Berry Flavors

Berries are used to create pokeblocks, which enhance your contest performance. The flavors you use enhance specific styles. Total flavor intensity affects final bonus. Neutral berries are so called because they have a balanced mix of flavors, instead of a single flavor, or a flavor that overpowers the other flavors. The more flavor points a berry contributes overall, the more valuable that berry is in contests, in pokeblocks, and to contest trainers.

Pokeblocks

Pokeblocks are a candy-like item which is make when two to four berries are blended and compressed by a block blender. Coordinators are encouraged to create pokeblocks that cater to the contest style they are entering, or that cater to their pokemon's specific favored tastes if just making snacks. The highest flavor concentration decides what color pokeblock is made. A balance of multiple flavors results in a neutral block that is half (or less) the total strength, but applicable to multiple styles. A perfectly balanced flavor profile creates a rainbow block which applies its bonus to all styles at full value.

Pokemon Natures and their effects on Contests

A Pokemon's nature is what dictates which flavors of berry and pokeblock they enjoy. While this has no effect on the direct usage of berries, this does influence the usefulness of pokeblocks. Any Pokemon given a flavor they love will be quite happy indeed and gain a slight bonus to all appeals made of the concurrent style. This means each nature is going to have a particular contest they excel in, and a particular contest they will do poorly in. Coordinators are heavily encouraged to carefully consider the nature of their Pokemon when pursuing success. Feeding a Pokemon a block of a flavor they will hate makes the block less effective (75%), while feeding it one it loves will be more effective (125%).

Making Pokeblocks

A trainer can use 2-4 berries in a Block Blender to blend and compress berries into blocks. For every 4 berries blended, gain one (1) Berry Juice healing item. Gain one pokeblock for every berry blended. Pokeblocks are to be carried in a pokeblock case, which has space for 100 blocks and the Block Blender, a hand cranked device that grinds berries into blocks and juice. A Pokeblock Case costs 5000. Be sure to track the value of your blocks.

Calculating a Pokeblock

Calculating the value of a pokeblock is simple. Add together the total flavor value of the berries used. That is the total used to find your contest bonus. Then add up the individual flavors to find your neutrality rating. For each flavor tied for top, increase your neutrality by one. All blocks will have a minimum of one. The worst rating is a 4. If you manage a neutrality of 5, you have made a rainbow block. Neutral blocks have no love check and can be used for any coinciding contest. Rainbow blocks have no love check and no neutrality check, and can be used in any contest without limit.

Normal Block: [(total value)x(love/like/hate)]/10

Neutral Block: [(total value)/(neutrality)]/10

Rainbow Block: (total value)/10=Pokeblock Bonus

Example: an amateur contest trainer mixes 4 starf berries with a flavor value of 17 apiece, totalling 68 total flavor. But the blocks in question have a neutrality rating of 3, reducing the total flavor score to 23. (Round away all decimals while calculating neutrality debuff.) When divided by ten, those 4 very valuable starf berries only give a block worth 2.3 points.

Note: I am unsure of how many possible combinations of berry actually produce rainbow pokeblocks, or if they are even possible to make at all. I have not put in the work to test if it's possible, or what the best combination is, or how broken it might be. The rules on rainbow blocks are included just in case. How easily your players get the berries in question is entirely up to you as DM.

Costumes

Costumes are scored by rolling (disguise kit(cha)+proficiency)/10. There are rare scarves in the world that add an automatic +3 to your costume roll if it aligns with the contest style. With maximum expertise, a scarf, and a 20 in the trainer's charisma, the maximum possible costume roll is a 40. A negative score (of -4, a rolled 1 and -5 in cha) *is possible*, so make sure your bonuses are high enough that getting a minus isn't possible.

Calculating Base Style Appeal

Contests are divided into 5 Styles, with 4 levels each. The styles are Tough, Cool, Beauty, Clever, and Cute. The levels are Normal, Super, Hyper, and Master. To calculate any Pokemon's base Style Attribute, add its charisma score to the coinciding stat, then average the scores. Toughness is Strength, Coolness is Dexterity, Beauty is Constitution, Cleverness is Intelligence or Wisdom (whichever is higher), and Cuteness is Charisma. Any moves used during an Appeal that match the contest style grant a bonus. So, a 22 Charisma and a 20 Strength add together to get 42, which averages to 21.

Contest Rules

Contests are engagements between trainers (usually 2-4), not to determine which trainer is strongest, but whose pokemon is most appealing. Contests are divided into two rounds. The primary round judges a pokemon's appearance, condition, costume, etc. This round is judged by the audience (with a d20 roll), and can gain a maximum of 20.0 points. This round is easier to win using pure mechanics and stat boosting than the second round. You can also gain a fame bonus. The higher the level of contest you've won, the more the crowd will like you. Winning a Normal level contest will grant your Pokemon 1 fame. Each higher level of contest victory will increment that fame by 1. When calculating points, **_do not_** round away the first decimal point. That is part of your score. You could win a 19.9, and that .9 matters if someone else has a 19.8.

Points are calculated as follows:1d20+(Style/2)+(pokeblock bonus)+(costume bonus)+(fame bonus). With maximum scores in every slot before you calculate in berries, it is possible to have an 18.5.

[Variant: you can increase the maximum score for audience and judges alike each time your players promote to a higher level of contest, so your players feel incentivized to keep chasing ever higher bonuses.]

The second round is the appeals round, and this is judged by a panel of professionals, which range in number from 1 to 3. Each judge has specific biases that contestants can appeal to in order to score bonus points, but judges can also dock points for offending their secret sensibilities. Judge biases can be discovered before a contest begins with investigation rolls, with judges having up to three biases that can be positive or negative. To discover biases, roll an Investigation check. Bias 1 is discovered on a 15, bias 2 on a 20, and bias 3 on a 25. If a 20 or 25 is rolled while attempting an easier roll, the player learns both or all three at once.

Pokemon in the appeal round engage in a specific performance and are judged for their skill. This is determined by the player making 4d20 skill checks that are averaged together, with a fifth d20 rolled in secret by the DM to represent how the judge in question feels about the performance overall. Judge biases are then added to that score. Each move used during the Appeal that stylistically matches the contest earns an extra point. Your final score is the average of your round 1 audience score and your round 2 appeal score. Apply this calculation for each judge individually, who then display their final tally (out of 20.0 possible points), all of which is added together.

Points are calculated per judge as follows: [(4d20+)/5]+(biases)+(move bonus)

During the Appeals round, if your base roll is particularly good, the audience will love it and you will gain advantage on your next roll. However, if your base roll is low twice in a row, you will gain disadvantage on the next roll as the audience becomes displeased. So, a strong start can easily snowball into repeated success, but multiple flubs will make things harder for you.

Ties are rare, but when they occur they are settled with a one v one battle where your goal is not to defeat the opponent, but out perform the opponent. In order to do so, you must land more hits and take fewer hits than your opponent. Bonus points are awarded for using attacks that synchronize with the contest style. For every attack you land and save your opponent fails, you are awarded a point. For every attack that hits you and save you fail, you lose a point. You gain 1 additional point for using an attack that aligns with the contest style (which is based in the attribute used). Attacks that can attack from multiple attributes can be used in multiple contests.

Contests are divided into four ranks, and a Pokemon needs to compete at each level and win before proceeding to the next level.

[Variant: You may instead chose to have the rank and fame applied to the trainer instead of the Pokemon, allowing any Pokemon to compete at any level without needing to progress through ranks. Which you use could be dependent on what sort of rise to fame you prefer to tell, one starring the Pokemon in question, or one starring the trainer.]

TABLES

Pokemon Natures and Tastes

Nature	Effect	Loves	Hates
Reckless	+str -dex	Sour	Spicy
Rash	+str -con	Sour	Savory
Brave	+str -wis	Sour	Bitter
Arrogant	+str -cha	Sour	Sweet
Skittish	+dex -str	Spicy	Sour
Hasty	+dex -con	Spicy	Savory
Energetic	+dex -cha	Spicy	Sweet
Clumsy	+dex -wis	Spicy	Bitter
Apathetic	+con -dex	Savory	Spicy
Stubborn	+con -wis	Savory	Bitter
Grumpy	+con -cha	Savory	Sweet
Relaxed	+con -str	Savory	Sour
Careful	+wis -str	Bitter	Sour
Curious	+wis -con	Bitter	Savory
Naughty	+wis -cha	Bitter	Sweet
Cheerful	+cha -str	Sweet	Sour
Sassy	+cha -dex	Sweet	Spicy
Innocent	+cha -wis	Sweet	Bitter
Hardy	+AC -dex	N/A	Spicy
Nimble	+AC -str	N/A	Sour

Note: I have replaced 'dry' with 'savory', because it makes more sense that an excess of protein causes a flavor than a 'lack of sweetness', as google tells me this is what 'dry' means as a flavor. The Japanese word for the dry flavor, 'astringent', makes even *less* sense to me. Astringent is a vinegary taste, but vinegar is described as bitter or sour! It was just circular logic at that point, so I swapped, and you can just assume berries that are both sour and bitter taste vinegary.

Note: Hardy and Nimble Pokemon do not have an attribute boosting personality and so have no preferred flavors. I like to think of them as tactile eaters that prefer the physical experience of a food over its taste. So Hardy Pokemon like chewy things, while Nimble Pokemon like crunchy things. This is has no mechanical benefit and is purely for roleplay purposes.

Pokeblock Table

Color	Flavor	Style
Red	Spicy	Coolness
Blue	Savory	Beauty
Pink	Sweet	Cuteness
Green	Bitter	Cleverness
Yellow	Sour	Toughness
Purple	Neutral	See rules
Rainbow	A perfect balance of flavors	See rules

Flavor Profiles

Note: where a berry has multiple flavors, the highest value determines category.
Table color coded for ease of use.

Berry	Total Value	Price	Flavor Intensity
Aguav	2	1000	Bitter 2
Apicot	11	350	Savory 5 Sour 5 Spicy 1
Aspear	1	200	Sour 1
Babiri	5	200	Spicy 4 Savory 1
Belue	4	200	Sour 3 Spicy 1
Bluk	2	100	Savory 1 Sweet 1
Charti	3	200	Savory 3
Cheri	1	200	Spicy 1
Chesto	1	200	Savory 1
Chilan	5	200	Savory 4 Sweet 1
Chople	3	200	Spicy 2 Bitter 1
Coba	3	200	Bitter 2 Savory 1
Colbur	4	200	Sour 3 Bitter 1
Cornn	3	150	Savory 2 Sweet 1
Custap	7	750	Spicy 6 Bitter 1
Durin	4	200	Bitter 3 Sour 1
Enigma	7	500	Spicy 6 Savory 1
Figy	2	1000	Spicy 2
Ganlon	11	350	Bitter 5 Savory 5 Sweet 1
Grepa	3	1000	Savory 1 Sour 1 Sweet 1
Haban	4	200	Bitter 3 Sweet 1
Hondew	3	1000	Bitter 1 Savory 1 Spicy 1
Iapapa	2	1000	Sour 2
Joboca	7	500	Bitter 6 Sour 1
Kasib	4	200	Sweet 3 Savory 1
Kebia	3	200	Savory 2 Sour 1
Kee	13	450	Savory 5 Spicy 5 Sweet 1 Bitter 1 Sour 1
Kelpsy	3	1000	Bitter 1 Savory 1 Sour 1
Lansat	17	400	Spicy 5 Sour 5 Sweet 5 Bitter 1 Savory 1
Leppa	4	500	Bitter 1 Spicy 1 Sweet 1 Sour 1
Liechi	11	350	Spicy 5 Sweet 5 Savory 1
Lum	4	400	Bitter 1 Savory 1 Spicy 1 Sweet 1
Mago	2	1000	Sweet 2
Magost	3	150	Sweet 2 Bitter 1
Maranga	13	450	Bitter 5 Sweet 5 Savory 1 Spicy 1 Sour 1
Micle	7	350	Savory 6 Spicy 1
Nanab	2	1000	Bitter 1 Sweet 1
Nomel	3	150	Sour 2 Spicy 1
Occa	3	200	Spicy 2 Sweet 1
Oran	4	200	Bitter 1 Savory 1 Spicy 1 Sour 1
Pamtre	4	200	Savory 3 Sweet 1

Passho	3	200	Savory 2 Bitter 1
Payapa	3	200	Sour 2 Sweet 1
Pecha	1	200	Sweet 1
Persim	4	200	Savory 1 Sour 1 Spicy 1 Sweet 1
Petaya	11	350	Bitter 5 Spicy 5 Sour 1
Pinap	2	1000	Sour 1 Spicy 1
Pomeg	3	1000	Bitter 1 Spicy 1 Sweet 1
Qualot	3	1000	Sour 1 Spicy 1 Sweet 1
Rabuta	3	150	Bitter 2 Sour 1
Rawst	1	200	Bitter 1
Razz	2	800	Savory 1 Spicy 1
Rindo	3	200	Bitter 2 Spicy 1
Roseli	5	200	Sweet 4 Bitter 1
Rowap	7	500	Sour 6 Spicy 1
Salac	11	350	Sweet 5 Sour 5 Bitter 1
Shuca	3	200	Sweet 2 Spicy 1
Sitrus	4	800	Bitter 1 Savory 1 Sour 1 Sweet 1
Spelon	4	200	Spicy 3 Savory 1
Starf	17	1500	Spicy 5 Sour 5 Sweet 5 Bitter 1 Savory 1
Tamato	4	1000	Spicy 3 Savory 1
Tanga	4	200	Spicy 3 Sour 1
Wacan	3	200	Sweet 2 Sour 1
Watmel	4	200	Sweet 3 Bitter 1
Wepear	2	100	Bitter 1 Sour 1
Wiki	2	1000	Savory 2
Yache	3	200	Sour 2 Savory 1

Effects of Berries added by this document

Note: HP threshholds for effect activation only apply to berries being held. Effects can be activated by using a berry from the inventory as if a normal item, unless marked by #. Effects marked by # can only be activated while held.

Berry	Effect
Aguav	Restores 50 hp when below 25% HP. Confuses Pokemon who dislike bitter food
Figy	Restores 50 hp when below 25% HP. Confuses Pokemon who dislike spicy food
Iapapa	Restores 50 hp when below 25% HP. Confuses Pokemon who dislike sour food
Mago	Restores 50 hp when below 25% HP. Confuses Pokemon who dislike sweet food
Wiki	Restores 50 hp when below 25% HP. Confuses Pokemon who dislike savory food
Enigma	# Restores 50 HP when hit with supereffective move
Apicot	Gives the effect of X Special Defense when HP falls below 33%
Ganlon	Gives the effect of X Defense when HP falls below 33%
Lansat	Gives the effect of Dire Hit when HP falls below 33%
Liechi	Gives the effect of X Attack when HP falls below 33%
Micle	Gives the effect of X Accuracy when HP falls below 33%
Petaya	Gives the effect of X Special when HP falls below 33%
Salac	Gives the effect of X Speed when HP falls below 33%
Starf	# Grant a +1 bonus to all attributes and skills for one minute when HP falls below 25%
Custap	# Causes the user to move to top of initiative in battle when HP falls below 25%
Kee	# Gives the effect of X Defense when hit by attack roll (can cause activating attack to miss)
Maranga	# Gives the effect of X Defense when failing save (can cause activating save to be passed)
Joboca	# Reflect ½ of damage dealt by one enemy's attack roll onto said enemy once
Rowap	# Reflect ½ of damage done by one enemy's saving throw onto said enemy once
Nanab	# When held by an active Pokémon, trainer gains advantage to catching attempts. Consumed on catch.
Pinap	# When held by an active Pokémon, trainer gains advantage to item searches. Consumed on search.
Belue	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.
Bluk	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.

Cornn	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.
Durin	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.
Magost	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.
Nomel	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.
Pamtre	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.
Rabuta	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.
Spelon	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.
Watmel	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.
Wepear	No effect, used purely for food and pokeblocks. Price dictated by total flavor value.