deal Normal-Type Damage as usual, but the user may also add their Special Attack instead of their Attack and have the attack deal Special Damage, if they wish.

Telepath: A Telepathic Pokémon can read the surface thoughts of people and other Pokémon X meters away where X is Focus Rank doubled. Pokémon with Telepathy can project their thoughts to the minds of other Trainers or Pokémon with Telepathy. Trainers with Telepathy can project their thoughts to the minds of any Trainer or Pokémon. Telepathy may be used to read minds with or without making the target aware of the attempt.

Underdog: Qualifies for the effects of the Underdog trainer class.

	HP	ATK	DEF	SATK	SDEF	SPD
Base	3	1	3	7	4	4
+	5	0	1	4	5	6
Total	8	1	4	11	9	10

Relation: SATK>SDEF/SPD>HP/DEF>ATK

Max HP: (Level) + 3(HP) + 10 = 45

Evasion: SPD/5 = 2

Physical Evasion: DEF/5 = 1

Special Evasion: SDEF/5 = 1

Athletics	1d6+2	Stealth	3d6
Acrobatics	2d6	Perception	3d6
Combat	1d6	Focus	3d6

Abilities:

Trace [Battle - Free Action]

Target: A Trainer or Pokémon within 10 meters

The Pokémon gains an Ability known by the Target for the remainder of the encounter, or until it is Fainted

Moves:

Artificial Moves 0/3

Growl [Normal] <At-Will>

Range: Burst 1, Friendly, Sonic [**AC:** 2]

Effect: Growl lowers all Legal Targets Attack 1 Combat Stage.

Contest Type: Cute

Contest Effect: Excitement

Confusion [Psychic] <At-Will>

Range: 6, 1 Target [**AC:** 2]

Damage Base: 5 1d8+7 / 12, Special

Effect: Confusion Confuses the target on 19-20 during Accuracy Check.

Contest Type: Smart

Contest Effect: Steady Performance

Double Team [Normal] <Battle>

Range: Self, Illusion, Coat

Effect: The user gains 3 activations of Double Team. The user may either activate Double Team when being targeted by an attack to increase their Evasion by +2 against that attack; or when making an attack to increase their Accuracy by +2 for that attack.

Contest Type: Cool

Contest Effect: Reliable