

Pokémon Tabletop Adventures



PLAYER'S HANDBOOK

BETA 1.12

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Welcome to the world of Pokemon: Tabletop Adventures.

To play you'll need the following things:

Players -

As a Player, you'll create a Trainer, who might choose to take a up a profession, or Class, and capture and train Pokemon to fight alongside their Trainer. Like the protagonists in the Pokemon franchise's games, manga or anime, Players will be the center of the game's action.

A Game Master -

One person must fill the special role of Game Master, or GM, who controls every non-Player Trainer or Pokemon. They must build adventures, narrate, control non-Player Trainers, non-Player Pokemon and referee and make judgement for any rules that are not perfectly clear.

Books and Dice -

Players will need access to the Player's Handbook and Bestiary. Players have restricted access to the Pokedex section of the Bestiary and should avoid metagaming by only looking up a Pokemon's Pokedex entry when they've used the Pokedex on a particular Pokemon. The GM should have access to the Player's Handbook, the Bestiary and the Game Master's Handbook. Players should use the Character Sheets to help organize information relating to their Trainers and Pokemon. Always use a pencil when writing on your character sheets! Information for your Trainer and Pokemon are constantly changing! You will also need gaming dice (d4, d6, d8, at least 2 d10 for use in the common d100 roll, d12, d20). When rolling dice in Pokemon: Tabletop Adventures, you always want to roll high, the only exception is when you roll two d10s to generate a d100 roll. Whenever you roll a d100 roll in Pokemon: Tabletop Adventures, you will want to roll as low as possible.

The game is played in a world where many fantastic animals are able to be energized and stored nicely in a machine called a Poké Ball. These animals are called "pocket monsters," or Pokemon for short, and they are carried as tools, friends and partners by Pokemon Trainers. Trainers have various skills and abilities each defined by a Trainer's goal. There are Ace Trainers, who focus all of their energy into making their pokemon the best fighters they can. Breeders, who raise pokemon as if they are their own children and groom them up to be powerful. The Researcher gathers information and serves as a party's go-to guy when they confront a creature they've never met. Rangers are nature guards who dedicate their life to the protection of a wild creature's habitat while employing wilds in their feats. A Capture Specialist is a techie Trainer who can tweak equipment, including the Poké Ball to expand their collection. The Coordinator employs their pokemon in Contests instead of battle as she shows off their beauty. Finally, the Psychic and Martial Artist get their hands dirty and fight the beasts with their own supernatural powers.

A Trainer may explore the world and battle at Gyms to gather Badges which allow them entrance to the Pokemon League Championships. They may compete in Contests to enter Grand Festivals. Maybe they'll uncover a secret plot to destroy the world and try to stop those who would use Pokemon for evil. They may be breeding the most powerful Pokemon as their goal. No matter the destination, Pokemon will be valuable allies and tools in your journeys.

There are several types of people in the pokemon world. Naturally trainer types are also various. There are rangers, ace trainers, capture specialists, researchers, coordinators, breeders, master of martial arts and even humans who naturally can use psychic or mystic abilities. When these trainers focus their practices, they can demonstrate unrivaled mastery of their chosen profession.



Creating Your Trainer:

It is important to note that a Player’s Trainer only start out at level 0 and are intially ‘Classless’. They are a mere Pokemon Trainer and must earn their title in whatever Class they choose to aim for.

For level 0 trainer stats, distribute 64 stat points to whichever stats the player would like as long as eash stat has at least 6 points and no stat has more than 14 points.

Trainer Levels are gained when you achieve something that can prove your worth as a Trainer. They mark your experience in triumphs, not experience points like your Pokemon. Whenever one of the following events are completed, you gain a Trainer Level. Refer to the leveling chart to determine what is gained during that level up. Pokemon Trainers start at Level 0. Parentheses indicate how many levels you could potentially gain from that category of ways to gain a level in the Pokemon: Tabletop Adventures canon.

- When you gain a Badge from any Gym Leader. (0-40 Canon)
- When you gain a Ribbon you have not earned before in a Contest. (0-20 Canon)
- If you can defeat a region’s Elite Four and gain a Hall of Fame Ribbon, you gain four levels. (0-20 Canon)
- If you can defeat a Frontier Brain, the Symbol they award you will gain you two levels. (0-24 Canon)
- For every ten Pokemon you obtain, you will gain a level. If one of Pokemon evolves, both of their stages in their evolutionary line will be counted towards this count. When you trade a Pokemon away, replace the Pokemon you traded away with the Pokemon you gained for this count unless you own two of the Pokemon you traded away. This is to prevent a party of Trainers from trading and then trading back, just to increase the count of “owned Pokemon”. (0-60 Canon)
- For every twenty-five Pokemon you identify with your Pokedex, you will gain a level. This is not a shared total with all of the Trainers in your party. You must actually use your Pokedex, to add to this total. Pokemon are everywhere! Be sure to always Pokedex the new ones! (0-24 Canon)
- If you do something that your GM believes noteworthy, they may award you a level at that time. (0-∞)
- Add all of these canon totals together and that would give 188 ways to level up, not including the GM’s awarded levels. (0-188)
- Even though there are over 180 ways to level up, the Trainer level cap is 50. But, most full campaigns, starting at level 0, still only get to the high twenties. Starting a campaign at a higher level can easily change that.

Refer to the leveling chart to determine what is gained during a specific level up. Then refer to the feats list to see what useable feats exist. Gain your Stat Points before taking your Feature Feature when you level up, so you may use those Stats to meet prerequisites. When making your character, it might be a good idea to cater stats toward a particular class even if you cannot yet get a class feat.

When a trainer gains a level they might meet the prerequisites to gain a Trainer Class. In place of gaining a Feature that Level, they may instead take a Class Feature. Trainers can go into one to three of the following eight Classes once they meet the prerequisites: Ace Trainer, Breeder, Capture Specialist, Coordinator, Martial Artist, Psychic, Ranger, or Researcher. From there, once they gain the nessecary prerequisites, they may go into one or two Advanced Classes.

Trainer’s all start with the title: Pokemon Trainer. A Pokemon Trainer can take up to three Trainer Classes and/or Advanced Classes. Since Advanced Classes always have a prerequisite of a Trainer Class, a Pokemon Trainer’s Feature Options will look like one of the following examples: Three Trainer Classes, never pursuing a speciality in any of the three Trainer Classes. Two Trainer Classes and one Advanced Class, choosing to find an expertise in an area of one of the Trainer Classes chosen. One Trainer Class and two Advanced Classes, choosing to become adept at the class they choose by mastering two aspects of the Trainer Class. (At level 25, you may begin to add a fourth Class, which can be a Trainer Class or an Advanced Class.)

Trainer Level	Feats Gained on Level	Stats Gained on Level	Total Feats earned	Total Stats Gained
0	0	0	0	0
1	1	1	1	1
2	1	1	2	2
3	1	1	3	3
4	1	1	4	4
5	1	1	5	5
6	1	1	6	6
7	1	1	7	7
8	1	1	8	8
9	1	1	9	9
10	1	1	10	10
11	1	1	11	11
12	1	1	12	12
13	1	1	13	13
14	1	1	14	14
15	1	1	15	15
16	1	1	16	16
17	1	0	17	16
18	1	1	18	17
19	1	0	19	17
20	1	1	20	18
21	1	0	21	18
22	0	1	21	19
23	1	0	22	16
24	0	1	22	17
25 (+1 Class)	1	0	23	17
26	0	1	23	18
27	1	0	24	18
28	0	1	24	19
29	1	0	25	19
30	0	1	25	20
31	1	0	26	20
32	0	0	26	20
33	1	0	27	20
34	0	0	27	20
35	1	1	28	21
36	0	0	28	21
37	1	0	29	21
38	0	0	29	21
39	1	0	30	21
40	0	1	30	22
41	1	0	31	22
42	0	0	31	22
43	1	0	32	22
44	0	0	32	22
45	1	1	33	23
46	0	0	33	23
47	1	0	34	23
48	0	0	34	23
49	1	0	35	23
50	0	2	35	25

Each of the 9 Trainer Classes have Advanced classes that can only be attained once further prerequisites are met.

Ace Trainer:
Chaser, Enduring Soul, Frontier Battler, Gym Battler, Stat Ace, Tag Battler, Type Ace

Breeder:
Chef, Evolver, Groomer, Hatcher, Medic, Pusher, Trader

Capture Specialist:
Apricorn Smith, Artificer, Collector, Engineer, Maniac, Poké Ball Designer, Snagger

Coordinator:
Beauty Modeler, Cool Trainer, Cute Idol, Fashion Designer, Investor, Smart Teacher, Tough Guy

Martial Artist:
Aura User, Black Belt, Dirty Fighter, Juggler, Message Therapist, Ninja, Weapons Master

Mystic:
Bodysnatcher, Buffet, Channeler, Godspeaker, Guardian, Rune Master, Touched

Psychic:
Air Adept, Clairsentient, Earth Shaker, Empath, Fire Breather, Healer, Hex Maniac, Influential, Rain Maker

Ranger:
Captain, Coach, Detective, Navigator, Rider, Signer, Special Operations Member

Researcher:
Cryptozoologist, Dream Doctor, Petrologist, Photographer, Professor, Scientist, Watcher

Each Trainer Class Features and their Advanced Classes Features are detailed after the normal Trainer Features, and have any Features that can be chosen after acquiring the Class or Advanced Class associated with them listed afterwards.

Whenever a Feature's Prerequisite includes a value in parentheses, that is the amount of currency you must have and pay in order to take the Feature.

Trainer Stats:

When creating your Trainer, you'll notice on the Trainer character sheet that a Trainer has six stats. These stats are Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. These are abbreviated throughout the Handbook into STR, CON, DEX, INT, WIS, and CHA.

Strength

Strength measures your physical power. Trainers who possess great physical prowess can actively involve themselves in battle while training alongside their pokemon to inspire their pokemon's power as well.

- Trainers who excel in Strength become...
- Ace Trainers, inspiring their pokemon's power with their own.
 - Martial Artists, using their muscles to punish those who would harm their friends.
 - Mystics, combining their souls with pokemon and overcoming their will with their own.

Constitution

Constitution measures the body's concentration, stamina and life force. Those with great deals of stamina find themselves lasting much longer while exploring and are more likely to survive a hostile encounter with wild pokemon.

- Trainers who excel in Constitution become...
- Ace Trainers, lasting long enough to command their pokemon towards victory.
 - Coordinators, using their body's make up to influence a judge's opinion.
 - Psychics, sacrificing their life force to cause harm to those who would harm them.

Dexterity

Dexterity relates to a Trainer's reflexes, balance, hand-eye coordination and speed. The most nimble Trainers can avoid trouble, or bypass it, by using their skills in inventive ways.

- Trainers who excel in Dexterity become...
- Capture Specialists, directing Poke Balls towards desired targets in perfect ways.
 - Martial Artists, using their body's perfect training to combat foes acrobatically.
 - Rangers, directing their Stylers in order to best restrain wild foes.

Intelligence

Intelligence is a measure of mind and reason. Those Trainers without Intelligence may find it hard to learn new things or retain valuable information. However, with more smarts, one could memorize the pokedex.

- Trainers who excel in Intelligence become...
- Capture Specialists, using their knowledge of technology to modify their inventions.
 - Psychics, using their mind to impact the world in a literal manner.
 - Researchers, memorizing thousands of bits of information to lead a team.

Wisdom

Wisdom is used to keep one's mind aware to the world around them. It is one's common sense, intuition, perception and ability to empathize with humans and pokemon alike. Minor details and the intention of others are clear to one with great Wisdom.

- Trainers who excel in Wisdom become...
- Breeders, raising their pokemon as children in order to empower their family.
 - Mystics, synchronizing their souls with nature itself to perceive in ways.
 - Researchers, using their intuitive sense to master all forms of information.

Charisma

Charisma is likened to one's charm, persuasiveness, and general force of personality. With enough Charisma, one could influence others into letting them do whatever they please.

- Trainers who excel in Charisma become...
- Breeders, becoming a parent with a gret deal of authority and trust among team mates.
 - Coordinators, using their charms to cheat their way through any conversaion.
 - Rangers, who are respected law enforcers who serve their fellow man.

Using Trainer Stats:

After making your Trainer with the 64 points you can distribute across the Trainer's stats, you'll be able to calculate modifiers.

Modifiers are used for checks, that your GM may ask you to make to see if you are successful in a particular endeavor, and Features. Features will constantly ask you to use Modifiers to measure the effectiveness of the Feature.

To find a Stat's Modifier, add 1 point for the Modifier for every 2 points the stat is above 10 or subtract 1 point for the Modifier for every point the stat is below 10. For example, if a stat is 10, it does not have a Modifier; if a stat is 9, its modifier is -1; if a stat is 12, its modifier is +1.

More examples:

Stat	Modifier
5	-5
7	-3
9	-1
10	0
13	+1
16	+3
17	+3
20	+5

Strength:

STR modifier is added to any improvised attack. Also, whenever performing an athletic act or one that requires great strength, your GM may ask you to make a STR check. Add or subtract your STR modifier from this check.

Constitution:

A Trainer's HP is calculated by multiplying their Constitution stat by 4. Each time a Trainer levels up, they also gain 4 HP. [(CON Stat X 4) + (Trainer Level X 4)]

Dexterity:

DEX modifier is added to your Evasion bonus, unless it's a negative number. Whenever you are targeted by a hostile attack, the attacker must roll your Evasion bonus higher than their usual Accuracy Check to hit. Also, whenever performing an act that requires aim, balance, flexibility or speed, your GM may ask you to make a DEX check. Add or subtract your DEX modifier from this check.

Intelligence:

Whenever performing an act that requires academic knowledge, experience, or general intellect your GM may ask you to make a INT check. Add or subtract your INT modifier from this check.

Wisdom:

WIS modifier is your Perception Bonus. Whenever your GM asks you to make a perception check, you must roll and apply your WIS modifier to that check. The better you roll, the more aware you are of a particular situation surrounding you.

Charisma:

Whenever performing an act that requires bluffing, diplomacy, or how you present yourself in general your GM may ask you to make a CHA check. Add or subtract your CHA modifier from this check.

Trainer Features



Aim For the Horn!:

Trainer Feature

Prerequisites: Pokemon Trainer, WIS 13

Daily – Every 4 levels gained, you may perform this Feature another time per day.

Target: Your pokemon targeting with a Move.

Effect: On a roll of 19 or 20 during Accuracy Check, your pokemon’s attack will deal Neutral damage regardless of immunities or resistances.

Aim For the Horn! +:

Trainer Feature

Prerequisites: Aim for the Horn! WIS 16

Daily – Every 2 levels gained, you may perform this Feature another time per day.

Target: Your pokemon targeting with a Move.

Effect: On a roll of 16-20 during Accuracy Check, your pokemon’s attack will deal Neutral damage regardless of immunities or resistances. This Feature replaces Aim For the Horn!

Back Off:

Trainer Feature

Prerequisites: Pokemon Trainer, CHA 13

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Trigger: A Trainer, not involved in a Gym or Competition battle, challenges you.

Effect: Roll 1d20 and add your CHA modifier. If the result is higher then 10, the Trainer is intimidated and withdraws their challenge.

Chosen One:

Trainer Feature

Prerequisites: 1 Advanced Class, Level 16

Daily

Trigger: You fail to roll high enough for any type of check.

Effect: You don’t fail the check. You may not apply this to a pokemon’s check.

Close Your Eyes!:

Trainer Feature

Prerequisites: Pokemon Trainer, INT 13

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Trigger: Your pokemon is targeted by a Move listed below.

Effect: Use when one of you pokemon is targeted by one of these Moves: Attract, Astonish, Captivate, Charm, Encore, Follow Me, Flash, Glare, Hypnosis, Leer, Mean Look, Sand-Attack, Scary Face, Sleep Powder, Spore, Tail Whip, Taunt, Teeter Dance. The foe must roll +2 during Accuracy Check to hit your pokemon.

Cover Your Ears!:

Trainer Feature

Prerequisites: Pokemon Trainer, WIS 13

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Trigger: Your pokemon is targeted by a Move listed below.

Effect: Use when one of you pokemon is targeted by one of these Moves: Bug Buzz, Chatter, Grasswhistle, Growl, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, Uproar, Yawn. The foe must roll +2 during Accuracy Check to hit your pokemon.

Dual Wielding:

Trainer Feature

Prerequisites: Level 10, STR 12, CON 12, DEX 12, INT 12, WIS 12, CHA 12

Effect: You may control 2 pokemon at the same time. During a round of battle, they are each included in the battle queue. You are still only allotted 1 Trainer Action.

Give it Your All:

Trainer Feature

Prerequisites: Pokemon Trainer

One Time Use Only

Effect: Target one of your Pokemon’s Moves. For one use, it is a Critical Hit that cannot miss.

Hey Guys, Watch This:

Trainer Feature

Prerequisites: Pokemon Trainer

Effect: From now on, instead of gaining a new Feature when you level up during levels that you would gain a Feature, you gain 1 Feat Point. A Feat Point can be spent at anytime you can use a Trainer Action, and does not take a Trainer Action to use. When you spend a Feat Point, you may add any Feature to your Features whose prerequisites you meet. You may not regain any Feat Points you spend. You do not gain a Feat Point on the same level you take Hey Guys, Watch This.

Hold Your Breath!

Trainer Feature

Prerequisites: Pokemon Trainer, CON 13

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Trigger: Your pokemon is targeted by a Move listed below.

Effect: Use when one of you pokemon is targeted by one of these Moves: Muddy Water, Poison Gas, Poisonpowder, Smog, Stun Spore, Surf, Sweet Scent, Whirlpool. The foe must roll +2 during Accuracy Check to hit your pokemon.

I Can Take a Hit:

Trainer Feature

Prerequisites: Pokemon Trainer, CON 13

Effect: When taking damage from anything reduce that damage by 5.

I Can Take a Hit +:

Trainer Feature

Prerequisites: I Can Take a Hit, CON 17

Effect: When taking damage from anything reduce that damage by 10. This Feature replaces I Can Take a Hit.

I Believe In You!:

Trainer Feature

Prerequisites: Pokemon Trainer, CHA 19

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your pokemon that just hit a target with a Move.

Effect: Your pokemon deals an additional 1d10 during the Move’s damage for each point you have in CHA modifier.

I’ve Heard About This Place Before:

Trainer Feature

Prerequisites: Pokemon Trainer, INT 12

Daily

Target: A Town or City

Effect: Roll 1d20 and add your WIS and INT modifiers. If you roll higher than 12, you know local lore, Gym specialties, major sights, and the names of important persons related to the town or city.

Let’s Get That Lock Open:

Trainer Feature

Prerequisites: Pokemon Trainer, INT 15

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: A non-computerized lock.

Effect: Roll 1d20 and add your INT modifier. If the result is higher then 15, the lock is unlocked and is undamaged and doesn’t appear tampered with.

Let Me Help You With That:

Trainer Feature

Prerequisites: Pokemon Trainer

Daily – Every 4 levels gained, you may perform this Feature another time per day.

Target: An ally making a check.

Effect: The ally has +2 added to their check.

Let Me Help You With That +: Trainer Feature
Prerequisites: Let Me Help You With That
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Target: An ally making a check.
Effect: The ally has +7 added to their check. This Feature replaces Let Me Help You With That.

Look Out!: Trainer Feature
Prerequisites: Pokemon Trainer, DEX 17
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon that was targeted by a Move.
Effect: Flip a coin until you flip tails. The foe must roll 1 higher during Accraucy Check to hit your pokemon for each heads during the coin flips.

Multitasking: Trainer Feature
Prerequisites: Pokemon Trainer, STR 12, CON 12, DEX 12, INT 12, WIS 12, CHA 12
Effect: During encounters, you may perform 2 Trainer Actions per round.

Not Yet!: Trainer Feature
Prerequisites: Pokemon Trainer, CON 17
Daily
Trigger: Your pokemon is lowered to 0 HP or less, but not greater then -100% HP.
Effect: Before fainting, the targeted pokemon can make one last shift and Move and then immediately faints afterwards. This cannot be used with Move Explosion or Selfdestruct.

Random Knowledge: Trainer Feature
Prerequisites: 14 INT or 14 WIS
Daily – Every 5 levels gained, you may perform this Class Feature another time per day.
Target: Anything you have line of sight to.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 13, you know about the thing you targeted. If you are targeting a pokemon, you must have targeted the pokemon with a Pokedex.

Remedial First Aid: Trainer Feature
Prerequisites: Pokemon Trainer, 13 INT or 13 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Trainer.
Effect: Roll 1d20 and Add your WIS or INT Modifier. Heal the target this much HP.

Satoshi’s Karma: Trainer Feature
Prerequisites: Pokemon Trainer, Satoshi’s Luck, released 3 fully-evolved, loyal pokemon
Daily
Target: A roll.
Effect: You may re-roll a single die. This Feature replaces, Satoshi’s Luck.

Satoshi’s Luck: Trainer Feature
Prerequisites: Pokemon Trainer, released a fully-evolved, loyal pokemon
Daily
Target: A roll.
Effect: At the cost of 15 HP, you may re-roll a single die. The 15 HP may not be reduced in any way.

Study Session: Trainer Feature
Prerequisites: Bought a book at least once.
Effect: You must buy a book at each Pokemart for 70[₯] per town visited. If you don’t have 70[₯] when you enter a town you have never visited, you lose this Feature and cannot get it back. Your Wisdom stat gains 1 point or your Intelligence stat gains 1 point. You may take the Study Session Feature multiple times. If you take this Feature multiple times, you still only need to spend 70[₯] at a time.

Voltorb Flip: Trainer Feature
Prerequisites: 12 CON or 12 INT or 12 WIS
At-Will
Trigger: A human or pokemon tries to pry into your mind to read it.
Effect: Roll 1d20 and add either your CON, INT or WIS modifier to the roll. If the roll is 13 or higher, you begin to think of an elaborate game of Voltorb Flip. The person reading your mind cannot read anything other then the game of Voltorb Flip in your mind and all other thoughts, secrets and bits of knowledge are safe from the mind reader. If Voltorb Flip is successful, any attempts to read your mind are unsuccessful for the next hour.

What a Guy: Trainer Feature
Prerequisites: Donated to a charity at least once.
Effect: You must donate 70[₯] to a Pokecenter per town visited. If you don’t have 70[₯] when you enter a town you have never visited, you lose this Feature and cannot get it back. Your Charisma stat gains 1 point. You may take the What a Guy Feature multiple times. If you take this Feature multiple times, you still only need to donate 70[₯] at a time.

Workout: Trainer Feature
Prerequisites: Exercised at least once.
Effect: You must exercise at least once every 3 days. A workout session should consume at least 30 minutes of time. While exercising you lose 25 HP. If you forget to exercise at least once every 3 days you lose Workout. Your Strength stat gains 1 point or your Constitution stat gains 1 point. You may take the Workout Feature multiple times. If you take this Feature multiple times, you still only lose 25 HP.

Yoga Break: Trainer Feature
Prerequisites: You practice Yoga.
Effect: You must practice yoga at least once every 3 days. A yoga session should consume at least 30 minutes of time. While exercising you lose 25 HP. If you forget to do yoga at least once every 3 days you lose Yoga Break. Your Dexterity stat gains 1 point. You may take the Yoga Break multiple times. If you take this Feature multiple times, you still only lose 25 HP.

You’re Doing It Wrong!: Trainer Feature
Prerequisites: Pokemon Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: An Ally fails a check.
Effect: In place of a Trainer Action, you may retry whatever check an ally failed if it’s allowed. When you do you have a +2 bonus during your check in addition to any modifiers that would be added.

You’re Doing It Wrong! +: Trainer Feature
Prerequisites: You’re Doing It Wrong!
Daily – Every 3 levels gained, you may perform this Feature another time per day.
Trigger: An Ally fails a check.
Effect: In place of a Trainer Action, you may retry whatever check an ally failed if it’s allowed. When you do you have a +6 bonus during your check in addition to any modifiers that would be added. This Feature replaces You’re Doing It Wrong!

ACE TRAINER



Enhanced Training:
Static
Trigger: Your pokemon gains experience points.
Effect: Each of your pokemon gains 1.2x the amount of experience they would gain normally. This replaces the amount of experience they would normally gain.

Improved Attacks:
Static
Trigger: Your pokemon's damage dealing attack hits.
Effect: When adding up damage dealt to the foe, add either half of your STR modifier or half of your CON modifier before your foes subtracts their defense or special defense from the attack.

These trainers are such dedicated battlers that they have studied how to maximize battle experience. They can maximize their pokemon's attacks and find weaknesses in a foe's pokemon normally immune or resistant to their pokemon's attacks. They teach their pokemon as much as they learn from each of their pokemon's battles. Each battle is filled with passion and each pokemon trained by an Ace Trainer can realize their full battle potential and be the very best.

Advanced Classes:
Chaser, Enduring Soul, Frontier Battler, Gym Battler, Stat Ace, Tag Battler, Type Ace

Class Feature

Prerequisites: 13 STR, 13 CON

Key Abilities: Strength, Constitution
Negligent Ability: Wisdom

Bonuses: +1 STR +1 CON
Penalties: -2 WIS

Ace Trainer Features:
Enhanced Training, Improved Attacks

Ace Trainer Feature

Ace Trainer Feature

Ace Trainer Features

Affirmation: Ace Trainer Feature
Prerequisites: Ace Trainer
Daily – Every 2 levels gained, you may perform this Feature another time per day.
Trigger: Your pokemon fells a foe.
Effect: Your Pokemon gains temporary Hit Points equal to your CON modifier.

Affirmation +: Ace Trainer Feature
Prerequisites: Ace Trainer, Affirmation
At-Will
Trigger: Your pokemon fells a foe.
Effect: Your Pokemon gains temporary Hit Points equal to your CON modifier doubled. This Feature replaces Affirmation.

Beast Master: Ace Trainer Feature
Prerequisites: Ace Trainer, 8 Badges
Static
Target: Your pokemon.
Effect: Your pokemon do not protest to your commands. They cannot be disobedient unless they are Legendary.

Break Through!: Ace Trainer Feature
Prerequisites: Ace Trainer, 16 STR
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: Your pokemon's Move that the foe is Immune to hits.
Effect: The Move that would normally deal no damage because of a foe's Immunity to the Move's type instead is only resisted. If the target has multiple types, one Immune and the other Resistant, the Move is now doubly resisted; one Immune and the other Super-Effective, the Move is now neutral.

Brutal Workout: Ace Trainer Feature
Prerequisites: Ace Trainer, 15 CON
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon who just defeated another pokemon.
Effect: The target loses half of its full HP but gains double the experience they would have gained from the foe they just felled.

Constructive Criticism: Ace Trainer Feature
Prerequisites: Ace Trainer, lost a rival or Gym battle
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: Your pokemon faints.
Effect: The next time that pokemon battles on the day it lost, it will deal an additional 1d20 on its first damaging Move.

Constructive Criticism +: Ace Trainer Feature
Prerequisites: Ace Trainer, Constructive Criticism
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: Your pokemon faints.
Effect: The next time that pokemon battles on the day it lost, it will deal an additional 2d20 on its first damaging Move. This Feature replaces Constructive Criticism.

Give It Some Push: Ace Trainer Feature
Prerequisites: Ace Trainer, 17 CON
Static
Trigger: Your pokemon’s chosen Move hits.
Effect: Chose one Move that can target at least 1 foe but does not have a Dice Damage Check. Give that Move, when used by your pokemon, a Damage Dice Check of 1d20. The pokemon does not add their Attack stat or Special Attack stat to the damage. You may take Give It Some Push multiple times, but must declare a different Move each time.

Improved Attacks Z: Ace Trainer Feature
Prerequisites: Ace Trainer, Improved Attacks +
Static
Trigger: Your pokemon’s damage dealing attack hits.
Effect: When adding up damage dealt to the foe, add half of your STR modifier or half of your CON modifier and then add your STR modifier or your CON modifier before your foes subtracts their defense or special defense from the attack. When picking which modifiers to add, you must pick the opposite modifier of the modifier you picked first (If you picked half of CON, you must pick STR; if you picked half of STR, you must pick CON). The Feature replaces Improved Attacks +.

Improved Attacks Z+: Ace Trainer Feature
Prerequisites: Ace Trainer, Improved Attacks Z, 20 STR, 20 CON
Static
Trigger: Your pokemon’s damage dealing attack hits.
Effect: When adding up damage dealt to the foe, add your STR modifier and your CON modifier before your foes subtracts their defense or special defense from the attack. The Feature replaces Improved Attacks Z.

Improved Attacks +: Ace Trainer Feature
Prerequisites: Ace Trainer, 16 STR, 16 CON
Static
Trigger: Your pokemon’s damage dealing attack hits.
Effect: When adding up damage dealt to the foe, add half of your STR modifier and half of your CON modifier before your foes subtracts their defense or special defense from the attack. The Feature replaces Improved Attacks.

Intimidate: Ace Trainer Feature
Prerequisites: Ace Trainer, 17 STR, 15 CON
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A pokemon.
Effect: You use the Intimidate Ability on the target.

Press: Ace Trainer Feature
Prerequisites: Ace Trainer, Chain Weapons User
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Your own pokemon.
Effect: Deal your own pokemon 10 damage, that cannot be prevented, with your weapon. Raise any of their stats’ Combat Stages 1 level.

Press +: Ace Trainer Feature
Prerequisites: Ace Trainer, Press
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Your own pokemon.
Effect: Deal your own pokemon 20 damage, that cannot be prevented, with your weapon. Raise any of their stats’ Combat Stages 2 levels. The Feature replaces Press.

CHASER



No Escape: Chaser Feature
Static
Target: A pokemon or trainer tries to flee during an encounter.
Effect: The foe subtracts your STR modifier from their roll during the Escape Check. Someone using the Run Away ability must make a regular Escape Check to flee.

Torrential Assault: Chaser Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: A pokemon flees successfully or a trainer recalls their pokemon.
Effect: Once per encounter, you may have an active pokemon make an attack on a pokemon as an Interrupt before they escape or are returned. If you are attacking a pokemon that has fainted and you lower them to -100% they must still make a death savings throw.

Chasers are sometimes looked at as a cruel type of Ace Trainer. Having learned the lesson of prey lost, they vow to never let anything escape their sight ever again. It is not the possibility of capturing the foe that compels them, it is their desire to defeat the foe and show the fleeing enemy who is the best. They teach their pokemon to trap foes and pursue them, even when they are in their energy form, returning to a Poke Ball. The Chaser is dangerous, sometimes letting their obsession get out of control – felling all foes that they meet is the only thing that satisfies their desires.

Chaser Features

Don’t Stop: Chaser Feature
Prerequisites: Chaser, 15 STR
Daily - Every 7 levels gained, you may perform this Feature another time per day.
Target: A pokemon knocks out a foe.
Effect: After knocking out a foe, you may make another Shift and use another Move in that same turn during the encounter. You may only activate this Feature once per pokemon per encounter.

Finish Them!: Chaser Feature
Prerequisites: Chaser, 18 STR
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon using a damaging Move.
Effect: Declare this Feature when a pokemon hits with a damaging Move. If the Move’s target has less than 10 HP after dealing damage, the pokemon faints. If the Move’s target has 10 or more HP, the target of Finish Them! loses 10 HP. Do not apply weakness or resistance when taking away HP with Finish Them! Do not apply stats when taking away HP with Finish Them!

Finish Them! +: Chaser Feature
Prerequisites: Chaser, Finish Them!
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: Your pokemon using a damaging Move.
Effect: Declare this Feature when a pokemon hits with a damaging Move. If the Move’s target has less than 20 HP after dealing damage, the pokemon faints. If the Move’s target has 20 or more HP, the target of Finish Them! loses 20 HP. Do not apply weakness or resistance when taking away HP with Finish Them! Do not apply stats when taking away HP with Finish Them! This Feature replaces Finish Them!

Natural High: Chaser Feature
Prerequisites: Chaser
Static
Target: A pokemon knocks out a foe.
Effect: After knocking out a foe, chose a stat other than HP. On that pokemon’s next turn during the encounter, that stat is raised 1 Combat Stage until the end of that turn.

Natural High +: Chaser Feature
Prerequisites: Chaser, Natural High, 18 STR
Static
Target: A pokemon knocks out a foe.
Effect: After knocking out a foe, chose a stat other than HP. On that pokemon’s next turn during the encounter, that stat is raised 1 Combat Stage for 3 rounds in that encounter. This Feature replaces Natural High.

Mean Look Tutor: Chaser Feature
Prerequisites: Chaser, 2 pokemon with Mean Look
At-Will
Target: A pokemon.
Effect: Pay 1200 , then roll 1d20 and add your STR modifier. If the total exceeds 15, that pokemon learns the Move Mean Look. You may not target the same pokemon more than once with the Feature. If you throw a Poke Ball in the same encounter a pokemon taught Mean Look with this Feature uses Mean Look, the wild pokemon will not need to make an Escape Roll to successfully escape.

No Escape +: Chaser Feature
Prerequisites: Chaser, 15 STR
Static
Target: A pokemon or trainer tries to flee during an encounter.
Effect: The foe subtracts twice your STR modifier from their roll during the Escape Check. Someone using the Run Away ability must make a regular Escape Check to flee. This Feature replaces No Escape.

Pursue: Chaser Feature
Prerequisites: Chaser, 15 STR, felled a foe with Torrential Assault
Daily
Target: A wild pokemon successfully escapes.
Effect: After the encounter in which they escaped ended, you may follow the wild’s tracks and find them to reengage them in a new encounter. They are treated as if they have not left the original encounter. Combat Stages, HP, and Battle Statuses are retain for that wild.

Pursuit: Chaser Feature
Prerequisites: Chaser, 18 STR
Daily
Target: A pokemon or human.
Effect: Use the Move Pursuit.

Shifting Pursuit: Chaser Feature
Prerequisites: Chaser, Pursuit
Daily
Target: A pokemon or human.
Effect: Choose a Type. Use the Move Pursuit, and Pursuit is instead that chosen type instead of Dark. You may not change the Type once you pick the type. This Feature replaces Pursuit. You may take this Feature again but you must pick a different Type and you must have gotten Pursuit again.

Sprints: Chaser Feature
Prerequisites: Chaser, 16 STR, a pokemon with a Speed stat of 30 or greater
Static
Target: Your pokemon.
Effect: You may add to your pokemon’s Speed stat during level up and ignore Base Relation, but only for the Speed Stat.

Thrill of the Hunt: Chaser Feature
Prerequisites: Chaser, Pursue
Static
Target: Your pokemon gaining experience.
Effect: When your pokemon pursues a foe and fells them, with Pursuit, Torrential Assault, or in an encounter after using Pursue, they gain 1.25x the experience they would have gained. Include that modifier to any experience modifiers you already have.

ENDURING SOUL



Boundless Endurance:
Static
Target: Your pokemon’s Defense, Special Defense and HP stats.
Effect: You may add to your pokemon’s Defense, Special Defense or HP stats when they level up, ignoring Base Relation.

Press On!:
Static
Trigger: One of your pokemon are lowered to 0 HP or less.
Effect: A pokemon at or below 0 HP may act as if they had 1 HP left. For each turn a pokemon who is at or below 0 HP act during their turn, they must make a death saving throw. If they are lowered past -100% HP, they are killed and you may not make a death saving throw.

Sometimes, in the heat of battle, an Ace Trainer may be knocked unconscious, leaving their allies unprotected and their pokemon unguided. The Enduring Soul learns from their failure and vows to be there to protect their allies and never go down again. They will always have their friends’ backs and always be there to guide their loyal pokemon. The pokemon owned by an Enduring Soul feel strength from their resolve too and can focus on empowering their defenses to make sure that if an ally is going down, it’s not them.

Advanced Feature

Prerequisites: Ace Trainer, Trainer knocked unconscious by a foe at least once or 3 pokemon with Endure

Ability Bonus: Constitution
Bonuses: +1 CON

Class Features:
Boundless Endurance, Press On!

Enduring Soul Feature

Enduring Soul Feature

Enduring Soul Features

Damage Compromise:
Prerequisites: Enduring Soul, 15 CON
Daily – Every 1 level gained, you may perform this Feature another time per day.
Trigger: Your pokemon are hit by a Move.
Effect: When that pokemon is calculating damage, instead of applying its DEF or SP.DEF you may instead half the damage it is supposed to take and take that amount of damage instead without applying DEF or SP.DEF.

Aware:
Prerequisites: Enduring Soul
Static
Effect: You may sleep and have just as much awareness to sound, feeling, and smell as if you are awake. You also instinctually sense danger while asleep and can wake up instantly. You do not need to make perception checks.

Padding:
Prerequisites: Enduring Soul, 19 CON
Static
Trigger: You are hit by a Move.
Effect: Subtract your CON modifier from the damage you would take.

Padding +:
Prerequisites: Enduring Soul, Padding
Static
Trigger: You are hit by a Move.
Effect: Subtract twice your CON modifier from the damage you would take. This Feature replaces Padding.

Press On! +:
Prerequisites: Enduring Soul, 18 CON
Static
Trigger: One of your pokemon are lowered to 0 HP or less.
Effect: A pokemon at or below 0 HP may act as if they had 1 HP left. For each turn a pokemon who is at or below 0 HP act during their turn, they must make a death saving throw, but get to subtract 15 from the roll. If they are lowered past -100% HP, they are killed you may make a death saving throw but 40 is added to your roll. This Feature replaces Press On.

Hold!:
Prerequisites: Enduring Soul, 3 pokemon with a Defense stat of 30 or more
At-Will
Trigger: You are hit by a Melee or Ranged* damaging Move.
Effect: Lose 25 HP instead of the damage you would have taken.

Soul’s Protection:
Prerequisites: Enduring Soul, a pokemon with the Move Protect
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You are hit by a Move.
Effect: Use the Move Protect.

Soul’s Endurance: Enduring Soul Feature
Prerequisites: Enduring Soul, a pokemon with the Move Endure
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You are hit by a Move.
Effect: Use the Move Endure.

Split: Enduring Soul Feature
Prerequisites: Enduring Soul
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Trigger: One of your adjacent pokemon is hit by a damaging Move.
Effect: You take half of the damage that would have been done to your pokemon. Your pokemon takes half of the damage it was supposed to take. Apply DEF and SP.DEF for your pokemon. Apply any damage modifiers for yourself.

Stand!: Enduring Soul Feature
Prerequisites: Enduring Soul, 3 pokemon with a Special Defense stat of 30 or more
At-Will
Trigger: You are hit by a Melee* or Ranged damaging Move.
Effect: Lose 25 HP instead of the damage you would have taken.

Still Standing: Enduring Soul Feature
Prerequisites: Enduring Soul, 18 CON
Static
Trigger: You are lowered to or below 0 HP.
Effect: You may still issue commands to your pokemon while unconscious. If you chose to, and in that encounter you are lowered to -100% HP, you may not make a death saving roll.

Still Standing +: Enduring Soul Feature
Prerequisites: Enduring Soul, Still Standing
Static
Trigger: You are lowered to or below 0 HP.
Effect: You may still issue commands to your pokemon while unconscious. You may still make a death savings throw when lowered to -100% HP. This Feature replaces Still Standing.

FRONTIER BATTLER



Informed Strategy: Frontier Battler Feature
Static
Target: A Frontier Brain.
Effect: You know one pokemon on the Frontier Brain’s roster before they send out their first pokemon just by looking at them. If the Brain’s stadium has any tricks, you are aware of them immediately.

Scouting Hero: Frontier Battler Feature
Static
Trigger: A pokemon on your roster faints or is recalled during a Brain Match.
Effect: X is your CON modifier halved. For the remainder of the encounter, one of the Frontier Brain’s pokemon’s stats are treated as if they are X under what they actually are.

The Frontier is the ultimate destination for trainers who want to show their true power. The Frontier Battler’s ultimate destination is a throne as one of the Frontier Brains. These Ace Trainers have studied extensively to attain that goal and will defeat every other Brain to show that they are deserving of the highest level of trainer, next to champion.

Frontier Battler Features

Tech Reciprocation: Frontier Battler Feature

Prerequisites: Frontier Battler, 17 CON

Daily - Every 8 levels gained, you may perform this Feature another time per day.

Target: A Frontier Brain’s pokemon.

Effect: When the target uses a Move that that does not deal damage, and your active pokemon is the same Elemental Type as the Move, your pokemon may perform that same Move during their turn as if they knew that Move.

Tech Reciprocation +: Frontier Battler Feature

Prerequisites: Frontier Battler, Tech Reciprocation

Daily - Every 8 levels gained, you may perform this Feature another time per day.

Target: A pokemon.

Effect: When the target uses a Move that that does not deal damage, and your active pokemon is the same Elemental Type as the Move, your pokemon may perform that same Move during their turn as if they knew that Move. This Feature replaces Tech Reciprocation.

Frontier Brain: Frontier Battler Feature

Prerequisites: Frontier Battler, 10 Medals, Level 18, facilities (40,000)

Static

Effect: You take on the responsibilities of a Frontier Brain, you must accept challenges at least one a week. If you lose, you must give the victor a Frontier Medal. You don’t need to remain in your facility’s location to accept challenges, but you do need to let those at your facilities know where you are to forward challengers. Each week you are issued 6500 for your services as a Frontier Brain and to create Medals, which can only be done at your facilities for 1800. You are only paid weekly if you accept at least 3 challenges. You may not take Frontier Brain more then once, even if you have taken Stat Ace twice. Add 2 to your CHA stat.

Informed Strategy +: Frontier Battler Feature

Prerequisites: Frontier Battler, 4 Medals

Static

Target: A Frontier Brain.

Effect: You know two pokemon on the Frontier Brain’s roster before they send out their first pokemon just by looking at them. If the Brain’s stadium has any tricks, you are aware of them immediately. This Feature replaces Informed Strategy.

Informed Strategy Z: Frontier Battler Feature

Prerequisites: Frontier Battler, 6 Medals, Informed Strategy +

Static

Target: A Frontier Brain.

Effect: You know the pokemon on the Frontier Brain’s roster before they send out their first pokemon just by looking at them. If the Brain’s stadium has any tricks, you are aware of them immediately. This Feature replaces Informed Strategy +.

Tactics Recognition: Frontier Battler Feature

Prerequisites: Frontier Battler, 4 Medals

Static

Target: A Frontier Brain’s pokemon.

Effect: When the target uses a Move that deals no damage that it has already used in that encounter, it must roll higher than 6 on 1d8 for it’s effect to work.

Tactics Recognition +: Frontier Battler Feature

Prerequisites: Frontier Battler, Tactics Recognition

Static

Target: A pokemon.

Effect: When the target uses a Move that deals no damage that it has already used in that encounter, it must roll higher than 6 on 1d8 for it’s effect to work. This Feature replaces Tactics Recognition.

Scouting Hero +: Frontier Battler Feature

Prerequisites: Gym Battler, 15 STR

Static

Trigger: A pokemon on your roster faints or is recalled during a Trainer Battle.

Effect: X is your CON modifier. For the remainder of the encounter, one of the Frontier Brain’s pokemon’s stats are treated as if they are X under what they actually are. This Feature replaces Scouting Hero.

Take Special Care: Frontier Battler Feature

Prerequisites: Frontier Battler, 16 CON

Daily

Target: A Frontier Brain’s pokemon.

Effect: Roll 1d20 and add your CON modifier. If you roll higher than 10, identify 3 Moves that pokemon knows at random.

Take Special Care +: Frontier Battler Feature

Prerequisites: Frontier Battler, Take Special Care

Daily

Target: A pokemon.

Effect: Roll 1d20 and add your CON modifier. If you roll higher than 10, identify 4 Moves that pokemon knows. One of them will have the highest Damage Dice Roll of all their Moves, the other 3 will be revealed at random. If there is a tie for highest Damage Dice Roll, reveal up to 4 tied Moves. This Feature replaces Take Special Care.

GYM BATTLER



Advanced Feature

Prerequisites: Ace Trainer, 3 Badges earned through battling

Ability Bonus: Strength
Bonuses: +1 STR

Class Features:
Informed Victory, Scouting Mission

Informed Victory:
Static

Target: A Gym Leader.

Effect: You know one pokemon on the Gym Leader's roster before they send out their first pokemon just by looking at them. If the Gym's stadium has any tricks, you are aware of them immediately.

Scouting Mission:
Static

Trigger: A pokemon on your roster faints or is recalled during a Gym Battle.

Effect: X is your STR modifier halved. For the remainder of the encounter, one of the Gym Leader's pokemon's stats are treated as if they are X under what they actually are.

Gym Battler Feature

Gym Battler Feature

Gym Battlers were born to take advantage of the Pokemon world's Gym Leagues. These Ace Trainers exploit known weaknesses better than others who only know things such as the Gym's Type. When it comes to collecting Badges, these trainers can easily acquire them all, and have their shiny Badges ready to present to the League Championship every single year.

Gym Battler Features

Attack Reciprocation:

Prerequisites: Gym Battler, 17 STR

Daily - Every 8 levels gained, you may perform this Feature another time per day.

Target: A Gym Leader's pokemon.

Effect: When the target uses a Move that that deals damage, and your pokemon who was targeted by that Move is the same Elemental Type as the Move, your pokemon may perform that same Move during their turn as if they knew that Move.

Gym Battler Feature

Attack Reciprocation +:

Prerequisites: Gym Battler, Attack Reciprocation

Daily - Every 8 levels gained, you may perform this Feature another time per day.

Target: A pokemon.

Effect: When the target uses a Move that that deals damage, and your pokemon who was targeted by that Move is the same Elemental Type as the Move, your pokemon may perform that same Move during their turn as if they knew that Move. This Feature replaces Attack Reciprocation.

Gym Battler Feature

Gym Leader:

Prerequisites: Gym Battler, 10 Badges, Level 20, facilities (20,000)

Static

Effect: You must choose an Elemental Type. You take on the responsibilities of a Gym Leader, you must accept challenges at least one a week. During those battles, you must use at least 2 pokemon of the Elemental Type you choose. If the third pokemon is not the type you picked, it must know at least 5 Moves that are the chosen Elemental Type. If you lose, you must give the victor a Gym Badge. You don't need to remain in your facility's location to accept challenges, but you do need to let those at your facilities know where you are to forward challengers. Each week you are issued 3000 for your services as a Gym Leader and to create Badges, which can only be done at your facilities for 850. You are only paid weekly if you accept at least 3 challenges. Add 2 to your CHA stat.

Gym Battler Feature

Informed Victory +:

Prerequisites: Gym Battler, 4 Badges

Static

Target: A Gym Leader.

Effect: You know two pokemon on the Gym Leader's roster before they send out their first pokemon just by looking at them. If the Gym's stadium has any tricks, you are aware of them immediately. This Feature replaces Informed Victory.

Gym Battler Feature

Informed Victory Z:

Prerequisites: Gym Battler, 6 Badges, Informed Victory +

Static

Target: A Gym Leader.

Effect: You know the pokemon on the Gym Leader's roster before they send out their first pokemon just by looking at them. If the Gym's stadium has any tricks, you are aware of them immediately. This Feature replaces Informed Victory +.

Gym Battler Feature

Move Recognition:

Prerequisites: Gym Battler, 6 Badges

Static

Target: A Gym Leader's pokemon.

Effect: When the target uses a Move that it has already used in that encounter, it must roll 1 higher during Accuracy Check to hit.

Gym Battler Feature

Move Recognition +:
Prerequisites: Gym Battler, Move Recognition
Static
Target: A pokemon.
Effect: When the target uses a Move that it has already used in that encounter, it must roll 2 higher during Accuracy Check to hit. This Feature replaces Move Recognition.

Gym Battler Feature

Scouting Mission +:
Prerequisites: Gym Battler, 15 STR
Static
Trigger: A pokemon on your roster faints or is recalled during a Trainer Battle.
Effect: X is your STR modifier. For the remainder of the encounter, one of the Gym Leader’s pokemon’s stats are treated as if they are X under what they actually are. This Feature replaces Scouting Mission.

Gym Battler Feature

Take Special Care:
Prerequisites: Gym Battler, 16 STR
Daily
Target: A Gym Leader’s pokemon.
Effect: Roll 1d20 and add your STR modifier. If you roll higher than 10, identify 3 Moves that pokemon knows at random.

Gym Battler Feature

Take Special Care +:
Prerequisites: Gym Battler, Take Special Care
Daily
Target: A pokemon.
Effect: Roll 1d20 and add your CON modifier. If you roll higher than 10, identify 4 Moves that pokemon knows. One of them will have the highest Damage Dice Roll of all their Moves, the other 3 will be revealed at random. If there is a tie for highest Damage Dice Roll, reveal up to 4 tied Moves.

Gym Battler Feature

STAT ACE -
PICK ATTACK, DEFENSE, SPECIAL ATTACK, SPECIAL DEFENSE, OR SPEED



Advanced Feature

Prerequisites: Ace Trainer, 3 pokemon with the chosen stat of 20 or more

Ability Bonus: Strength
Bonuses: +1 STR

Class Features:
Specialist Training, Stat Subversion

Special: You may take Stat Ace twice. If done, you must choose different Stats.

Specialist Training:

Static

Target: The stat of choice for any of your pokemon.

Effect: You may add half of your STR modifier to the Base stat chosen for Stat Ace to your pokemon. If this changes which of the pokemon’s base stats are the highest, treat the altered base stats appropriately.

Stat Ace Feature

Stat Subversion:

Static

Target: Enemy pokemon’s stat you chose Stat Ace for.

Effect: X is your STR modifier halved. Your target foe’s stat chosen for Stat Ace is lowered X. You may only target one pokemon at a time, you may not change targets until the original is unable to battle. Targeting with Stat subversion is a free action.

Stat Ace Feature

These Ace Trainers hold loyalties only to ability. They find pokemon who are the fastest, or the strongest, or the smartest and then, the Stat Ace further improves those superior abilities. The Stat Ace can bring a slow pokemon up to speed, or make a weak skinned pokemon have an iron-plated body. Their abilities in bringing out a specific skill of a pokemon are unparalleled. No other Ace Trainer can make a Slowbro out run a Shedinja.

Stat Ace Features

Bonus Stats: Stat Ace Feature

Prerequisites: Stat Ace, 3 Badges, 16 STR

Static

Trigger: Your pokemon levels up to a Level evenly divisible by 10.

Effect: You pokemon gets 2 Stat points during each level up evenly divisible by 10. The extra stat point must be put into the chosen Stat for Stat Ace. If that extra point upsets any Base Relation, on each level up afterwards the pokemon must put stat points into the appropriate stats to correct the ruined Base Relation.

Frontier Brain: Stat Ace Feature

Prerequisites: Stat Ace, 10 Medals, Level 20, facilities (50,000)

Static

Effect: You take on the responsibilities of a Frontier Brain, you must accept challenges at least one a week. If you lose, you must give the victor a Frontier Medal. You don’t need to remain in your facility’s location to accept challenges, but you do need to let those at your facilities know where you are to forward challengers. Each week you are issued 6500 for your services as a Frontier Brain and to create Medals, which can only be done at your facilities for 1800. You are only paid weekly if you accept at least 3 challenges. You may not take Frontier Brain more then once, even if you have taken Stat Ace twice. Add 2 to your CHA stat.

Positive Press: Stat Ace Feature

Prerequisites: Stat Ace, Press, 15 STR

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your pokemon.

Effect: Deal your own pokemon 10 damage, which cannot be prevented, with your weapon. Raise your chosen stats Combat Stage 2 levels. This Feature replaces Press.

Stat Boost: Stat Ace Feature

Prerequisites: Stat Ace, Level 10

Daily – Every 15 levels gained, you may perform this Feature another time per day.

Target: Your pokemon.

Effect: For 1 encounter the target gains the Ability Speed Boost. If your chosen Stat is not Speed, replace the Ability’s name with Attack Boost, Special Attack Boost, Defense Boost or Special Defense Boost appropriately. Also if your chosen Stat is not Speed, replace the word Speed in Speed Boost’s effect with Attack, Special Attack, Defense or Special Defense appropriately.

Stat Overflow: Stat Ace Feature

Prerequisites: Stat Ace, Press + or Positive Press

Daily

Target: A pokemon.

Effect: Your pokemon loses half of its full HP. The pokemon’s Stat, chosen for Stat Ace, is set to +6 Combat Stages. Your pokemon cannot use a Move during this round of encounter but may still shift.

Stat Subversion +: Stat Ace Feature

Prerequisites: Stat Ace, 15 STR

Static

Target: Enemy pokemon’s stat you chose Stat Ace for.

Effect: X is your STR modifier. Your foe’s stat chosen for Stat Ace is lowered X. This Feature replaces Stat Subversion.

Stat Unlock: Stat Ace Feature

Prerequisites: Stat Ace, 8 Badges and/or Medals won through battle

Static

Target: Your pokemon.

Effect: Your pokemon ignore Base Relation, as long as they are adding to the Stat chosen for Stat Ace.

Superior Ability: Stat Ace Feature

Prerequisites: Stat Ace, 5 Badges and/or Medals

Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: Target pokemon.

Effect: If your active pokemon’s Stat, chosen for Stat Ace, is higher than the target’s particular stat, that Stat is lowered 1 Combat Stage.

Talent Scout: Stat Ace Feature

Prerequisites: Stat Ace, 2 pokemon with Natures that add to chosen Stat

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A wild pokemon.

Effect: Roll 1d20 and add your STR modifier. If the total exceeds 20, that pokemon has a Nature that adds to your chosen Stat.

Talent Scout +: Stat Ace Feature

Prerequisites: Stat Ace, Talent Scout, 6 pokemon with Natures that add to chosen Stat

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A wild pokemon.

Effect: Roll 1d20 and add your STR modifier. If the total exceeds 15, that pokemon has a Nature that adds to your chosen Stat. If the total exceeds 25, that pokemon has the Nature of your choice, that adds to your chosen stat.. This Feature replaces Talent Scout.

Tag Battler



Team Spirit:
Static
Target: Your two active pokemon.
Effect: Each of your pokemon are treated as if one of their Combat Stages are raised 1 Combat Stage. The Combat Stage raised depends on what the highest stat of your other active pokemon is, ignoring HP. If one of your active pokemon's highest stat, ignoring HP, is Attack, the other active pokemon's Attack will be treated as if it is raised 1 Combat Stage. When switching, the Combat Stages are lowered and then rose again depending on the stats of each active pokemon.

Together!:
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your two active pokemon.
Effect: Your pokemon may combine two Moves into one on the slower pokemon's turn if the faster of the two pokemon moved to the back of the queue on their turn. The Moves must both be the same Elemental type. The Moves must not be self-targeting moves. The Moves must both be able to legally target the target according to each Move's Range. The Move's Accuracy Check is the average of the two Moves' Accuracy Checks. The Damage Dice Roll is both of the Moves' Damage Dice Rolls combined. Treat the Frequencies of the Moves chosen as you would if you weren't combining Moves. All Effects are added to the new, combined Move (The effects “cannot Miss” or “target(s) is/are set to 0 HP” may not be added to the combined Move's effects). Name the Move whatever you'd like.

Tag Battlers can multitask and keep track of multiple pokemon to attain victory. They make their pokemon work not only as a team, but as one combined unit that can defeat any amount of foes they come up against. Each of their pokemon blend well with each of their other pokemon and together they can end all foes.

Advanced Feature

Prerequisites: Ace Trainer, Dual Wielding

Ability Bonus: Constitution
Bonuses: +1 CON

Class Features:
Team Spirit, Together!

Tag Battler Feature

Tag Battler Features

Combine Them!:
Tag Battler Feature
Prerequisites: Tag Battler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your two active pokemon.
Effect: Your pokemon may combine two Moves into one on the slower pokemon's turn if the faster of the two pokemon moved to the back of the queue on their turn. The Moves must not be self-targeting moves. If the Moves are not the same Elemental Type treat them as the ??? Elemental Type, which always hits a target for neutral damage. The Moves must both be able to legally target the target according to each Move's Range. The Move's Accuracy Check is the average of the two Moves' Accuracy Checks. The Damage Dice Roll is both of the Moves' Damage Dice Rolls combined. Treat the Frequencies of the Moves chosen as you would if you weren't combining Moves. All Effects are added to the new, combined Move (The effects “cannot Miss” and “target(s) is/are set to 0 HP” may not be added to the combined Move's effects). Name the Move whatever you'd like.

Brace Each Other!:
Tag Battler Feature
Prerequisites: Tag Battler
Static
Target: Your two adjacent active pokemon.
Effect: As long as your two active pokemon are adjacent, neither can suffer Push damage nor be Pushed. If your pokemon are adjacent to you, you cannot be Pushed nor suffer Push damage either.

Energy Gifting:
Tag Battler Feature
Prerequisites: Tag Battler, 15 CON
Daily - Every 4 levels gained, you may perform this Feature another time per day.
Target: Your two adjacent active pokemon.
Effect: Roll 1d20 and add you CON modifier. If you roll higher than 15, one pokemon may subtract as many point of HP from it's HP as you'd like it to. For each HP subtracted, your other pokemon gains that many HP.

I'll Take It From Here :
Tag Battler Feature
Prequesites: Tag Battler
Static
Target: Your two adjacent active pokemon.
Effect: When one of your pokemon is Trapped, the other active pokemon may take its place and become Trapped, replacing the original Trapped pokemon on the field.

Taking One For A Friend:
Tag Battler Feature
Prerequisites: Tag Battler
Daily - Every 8 levels gained, you may perform this Feature another time per day.
Trigger: One of your two adjacent active pokemon is targeted by a Move.
Effect: Roll 1d20 and add you CON modifier. If you roll higher than 15, the active pokemon who was not targeted may intercept the Move for the targeted pokemon. If the move's area of effect still hits both pokemon, the pokemon who is intercepting the hit may take both sets of damage before applying Defense or Special Defense.

Taking One For A Friend +:
Tag Battler Feature
Prerequisites: Tag Battler, Taking One For A Friend
Daily - Every 8 levels gained, you may perform this Feature another time per day.
Trigger: One of your adjacent active pokemon or ally’s pokemon is targeted by a Move.
Effect: Roll 1d20 and add you CON modifier. If you roll higher than 15, the active pokemon who was not targeted may intercept the Move for the targeted pokemon. If the move’s area of effect still hits both pokemon, the pokemon who is intercepting the hit may take both sets of damage before applying Defense or Special Defense. This Feature replaces Taking One For A Friend.

Spirit Boost:
Tag Battler Feature
Prequesites: Tag Battler
Static
Target: Your two adjacent active pokemon.
Effect: When one of your pokemon uses a Move that raises one it’s Combat Stages, the adjacent ally gains those same Combat Stage bonuses on a roll of 16 or higher on 1d20.

Spirit Boost +:
Tag Battler Feature
Prequesites: Tag Battler, Spirit Boost
Static
Target: Your two adjacent active pokemon or your pokemon and your ally’s pokemon.
Effect: When one of your pokemon uses a Move that raises one it’s Combat Stages, the adjacent ally gains those same Combat Stage bonuses on a roll of 16 or higher on 1d20. This Feature replaces Spirit Boost.

Tag Buff:
Tag Battler Feature
Prerequisites: Tag Battler, 14 CON
At-Will
Target: Your one active pokemon while you are in a trainer battle with allies.
Effect: Once per encounter, you may have your pokemon skip its turn to raise each of your active ally’s pokemon’s Combat Stages 1 level depending on which of your active pokemon’s highest stat, other then HP, is. Your must roll higher then 15, when rolling 1d20 and adding your CON modifier for this effect to be successful.

Team Spirit +:
Tag Battler Feature
Prerequisites: Tag Battler, 6 Badges
Static
Target: Your two active pokemon.
Effect: Each of your pokemon are treated as if one of their Combat Stages are raised 2 Combat Stages. The Combat Stages raised depends on what the highest stat of your other active pokemon is, ignoring HP. If one of your active pokemon’s highest stat, ignoring HP, is Attack, the other active pokemon’s Attack will be treated as if it is raised 2 Combat Stages. When switching, the Combat Stages are lowered and then rose again depending on the stats of each active pokemon.

With Them!:
Tag Battler Feature
Prerequisites: Tag Battler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your one active pokemon while you are in a trainer battle with allies.
Effect: Your pokemon and one of your ally’s pokemon may combine two Moves into one on the slower pokemon’s turn if the faster of the two pokemon moved to the back of the queue on their turn. The Moves must both be the same Elemental type. The Moves must not be self-targeting moves. The Moves must both be able to legally target the target according to each Move’s Range. The Move’s Accuracy Check is the average of the two Moves’ Accuracy Checks. The Damage Dice Roll is both of the Moves’ Damage Dice Rolls combined. Treat the Frequencies of the Moves chosen as you would if you weren’t combining Moves. All Effects are added to the new, combined Move. Name the Move whatever you’d like.

TYPE ACE - PICK ONE ELEMENTAL TYPE



Type Training:
Type Ace Feature
Static
Trigger: Your chosen type pokemon gains experience points.
Effect: Each of your chosen type pokemon gains 1.5x the amount of experience they would gain normally. This replaces the amount of experience they would normally gain. This Feature replaces Improved Training for the pokemon of the chosen type.

Improved Type Attacks:
Type Ace Feature
Static
Trigger: Your pokemon’s chosen type damage dealing attack hits.
Effect: When adding up damage dealt to the foe, add a STAB dice roll to the total. If your pokemon does not normally receive the STAB bonus, they roll one die, if you already receive the STAB bonus, add an additional STAB bonus.

A fan of whatever Type they align themselves with, the Type Ace finds a special calling to the elements. These Ace Trainers find symbolic meaning in a certain type and make each of their pokemon utilize that element in the best way possible. A Type Ace can bring out the best of any type, even in pokemon who are not the same type themselves. The Type Ace can even convert the elements themselves.

Type Ace Features

Elemental Shifting: Type Ace Feature
Prerequisites: Type Ace, Type Soul, 16 CON
At-Will
Target: A pokemon.
Effect: Lose HP equal to your CON modifier. X is your CON modifier multiplied by 10 seconds, or your CON modifier multiplied by 1 round. The target temporarily gains the Type you feel bound to. If it has 2 Types already, temporarily replace one of their types. It becomes that Type for X.

Elemental Sync: Type Ace Feature
Prerequisites: Type Ace, Type Soul
Static – Activate once.
Target: A pokemon.
Effect: Lose half of your full HP. You cannot regain those HP for 2 days. Elemental Sync takes approximately 10 hours to complete. The targeted pokemon is now permanently the Type you feel bound to. If this pokemon is two Types, one of its Types is permanently replaced. The pokemon’s physical appearance is altered appropriately. You may not use Elemental Sync to change a pokemon’s type so that is both Dark and Ghost. You can take Elemental Sync up to 3 times.

Gym Leader: Type Ace Feature
Prerequisites: Type Ace, 10 Badges, Level 20, facilities (25,000)
Static
Effect: You take on the responsibilities of a Gym Leader, you must accept challenges at least one a week. If you lose, you must give the victor a Gym Badge. You don’t need to remain in your facility’s location to accept challenges, but you do need to let those at your facilities know where you are to forward challengers. Each week you are issued 3000 for your services as a Gym Leader and to create Badges, which can only be done at your facilities for 850. You are only paid weekly if you accept at least 3 challenges. You may not take Gym Leader more then once, even if you have taken Type Ace twice. Add 2 to your CHA stat.

Improved Type Attacks +: Type Ace Feature
Prerequisites: Type Ace, 16 CON
Static
Trigger: Your pokemon’s chosen type damage dealing attack hits.
Effect: When adding up damage dealt to the foe, add 2 STAB dice roll to the total. If your pokemon does not normally receive the STAB bonus, they roll two STAB die, if you already receive the STAB bonus, roll three additional STAB bonuses. This Feature replaces Improved Type Attacks.

Move Shift: Type Ace Feature
Prerequisites: Type Ace, Type Soul
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Target: A pokemon’s damage dealing Move.
Effect: Lose HP equal to your CON modifier doubled. The Move’s Type temporarily becomes the Type you feel bound to for that use.

Soulbound: Type Ace Feature
Prerequisites: Type Ace, an Arms Feature, Type Soul, 18 CON
Static
Effect: Your attacks can deal damage based on the Type you feel bound to by subtracting HP equal to your CON modifier. Apply weakness, resistance and immunities. Once you have Soulbound, you may not take any Modifier Arms Features. If you already had a Modifier Arms Feature, Soulbound replaces it.

Superior Typing: Type Ace Feature
Prerequisites: Type Ace, Badge from a Gym Leader who used same-as-chosen-type
Static
Target: Your pokemon of your chosen type.
Effect: When your foe uses attacks of your chosen type they do not roll STAB dice.

Superior Typing +: Type Ace Feature
Prerequisites: Type Ace, Superior Typing
Static
Target: Your pokemon of your chosen type.
Effect: When your foe uses attacks of your chosen type they do not roll STAB dice. When your foe uses Moves of your chosen type they cannot Critical Hit or kill your chosen typed pokemon with those Moves. This Feature replaces Superior Typing.

Type Soul: Type Ace Feature
Prerequisites: Type Ace, 5 same-as-chosen-typed pokemon above level 10
Static
Target: Self.
Effect: You feel bound to that Elemental Type, but are not obligated to only use that type. You can sense pokemon of that type nearby; 5-meters multiplied by your STR modifier. You can also sense that Type in Movesets of pokemon; 5-meters multiplied by your CON modifier. You may not take Type Soul more then once, even if you have taken Type Ace twice.

With The Elements: Type Ace Feature
Prerequisites: Type Ace, 10 same-as-chosen-typed pokemon above level 10
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a route.
Effect: A same-as-chosen-typed wild pokemon appears in a group.



Egg Factory: Breeder Feature
Static

Target: Eggs in the possession of the Breeder.
Effect: You may make up to 7 different Breeding Checks per day; the check for Breeding is 35 instead of 25; and when making Breeding Checks, your rolls are not penalized if your Pokemon spend less then 12 hours together. Your Pokemon must still have at least 8 hours together.

Natural Edge: Breeder Feature
Daily
Target: A hatching egg.
Effect: Add half of your CHA modifier to any of the pokemon's base stat and add half of your WIS modifier to any different base stat of the same pokemon. This becomes your pokemon's new base stats.

Some trainers realize the value of raising a pokemon from a young age in order to build a better bond with their allies and friends. Breeders emphasize the importance of raising a pokemon from birth, not as a friend, but as their own children. Breeders hatch eggs very quickly and can actually coerce their pokemon to produce multiple eggs. The most noticeable talent a breeder shows is the fact that their pokemon are naturally born with more power then the average pokemon. Some even grow more powerful then any other in its species. Their pokemon are born with the courage and strength to pull them through any situation.

Advanced Classes:
Chef, Evolver, Groomer, Hatcher, Medic, Pusher, Trader

Class Feature

Prerequisites: 13 CHA, 13 WIS

Key Abilities: Charisma, Wisdom
Negligent Ability: Dexterity

Bonuses: +1 CHA +1 WIS
Penalties: -2 DEX

Class Features:
Egg Factory, Natural Edge

Breeder Features

Age Never Mattered: Breeder Feature
Prerequisites: Breeder, CHA 19
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon who are breeding.
Effect: Roll 1d20 and add your CHA modifier. If the result is higher than 20, ignore the Level Difference penalty when making the Breeding Check.

Age Never Mattered +: Breeder Feature
Prerequisites: Breeder, 3 eggs produced when the Level Difference penalty was over 20
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon who are breeding.
Effect: Ignore the Level Difference penalty when making the Breeding Check. This Feature replaces Age Never Mattered.

Breed: Breeder Feature
Prerequisites: Breeder, CHA 21, WIS 21
Daily
Target: Two pokemon who are compatible for breeding.
Effect: Give the targets at least 12 hours of time alone, they will be guaranteed to produce an egg.

Breed +: Breeder Feature
Prerequisites: Breeder, Breed, must have hatched 15 eggs
Daily
Target: Two pokemon who are compatible for breeding.
Effect: Give the targets at least 6 hours of time alone, they will be guaranteed to produce an egg. This Feature replaces Breed.

Double Time: Breeder Feature
Prerequisites: Breeder
Daily
Target: Pokemon who are breeding.
Effect: After 30 minutes of private time, you can make a Breeding Check while ignoring the Time penalty.

Egg Hatcher: Breeder Feature
Prerequisites: Breeder
Static
Target: Eggs in the possession of the Breeder.
Effect: Eggs hatch at ¾ of the rate they usually would.

Egg Hatcher +: Breeder Feature
Prerequisites: Breeder, 18 CHA
Static
Target: Eggs in the possession of the Breeder.
Effect: Eggs hatch at ½ of the rate they usually would. The Feature replaces Egg Hatcher.

Egg Sale: Breeder Feature
Prerequisites: Breeder, CHA 18
Daily – Every 3 levels gained, you may perform this Feature another time per day.
Target: Cashiers at Pokemart.
Effect: Roll 1d20 and add your CHA modifier. Multiply the result by 10. You may sell 1 Egg for the product at the Pokemart.

Fertile Encouragement: Breeder Feature
Prerequisites: Breeder, CHA 16
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon who are breeding.
Effect: Roll 1d6 and add your CHA modifier. Subtract this number from the Breeding Check to see if an egg is produced.

Litters: Breeder Feature
Prerequisites: Breeder, WIS 17, a pokemon who has helped to make at least 2 eggs
Daily
Target: Pokemon who are breeding.
Effect: Roll 1d4. The roll represents how many eggs are produced after breeding if the breeding was successful.

Litters +: Breeder Feature
Prerequisites: Breeder, Litters, a pokemon who has produced 4 eggs at once
Daily
Target: Pokemon who are breeding.
Effect: Roll 1d6 and add 1. The roll represents how many eggs are produced after breeding if the breeding was successful.

Mood Setter: Breeder Feature
Prerequisites: Breeder, WIS 16
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon who are breeding.
Effect: Roll 1d6 and add your WIS modifier. Subtract this number from the Breeding Check to see if an egg is produced.

Natural Edge +: Breeder Feature
Prerequisites: Breeder, 21 WIS, 23 CHA
Daily
Target: A hatching egg.
Effect: Add your CHA modifier to any of the pokemon’s base stat and add your WIS modifier to any different base stat of the same pokemon. This becomes your pokemon’s new base stats. This Feature replaces Natural Edge.

Never Would Have Happened: Breeder Feature
Prerequisites: Breeder, 8 Breeder Features
Daily
Target: 2 opposite gendered pokemon who aren’t in the same egg group.
Effect: Roll 1d20 and add your WIS and CHA modifiers. If the total is higher then 30, they are allowed to breed but must still make a Breeding Check to see if an egg is produced.

CHEF



Natural Cook: Chef Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a Route.
Effect: Roll 1d4 and add your WIS modifier. The total represents the amount of food portions you make for humans and or pokemon, feeding them for the whole day.

Energy Boost: Chef Feature
At-Will
Target: Items.
Effect: You create an Energy Drink that provides Trainers with Temporary Hit-Points equal to your WIS modifier x5. The Temporary Hit-Points disappear in 1 hour. It costs 450 to create the Energy Drink.

The Chef is a talented culinary master. This Breeder loves to make food for their friends and their pokemon. They are talented poffin mixers, making high level cakes not even a full team of mixers could make. They are also talented poke block crushers, making vitamins unlike any a normal trainer would make. Food comes easy for a team traveling with a Chef; they can use the world around them to provide for everyone.

Chef Features

Bait: Chef Feature
Prerequisites: Chef, 15 WIS
Daily
Target: Anywhere on a route.
Effect: Roll 1d20 and add you WIS modifier. You create a pile of food and place it somewhere on the route.
If your roll is less than 10, a random pokemon, based on your GM’s discretion will appear. If you roll 11 or higher a Pokemon at least 5 levels higher than your current party’s highest leveled pokemon, will appear. If you roll 20 or higher, a Pokemon at least 10 levels higher than your current party’s highest leveled pokemon, will appear.

Bait +: Chef Feature
Prerequisites: Chef, Bait, 19 WIS
Daily
Target: Anywhere on a route.
Effect: Roll 1d20 and add you WIS modifier. You create a pile of food and place it somewhere on the route.
If your roll is less than 10, a random pokemon, based on your GM’s discretion will appear. If you roll 11 or higher a Pokemon at least 5 levels higher than your current party’s highest leveled pokemon, will appear. If you roll 20 or higher, a Pokemon at least 10 levels higher than your current party’s highest leveled pokemon, will appear. If your result is higher then 20, your food can be Poisoned, it can induce Paralysis or it can cause the consumer to fall Asleep. This Feature replaces Bait.

Energy Boost +: Chef Feature
Prerequisites: Chef, 18 WIS
At-Will
Target: Items.
Effect: You create an Energy Drink that provides Trainers with Temporary Hit-Points equal to your WIS modifier x5. The Temporary Hit-Points disappear in 2 hours. It costs 250 to create the Energy Drink. This Feature replaces Energy Boost.

Natural Cook +: Chef Feature
Prerequisites: Chef, 15 WIS
Daily
Target: Anywhere on a Route.
Effect: Roll 1d6 and add your WIS and CHA modifiers. The total represents the amount of food portions you make for humans and or pokemon, feeding them for the whole day. This Feature replaces Natural Cook.

Poffin Mixer: Chef Feature
Prerequisites: Chef, 14 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Poffin that is being mixed.
Effect: Add your WIS modifier to the value of the Poffin.

Shake Blender: Chef Feature
Prerequisites: Chef, 14 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Shake that is being blended.
Effect: Add your WIS modifier to the value of the Shake.

Soldier Pills: Chef Feature
Prerequisites: Chef, 18 WIS
Daily
Target: Items.
Effect: You create a Soldier Pill that provides Trainers with enough energy to go 1 day without sleep. After 48 hours without sleep, the item’s consumer loses 15 HP for every hour without sleep. It costs 650 to create a Soldier Pill.

Soldier Pills +: Chef Feature
Prerequisites: Chef, Soldier Pills
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: You create a Soldier Pill that provides Trainers with enough energy to go 1 day without sleep. After 48 hours without sleep, the item’s consumer loses 10 HP for every hour without sleep. It costs 450 to create a Soldier Pill+. This Feature replaces Soldier Pills.

Soul Food: Chef Feature
Prerequisites: Chef, 16 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon.
Effect: Roll 1d20 and add your WIS modifier. On a result higher then 15, the pokemon eats food that greatly increases its mood. It costs 150 to use Soul Food.

Vitamins: Chef Feature
Prerequisites: Chef, 20 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Roll 1d6. On a result of 1, you create an HP Up; on a result of 2, you create a Protein; on a result of 3, you create an Iron; on a result of 4, you create a Calcium; on a result of 5, you create a Zinc; on a result of 6, you create a Carbos. It costs 4800 to use the Vitamins Feature.

Vitamins +: Chef Feature
Prerequisites: Chef, Vitamins
Daily
Target: Items.
Effect: Create a HP Up, a Protein, an Iron, a Calcium, a Zinc or a Carbos. It costs 4800 to use the Vitamins + Feature. This Feature does not replace Vitamins.

EVOLVER



Advanced Feature

Prerequisites: Breeder, Evolved at least 3
Pokemon

Ability Bonus: Charisma
Bonuses: +1 CHA

Class Features:
Early Evolution, Quick Study

Early Evolution:
Static

Target: Pokemon the Breeder owns.

Effect: Your CHA modifier is X. Pokemon who level up by happiness and level requirement may evolve up to X levels earlier if they meet their requirements.

Quick Study:
Static

Target: Pokemon the Breeder owns.

Effect: Your CHA modifier halved is X. Your pokemon's attacks learned through level up are learned X levels earlier.

Some Breeders intuitively know what kind of motivation a pokemon needs to evolve a pokemon at an unnaturally low level of power. The Evolver can coerce their pokemon to grow up at a young age and allow a pokemon to rapidly reach its final level of evolution, increasing its basic level of power without putting as much time into a particular pokemon that a normal trainer would. It is through evolution that a pokemon can reach full maturity; the most mature pokemon make the best partners.

Evolver Features

Ancient Evolution: Evolver Feature
Prerequisites: Evolver, 18 CHA, evolved a pokemon who evolved by knowing a Move
Daily

Target: A Breeder's pokemon, which can evolve if it knows a Move.
Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 20, the pokemon spontaneously evolves and learns the Move that it would have needed to know in order to evolve. If you fail the check, the pokemon loses 2 levels, and its exp is lowered appropriately for it to be 2 levels under where is just was. Lower stats appropriately and remove Moves appropriately.

Clocked Evolution: Evolver Feature
Prerequisites: Evolver, 18 CHA, evolved a pokemon based on time
Daily

Target: A Breeder's pokemon, which can evolve based on the time of day.
Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 20, the pokemon spontaneously evolves. If you fail the check, the pokemon loses 2 levels, and its exp is lowered appropriately for it to be 2 levels under where is just was. Lower stats appropriately and remove Moves appropriately.

Devolve!: Evolver Feature
Prerequisites: Evolver, 22 CHA
Daily

Target: A pokemon.
Effect: You may use this Feature when you successfully damage a pokemon. Roll 1d20 and add your CHA modifier. If the result is greater then 21 and the target has less than 10% of its HP left, it is returned to a previous stage of its evolutionary line. If the previous stage is known, it is returned to that particular pokemon. Adjust its stats appropriately, but its Move set is unaltered. That pokemon may not evolve for another 5 levels unless that pokemon is above level 50.

Early Evolution +: Evolver Feature
Prerequisites: Evolver, 18 CHA
Static

Target: Pokemon the Breeder owns.
Effect: Your CHA modifier doubled is X. Pokemon who level up by happiness and level requirement may evolve up to X levels earlier if they meet their requirements. This Feature replaces Early Evolution.

Environ Evolution: Evolver Feature
Prerequisites: Evolver, 18 CHA, evolved a pokemon based on location
Daily

Target: A Breeder's pokemon, which can evolve based on location.
Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 20, the pokemon spontaneously evolves. If you fail the check, the pokemon loses 2 levels, and its exp is lowered appropriately for it to be 2 levels under where is just was. Lower stats appropriately and remove Moves appropriately.

Elemental Evolution: Evolver Feature
Prerequisites: Evolver, 18 CHA, evolved a pokemon with an Elemental Stone
Daily

Target: A Breeder's pokemon, which can evolve through the use of an Elemental Stone.
Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 20, the pokemon spontaneously evolves. If you fail the check, the pokemon loses 2 levels, and its experience is lowered appropriately for it to be 2 levels under where it just was. Lower stats appropriately and remove Moves appropriately.

Evolve!:

Prerequisites: Evolver, evolved at least 5 pokemon

Daily

Target: The roll made during a check made with an Evolver Feature.

Effect: Add your CHA modifier to the check.

Evolver Feature

Evolve! +:

Prerequisites: Evolver, Evolve!

Daily

Target: The roll made during a check made with an Evolver Feature.

Effect: Add your CHA modifier doubled to the check. This Feature replaces Evolve!

Evolver Feature

Keepsake Builder:

Prerequisites: Evolver, evolved a pokemon that used a held item to evolve

At-Will

Target: Items.

Effect: You can create an Item that does nothing in battle, but it can serve as a replacement for a pokemon’s requirement to evolve if they would need a held item. The item can be named whatever you’d like. Like all other held items that influence evolution, the item disappears after the pokemon evolves. It costs 1000 to use the Keepsake Builder Feature.

Evolver Feature

Keepsake Evolution:

Prerequisites: Evolver, 18 CHA, evolved a pokemon that used a held item to evolve

Daily

Target: A Breeder’s pokemon, which can evolve through the use of Held Items.

Effect: Roll 1d20 and add your CHA modifier. If the result exceeds 20 and the pokemon has met the level minimum requirement, the pokemon spontaneously evolves. If you fail the check, the pokemon loses 2 levels, and its exp is lowered appropriately for it to be 2 levels under where is just was. Lower stats appropriately and remove Moves appropriately.

Evolver Feature

Quick Study +:

Prerequisites: Evolver, 16 CHA

Static

Target: Pokemon the Breeder owns.

Effect: Your CHA modifier is X. Your pokemon’s attacks learned through level up are learned X levels earlier. This Feature replaces Quick Study.

Evolver Feature

GROOMER



Advanced Feature

Prerequisites: Breeder, 2 Contest Ribbons

Ability Bonus: Charisma

Bonuses: +1 CHA

Class Features:

Good Grooming, Contest Coating

Good Grooming:

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A Pokemon.

Effect: After a 10 minute grooming, the target is temporarily at full happiness and appears more appealing. If they level up without a negative incident within 10 minutes of Good Grooming and have met all previous requirements for evolution, evolution is guaranteed.

Groomer Feature

Contest Coating:

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A Pokemon entering a contest.

Effect: Add your CHA modifier to your pokemon’s appearance appeal in the first round of a Contest.

Groomer Feature

Some Breeders take interest in pokemon contests. A Groomer can prepare their pokemon for a contest and even defeat an inexperienced Coordinator because of it. In addition to preparing pokemon for a debut on stage, their grooming techniques greatly increase the happiness of their pokemon, or any pokemon they practice on.

Groomer Features

Beauty Grooming: Groomer Feature
Prerequisites: Groomer, a Beauty Contest ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon.
Effect: The Target will have your CHA modifier added to their appeal if they participate in a Beauty Contest.

Contest Coating +: Groomer Feature
Prerequisties: Groomer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon entering a contest.
Effect: Add your CHA and WIS modifiers to your pokemon’s appearance appeal in the first round of a Contest.

Contest Grooming Spoils: Groomer Feature
Prerequisites: Groomer, one of Beauty, Cool, Cute, Tough, or Smart Grooming, 18 WIS
Daily
Target: A Pokemon who just won a Contest.
Effect: Use when the target wins a Contest and you used Beauty Grooming, Cool Grooming, Cute Grooming, Tough Grooming or Smart Grooming on them before they began the Contest. Add 1 point to their Beauty, Coolness, Smartness, Toughness or Cuteness as long as you have the Grooming Feature that corresponds with that Contest Stat. You may add a point to any of their Contest stat as long as you have the appropriate Grooming Feature regardless of the type of Contest the pokemon just won.

Cool Grooming: Groomer Feature
Prerequisites: Groomer, a Cool Contest ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon.
Effect: The Target will have your CHA modifier added to their appeal if they participate in a Cool Contest.

Cute Grooming: Groomer Feature
Prerequisites: Groomer, a Cute Contest ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon.
Effect: The Target will have your CHA modifier added to their appeal if they participate in a Cute Contest.

Good Grooming +: Groomer Feature
Prerequisites: Groomer, CHA 19
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon.
Effect: After a 10 minute grooming, the target is temporarily at full happiness and appears more appealing. If they level up without a negative incident within 1 day of Good Grooming + and have met all previous requirements for evolution, evolution is guaranteed.

Natural Attraction: Groomer Feature
Prerequisites: Groomer, 14 CHA
Daily
Target: A hatching egg.
Effect: Add a quarter of your whole CHA modifier rounded up the next whole number to any Contest Stat for the hatching pokemon.

Tough Grooming: Groomer Feature
Prerequisites: Groomer, a Tough Contest ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon.
Effect: The Target will have your CHA modifier added to their appeal if they participate in a Tough Contest.

Sheen Breeding: Groomer Feature
Prerequisites: Groomer, 21 WIS, 17 CHA
Daily
Target: Pokemon who are breeding and have successfully produced an egg.
Effect: Roll 1d100 and subtract your WIS modifier doubled, from the result. If you rolled 0 or under, when the egg hatches, the pokemon will be Shiny.

Smart Grooming: Groomer Feature
Prerequisites: Groomer, a Smart Contest ribbon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Pokemon.
Effect: The Target will have your CHA modifier added to their appeal if they participate in a Smart Contest.

HATCHER



This Is How You Do It, Son:

Static

Target: A Pokemon you've hatched, within at least 2 meters of one of its parents.

Effect: When the parent Pokemon gains Experience Points, instead it gains half of the experience points it would have gained, then the target gains the other half of the experience points. If both parents of a particular target are nearby, you may only use This Is How You Do It, Son's Effect once.

Egg Advantage:

Daily

Target: A hatching egg.

Effect: Your CHA modifier halved is X. The hatching pokemon learns up to X Egg Moves, regardless of its parents' move sets. These Egg Moves are decided at random. You can only have one instance of any attack. If a pokemon has fewer Egg Moves than X modifier, they learn all of their Egg Moves.

The Hatcher takes a great deal of pride in their pokemon's eggs. They practice warming eggs in an unrivaled fashion, which can hatch a newly acquired egg in less than a few days. Their care for their eggs greatly influence the potential of their baby pokemon and can prove to make the Breeder's babies greatly stronger as they grow up.

Advanced Feature

Prerequisites: Breeder, Hatched at least 5 Eggs, Egg Hatcher

Ability Bonus: Charisma

Bonuses: +1 CHA

Class Features:

This Is How You Do It, Son, Egg Advantage

Hatcher Features

Attitude Blinders:

Hatcher Feature

Prerequisites: Hatcher, CHA 18

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A hatching egg.

Effect: Roll 1d20 and add your CHA modifier. If the result is higher than 15, choose 5 Natures and assign each to the numbers 2, 3, 4, 5, 6. Roll 1d6; on a result of 1, Attitude Blinders fails; on a result of 2-6, give the hatching egg the assigned Nature.

Attitude Blinders +:

Hatcher Feature

Prerequisites: Hatcher, Attitude Blinders

Daily

Target: A hatching egg.

Effect: Roll 1d20 and add your CHA modifier. If the result is higher than 20, choose a nature and give the hatching pokemon the assigned Nature. This Feature replaces Attitude Blinders.

Birthrights:

Hatcher Feature

Prerequisites: Hatcher, CHA 16

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A hatching egg.

Effect: Roll 1d20 and add your CHA modifier. If the result is higher than 20, the pokemon hatches with the Ability of your choice.

Chain Hatching:

Hatcher Feature

Prerequisites: Hatcher, has had 2 eggs hatch within 10 minutes of each other

Daily – Every 3 levels gained, you may perform this Feature another time per day.

Target: An egg that was near a hatching egg and has ½ of its usual hatching time left.

Effect: Flip a coin. On a correctly called coin flip, the target egg hatches.

Egg Advantage +:

Hatcher Feature

Prerequisites: Hatcher, 17 WIS, 17 CHA

Daily

Target: A hatching egg.

Effect: Your CHA modifier is X. The hatching pokemon learns up to X Egg Moves, regardless of its parents' move sets. These Egg Moves are decided at random. You can only have one instance of any attack. If a pokemon has fewer Egg Moves than X modifier, they learn all of their Egg Moves. The Feature replaces Egg Advantage.

Egg Index

Hatcher Feature

Prerequisites: Hatcher, 14 WIS

At-Will

Target: An egg.

Effect: You know what pokemon will hatch from any egg by looking at it. Legendary eggs can't be identified.

Egg Move Tutor:

Hatcher Feature

Prerequisites: Hatcher, 24 CHA

Daily

Target: An unevolved pokemon who can learn an egg move and is leveling up to a level evenly divisible by 5.

Effect: Roll 1d20 and add your CHA modifier. If the result is higher than 25, the target can be taught an egg move it has not yet learned.

Hatch Now!:

Hatcher Feature

Prerequisites: Hatcher, 21 CHA, 16 WIS

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: An egg with less then ½ of its Hatching time left.

Effect: Roll 1d20 and add your CHA modifier. If the result is higher than 20, the egg immediately hatches.

Hatch Now! +:

Hatcher Feature

Prerequisites: Hatcher, Hatch Now!

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: An egg.

Effect: Roll 1d20 and add your CHA modifier. If the result is higher than 17, the egg immediately hatches.

This Feature replaces Hatch Now!.

Master Hatcher:

Hatcher Feature

Prerequisites: Hatcher, 16 CHA

Static

Target: Eggs in the possession of the Breeder.

Effect: Eggs hatch at 1/3 the rate they would normally hatch at. This Feature replaces Egg Hatcher or Egg Hatcher +.

Repetitive Hatching:

Hatcher Feature

Prerequisites: Hatcher, 16 CHA

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: An egg that will hatch into a pokemon you have hatched before.

Effect: Roll 1d20 and add your CHA modifier. Subtract that many hours from the egg’s remaining time until hatching.

Warmer:

Hatcher Feature

Prerequisites: Hatcher, 15 WIS

At-Will

Target: Items.

Effect: For 450 you can create a Warmer. The item can be placed on one Egg. The egg will now hatch at ¾ the rate it normally would. After the egg with the Warmer hatches, the Warmer breaks. If the Warmer is removed from the egg, the Warmer breaks.

Warmer +:

Hatcher Feature

Prerequisites: Hatcher, Warmer, 18 WIS

At- Will

Target: Items.

Effect: For 450 you can create a Plus Warmer. The item can be placed on one Egg. The egg will now hatch at ½ the rate it normally would. After the egg with the Plus Warmer hatches, the Plus Warmer breaks. If the Plus Warmer is removed from the egg, the Plus Warmer breaks.

MEDIC



Treat Minor Wounds:

At-Will

Target: Pokemon or Trainers.

Effect: Pay 150 then heal the target 20 HP.

Calming Herbs:

At-Will

Target: A Paralyzed Pokemon.

Effect: Pay 100 then roll 1d20. If your roll added to your WIS modifier exceeds 10, the target is no longer Paralyzed.

When battling, a pokemon is commonly injured which requires a visit to a pokemon center shortly afterward. Breeders who start practicing basic medical work can find a warm welcome to any traveling party. Routes that last a few days can see no form of medical attention for a trainer’s pokemon, which can potentially kill a severally poisoned or injured pokemon. A Medic can treat wounded and afflicted pokemon at the cost of some medical supplies and herbs that earth gives them from the surrounding area.

Advanced Feature

Prerequisites: Breeder, Field First Aid (650)

Ability Bonus: Wisdom

Bonuses: +1 WIS

Class Features:

Treat Minor Wounds, Calming Herbs

Medic Feature

Medic Feature

Medic Features

Diluting Herbs: Medic Feature
Prerequisites: Medic, 14 WIS
At-Will
Target: A Poisoned Pokemon.
Effect: Pay 100 then roll 1d20. If your roll added to your WIS modifier exceeds 10, the target is no longer Poisoned.

Freezing Herbs: Medic Feature
Prerequisites: Medic, 16 WIS
At-Will
Target: A Burnt Pokemon.
Effect: Pay 100 then roll 1d20. If your roll added to your WIS modifier exceeds 10, the target is no longer Burnt.

Herbs Mixer: Medic Feature
Prerequisites: Medic, 3 Medic Features with the word Herbs in the title
At-Will
Target: A Roll made while using an Herbs Medic Feature.
Effect: You may re-roll the roll made while using a Feature with Herbs, once. You may not target the same Feature more then once per its use. If the roll fails after using Herbs Mixer, you will need to pay the Feature’s price again before using Herbs Mixer to target that Feature again.

Restore Strength: Medic Feature
Prerequisites: Medic, 14 WIS
At-Will
Target: A Pokemon.
Effect: Pay 200 . Treat the target pokemon as if they have not used any Center Frequency Moves since their last Pokemon Center visit.

Stabilize: Medic Feature
Prerequisites: Medic
At-Will
Target: A Trainer.
Effect: When a Trainer suffered an injury that renders them immobile due to a broken bone, a torn ligament, etc. or is constantly losing HP pay 550 . The Trainer’s HP stops falling and they can be moved again, they will still need assistance moving.

Thawing Herbs: Medic Feature
Prerequisites: Medic, 17 WIS
At-Will
Target: A Frozen Pokemon.
Effect: Pay 100 then roll 1d20. If your roll added to your WIS modifier exceeds 10, the target is no longer Frozen.

Treat Major Wounds: Medic Feature
Prerequisites: Medic, Treat Wounds, 16 WIS
At-Will
Target: Pokemon or Trainers.
Effect: Pay 175 then heal the target 65 HP. This Feature replaces Treat Wounds.

Treat Serious Wounds: Medic Feature
Prerequisites: Medic, Treat Major Wounds, 19 WIS
At-Will
Target: Pokemon or Trainers.
Effect: Pay 200 then heal the target 80 HP. This Feature replaces Treat Major Wounds.

Treat Wounds: Medic Feature
Prerequisites: Medic
At-Will
Target: Pokemon or Trainers.
Effect: Pay 165 then heal the target 45 HP. This Feature replaces Treat Minor Wounds.

Waking Herbs: Medic Feature
Prerequisites: Medic, 15 WIS
At-Will
Target: A Pokemon who is Asleep.
Effect: Pay 100 then roll 1d20. If your roll added to your WIS modifier exceeds 10, the target is no longer Asleep.

Won’t Die On Me: Medic Feature
Prerequisites: Medic, 22 WIS
Daily
Target: A Trainer or pokemon who failed their Death saving throw.
Effect: Pay 1500 . They may re-roll that savings throw and subtract your Wisdom Stat from their roll.

Won’t Die On Me +: Medic Feature
Prerequisites: Medic, Won’t Die On Me
Daily
Target: A Trainer or pokemon who failed their Death saving throw.
Effect: Pay 1000 . They may re-roll that savings throw and subtract your Wisdom Stat from their roll. This Feature replaces Won’t Die On Me.



PUSHER

Advanced Feature

Prerequisites: Breeder, Used at least 10 TMs on their own Pokemon

Ability Bonus: Wisdom
Bonuses: +1 WIS

Class Features:
Weather Pushing, Status Pushing

Pusher Feature

Weather Pushing:

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A pokemon who is leveling up to a level evenly divisible by 5.

Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose a TM that the target pokemon can learn that affects the weather on the field. Teach the target that TM as if you had used a TM. Once you successfully use Weather Pushing on a pokemon, Weather Pushing may not target that pokemon ever again.

Status Pushing:

Pusher Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A pokemon who is leveling up to a level evenly divisible by 5.

Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose a TM that the target pokemon can learn that inflicts a status effect. Teach the target that TM as if you had used a TM. Once you successfully use Status Pushing on a pokemon, Status Pushing may not target that pokemon ever again.

It is not common knowledge how Technical Machines came to be. The Pusher is aware of their origin and can use their knowledge to push their pokemon into learning a move, normally only learned through the injection of a TM, during level up. Pushers are much like the Move Tutors in this sense. Even further, a pokemon may learn a move, which it is undocumented to have learned when trained by this variety of Breeder. It can be a deadly surprise to encounter a foes’ Charizard who suddenly lets loose a Water Pulse from its mouth.

Pusher Features

Curse Pushing:

Pusher Feature

Prerequisites: Pusher, a pokemon with the Move Curse

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A pokemon who is leveling up to a level evenly divisible by 5.

Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, the pokemon learns the Move, Curse.

Once you successfully use Curse Pushing on a pokemon, Curse Pushing may not target that pokemon ever again.

Elemental Unlock:

Pusher Feature

Prerequisites: Pusher, 21 WIS

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A pokemon who is leveling up to a level evenly divisible by 5.

Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 20, chose an Elemental Type that the target pokemon is not. That pokemon can now learn TMs of that Elemental Type, regardless of its other types. Once you successfully use Elemental Unlock on a pokemon, Elemental Unlock may not target that pokemon ever again.

Exhaust Pushing:

Pusher Feature

Prerequisites: Pusher, a pokemon with the Move Hyper Beam or Giga Impact

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A pokemon who is leveling up to a level evenly divisible by 5.

Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose either TM 15 or TM 68 as long as the target pokemon can learn either of those TMs. Teach the target that TM as if you had used a TM. Once you successfully use Exhaust Pushing on a pokemon, Exhaust Pushing may not target that pokemon ever again.

HM Smith:

Pusher Feature

Prerequisites: Pusher, 20 WIS, used an HM before

Daily

Target: A TM.

Effect: Pay 12,000 . Change a TM in to an HM.

Physical Pushing:

Pusher Feature

Prerequisites: Pusher, a pokemon with an Attack stat of 30 or higher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A pokemon who is leveling up to a level evenly divisible by 5.

Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose TM 23, 26, 27, 31, 40, 65, 80, 81 or 84 as long as the target pokemon can learn that TM. Teach the target that TM as if you had used a TM. Once you successfully use Physical Pushing on a pokemon, Physical Pushing may not target that pokemon ever again.

Special Pushing:

Pusher Feature

Prerequisites: Pusher, a pokemon with a Special Attack stat of 30 or higher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A pokemon who is leveling up to a level evenly divisible by 5.

Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose TM 13, 24, 29, 35, 53, 59, 79 or 95 as long as the target pokemon can learn that TM. Teach the target that TM as if you had used a TM. Once you successfully use Special Pushing on a pokemon, Special Pushing may not target that pokemon ever again.

Stage Pushing: Pusher Feature
Prerequisites: Pusher, a pokemon with 2 Moves that raise Combat Stages
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon who is leveling up to a level evenly divisible by 5.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose a TM that the target pokemon can learn that can raise the user’s Combat Stages. Teach the target that TM as if you had used a TM. Once you successfully use Stage Pushing on a pokemon, Stage Pushing may not target that pokemon ever again.

TM King: Pusher Feature
Prerequisites: Pusher, TM Smith, TM Pushing
Static
Target: Pusher Features.
Effect: Remove the following line from TM Maker’s Effect: “You may not create the same TM more than once with this Feature.” Remove the following line from TM Smith’s Effect: “You may not create a TM with the same Move more than once with this Feature.” Remove the following line from TM Pushing’s Effect: “You may never select that TM again with TM pushing.”

TM Maker: Pusher Feature
Prerequisites: Pusher, 18 WIS, successfully used Pusher Features at least 10 times
Daily
Target: Items.
Effect: Pay 1500 , roll 1d20 and add your WIS modifier. If the total exceeds 20, chose a TM you’ve Pushed onto a pokemon. You create that TM. You may not create the same TM more than once with this Feature.

TM Pushing: Pusher Feature
Prerequisites: Pusher, 16 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon who is leveling up to a level evenly divisible by 5.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose a TM from TMs 1 to 101 that the target pokemon can learn. Teach the target that TM as if you had used a TM. You may never select that TM again with TM pushing.

TM Smith: Pusher Feature
Prerequisites: Pusher, TM Maker
Daily
Target: Items.
Effect: Pay 1500 , roll 1d20 and add your WIS modifier. If the total exceeds 20, chose a Move that isn’t on the TM list that one of your pokemon can perform. You create a TM with that Move. Give it any number above 101. You may not create a TM with the same Move more than once with this Feature.

Tutor Pushing: Pusher Feature
Prerequisites: Pusher, 16 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon who is leveling up to a level evenly divisible by 5.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, chose a Move from the Tutor Move list that the target pokemon can learn. Teach the target that Tutor Move as if you had used a TM. You may never select that Move again with Tutor Pushing.

TRADER



Egg Trading: Trader Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere in a City or Town.
Effect: Your CHA modifier halved is X. Roll 1d20. Offer a Pokemon in a populated area and the GM will offer, through an NPC, a pokemon of the GM’s decision, move set, gender, stats, etc. If your roll added to X exceeds 15 you can chose an Egg Group and the pokemon will be from that Egg Group. You may turn down the GM’s offer.

Gender Trading: Trader Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere in a City or Town.
Effect: Your CHA modifier is X. Roll 1d20. Offer a Pokemon in a populated area and the GM will offer, through an NPC, a pokemon of the GM’s decision of move set, stats, etc. If your roll added to X exceeds 15, the pokemon will be the same species of pokemon as your offer, of the gender of your choice. You may turn down the GM’s offer.

The Trader is a talented smooth-talker. This Breeder is great at selling their pokemon for more then their worth, even though they are most likely already very well brought up. They can find the people who are trading rare pokemon and get a great deal on a stranger’s Dragon type for your common-yet-well-raised Normal type. Some call Traders con artists, but who can deny how amazing that Ratata looks? It’s easily worth a Munchlax.

Advanced Feature

Prerequisites: Breeder, Traded at least 2 Pokemon

Ability Bonus: Charisma
Bonuses: +1 CHA

Class Features:
Level Trading, Gender Trading

Trader Features

Confidence Trick:Trader Feature

Prerequisites: Trader, 19 CHA

Daily

Target: An NPC who is trying to trade with you.

Effect: After using a Trader Feature that spawns trading NPCs and after rolling your 1d20, but before the GM tells you information about the NPC’s pokemon add your CHA modifier doubled to your roll. The GM must scale the pokemon they offer appropriately and Confidence Trick’s user must trade with the NPC. You may not turn down the GM’s offer.

Habitat Trading:Trader Feature

Prerequisites: Trader

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Anywhere in a City or Town.

Effect: Your CHA modifier is X. Roll 1d20. Offer a Pokemon in a populated area and the GM will offer, through an NPC, a pokemon of the GM’s decision, move set, gender, stats, etc. If your roll added to X exceeds 15 you can chose Habitat and that pokemon will have come from the Habitat named. You may turn down the GM’s offer.

Level Trading:Trader Feature

Prerequisites: Trader, 20 CHA

Daily

Target: Anywhere in a City or Town.

Effect: Your CHA modifier halved is X. Roll 1d20. Offer a Pokemon in a populated area and the GM will offer, through an NPC, a pokemon of the GM’s decision, move set, gender, stats, etc. If your roll added to X exceeds 15, roll 1d4 and call the result of the 1d4 roll Y. The pokemon will be at least Y levels higher then the pokemon you offer. You may turn down the GM’s offer.

Nature Trading:Trader Feature

Prerequisites: Trader, 17 CHA

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Anywhere in a City or Town.

Effect: Your CHA modifier halved is X. Roll 1d20. Offer a Pokemon in a populated area and the GM will offer, through an NPC, a pokemon of the GM’s decision, move set, gender, stats, etc. If your roll added to X exceeds 15 you can chose a Nature and the pokemon will have that Nature. You may turn down the GM’s offer.

Sleazy Deal:Trader Feature

Prerequisites: Trader, 19 CHA

Daily

Target: An NPC you are trading with.

Effect: Roll 1d20 and add your CHA modifier. On a result of 20 or above, you may exchange the pokemon you are offering for another one of the same species, as long as the switched in pokemon isn’t replacing a shiny or specially trained pokemon and the NPC will treat the offer as if the exchange never happened. They will be just as pleased with the replacement as they were with the original. Before using this Feature, you may sell your pokemon on the basis of its moveset, level, or nature, even if its eventual replacement has none of the same traits.

Stage Trading:Trader Feature

Prerequisites: Trader, 16 CHA

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Anywhere in a City or Town.

Effect: Your CHA modifier halved is X. Roll 1d20. Offer a Pokemon in a populated area and the GM will offer, through an NPC, a pokemon of the GM’s decision, move set, gender, stats, etc. If your roll added to X exceeds 15 the pokemon will be a higher stage then the pokemon you offered. You may turn down the GM’s offer.

Type Trading:Trader Feature

Prerequisites: Trader, 16 CHA

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Anywhere in a City or Town.

Effect: Your CHA modifier is X. Roll 1d20. Offer a Pokemon in a populated area and the GM will offer, through an NPC, a pokemon of the GM’s decision, move set, gender, stats, etc. If your roll added to X exceeds 15 you can chose an Elemental Type and the pokemon will have that Elemental Type. You may turn down the GM’s offer.

Stacked Trading:Trader Feature

Prerequisites: Trader, 15 CHA

At-Will

Target: Trader Features.

Effect: You may simultaneously use up to two Trader Features, which spawn trading NPCs.

Stacked Trading +:Trader Feature

Prerequisites: Trader, Stacked Trading

At-Will

Target: Trader Features.

Effect: You may simultaneously use up to three Trader Features, which spawn trading NPCs. This Feature replaces Stacked Trading.

Stacked Trading ++:Trader Feature

Prerequisites: Trader, Stacked Trading +

At-Will

Target: Trader Features.

Effect: You may simultaneously use as many Trader Features that you can, which spawn trading NPCs. This Feature replaces Stacked Trading +.

CAPTURE SPECIALIST



Class Feature

Prerequisites: 13 DEX, 13 INT, Poke Ball Tool Box (2,500)

Key Abilities: Dexterity, Intelligence
Negligent Ability: Constitution

Bonuses: +1 DEX +1 INT
Penalties: -2 CON

Capture Specialist Features:
Poke Ball Repair, Capture Point

Capture Point:
Static
Trigger: You throw a Poke Ball.
Effect: Subtract either half of your DEX modifier or half of your INT modifier from your d100 rolls when throwing any Poke Ball.

Capture Specialist Feature

Poke Ball Repair:
Daily – Every 5 levels gained, you may perform this Class Feature another time per day.
Target: Any Poke Ball that has failed to capture a pokemon and broke.
Effect: Roll d20 and add your DEX and INT modifiers to the roll. If the total exceeds 15, the Poke Ball is fixed and is treated as if it had not broken.

The capture specialist is a talented mechanic. They intimately know the technology implemented in any type of Poke Ball and can improve their capture rates with a small bit of tweaking. Even after a wild pokemon breaks out of a poke ball after a failed attempt at capture, a Capture Specialist can quickly rebuild a poke ball with very little effort or expense. A Capture Specialist’s natural and one true calling is finding every wild and adding them to his or her collection. The mastery of poke ball knowledge makes it easier for a Capture Specialist to catch them all.

Advanced Classes:
Apricorn Smith, Artificer, Collector, Engineer, Maniac, Poké Ball Designer

Capture Specialist Features

Ball Buyer:
Capture Specialist Feature
Prerequisites: Capture Specialist, spent a total of 8500 on any Poke Balls
Static
Effect: You may buy basic Poke Balls at 75% off at any Poke Mart. If they are more then 150 after the discount, you still only need to pay 150 .

Catch Combo:
Capture Specialist Feature
Prerequisites: Capture Specialist, has captured 10 pokemon
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You throw a Poke Ball on the turn after you’ve captured a pokemon.
Effect: Use your Capture Point Feature twice when rolling 1d100 during the capture check. If you have Capture Point +, Capture Point X or Capture Point Max, use that Feature twice instead.

Bean Ball:
Capture Specialist Feature
Prerequisites: Capture Specialist, Curve Ball, 19 DEX
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Trigger: You throw a Poke Ball.
Effect: You may deal X damage to the target you are throwing a Poke Ball at where X is your DEX modifier doubled. The target’s Defense or Special Defense cannot reduce this damage.

Curve Ball:
Capture Specialist Feature
Prerequisites: Capture Specialist, 16 DEX
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Trigger: You throw a Poke Ball.
Effect: You may deal X damage to the target you are throwing a Poke Ball at where X is your DEX modifier. The target’s Defense or Special Defense cannot reduce this damage.

Capture Point Max:
Capture Specialist Feature
Prerequisites: Capture Specialist, Capture Point X
Static
Trigger: You throw a Poke Ball.
Effect: Subtract your DEX modifier and your INT modifier from your d100 roll when throwing any Poke Ball. This Feature replaces Capture Point X.

Capture Point X:
Capture Specialist Feature
Prerequisites: Capture Specialist, Capture Point +
Static
Trigger: You throw a Poke Ball.
Effect: Subtract half of your DEX modifier or half of your INT modifier and then subtract your DEX modifier or your INT modifier from your d100 rolls when throwing any Poke Ball. When picking which modifiers to subtract, you must pick the opposite modifier of the modifier you picked first (If you picked half of DEX, you must pick INT; if you picked half of INT, you must pick DEX). This Feature replaces Capture Point +.

Capture Point +:
Capture Specialist Feature
Prerequisites: Capture Specialist, 15 INT, 15 DEX
Static
Trigger: You throw a Poke Ball.
Effect: Subtract both half of your DEX modifier and half of your INT modifier from your d100 rolls when throwing any Poke Ball. This Feature replaces Capture Point.

False Swipe Tutor: Capture Specialist Feature
Prerequisites: Capture Specialist, a pokemon with the Move False Swipe, 18 INT
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon who is leveling up to a level evenly divisible by 5.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 15, the pokemon learns the Move, False Swipe. Once you successfully use False Swipe Tutor on a pokemon, False Swipe Tutor may not target that pokemon ever again.

Poke Ball Fix: Capture Specialist Feature
Prerequisites: Capture Specialist, 16 INT
Daily – Every 5 levels gained, you may perform this Class Feature another time per day.
Target: Any Poke Ball that has failed to capture a pokemon and broke.
Effect: The Poke Ball is fixed and is treated as if it had not broken.

Prophetic Catch: Capture Specialist Feature
Prerequisites: Capture Specialist
Static
Effect: At the beginning of each day, choose an Elemental Type and pick between INT modifier or DEX modifier. For twelve hours, any time you throw Poke Ball at the chosen type, subtract the chosen modifier from you capture roll until you catch a Pokemon of the chosen Elemental Type that day.

APRICORN SMITH



Apricorn Ball: Apricorn Smith Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Apricorn
Effect: Roll 1d20, if your INT and DEX modifiers added to your roll exceeds 15 you may change any Apricorn into a basic Poke Ball.

Ball Smith A: Apricorn Smith Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: White, Green or Yellow Apricorn
Effect: Roll 1d20, if your INT and DEX modifiers added to your roll exceeds 15 you may change a White Apricorn into a Fast Ball, a Green Apricorn into a Friend Ball or a Yellow Apricorn into a Moon Ball.

Capture Specialists all know the origin of the Poke Ball. Apricorns are fruit with reflective skins that served as the first modern Poke Balls. An Apricorn Smith utilizes his knowledge to make various Poke Balls at a much cheaper price then a Poke Mart would offer. With the access to all of the self made Poke Balls a Smith does, it’s much easier to catch many pokemon.

Advanced Feature

Prerequisites: Capture Specialist, Apricorn Tool Box Add-on (3,000)

Ability Bonus: Intelligence
Bonuses: +1 INT

Class Features:
Apricorn Ball, Heal Ball Smith

Apricorn Smith Features

Apricorn Shift: Apricorn Smith Feature
Prerequisites: Apricorn Smith
Daily
Target: Apricorns.
Effect: Change the properties and name of any 2 Apricorns into a specific Apricorn of your choice by combining the two Apricorns into one.

Ball Smith B: Apricorn Smith Feature
Prerequisites: Apricorn Smith, successfully used Ball Smith A 2 times
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Red, Blue, Black or Pink Apricorn
Effect: Roll 1d20, if your INT and DEX modifiers added to your roll exceeds 15 you may change a Red Apricorn into a Level Ball, a Blue Apricorn into a Lure Ball, a Black Apricorn into a Heavy Ball or a Pink Apricorn into a Love Ball.

Ball Smith Y: Apricorn Smith Feature
Prerequisites: Apricorn Smith
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: White, Green or Yellow Apricorn
Effect: Roll 1d20, if your INT and DEX modifiers added to your roll exceeds 15 you may change a White Apricorn into a Dive Ball, a Green Apricorn into a Dusk Ball or a Yellow Apricorn into a Quick Ball.

Ball Smith Z: Apricorn Smith Feature
Prerequisites: Apricorn Smith, Ball Smith B
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Red, Blue, Black or Pink Apricorn
Effect: Roll 1d20, if your INT and DEX modifiers added to your roll exceeds 15 you may change a Red Apricorn into a Repeat Ball, a Blue Apricorn into a Net Ball, a Black Apricorn into a Timer Ball or a Pink Apricorn into a Heal Ball.

Berry Morph: Apricorn Smith Feature
Prerequisites: Apricorn Smith, Planter
Daily
Target: Berry
Effect: Change the properties and name of any Berry into a specific Apricorn. To determine the Apricorn’s color, choose four different Apricorn colors and assign them to the numbers 1 through 4 and roll 1d4 to determine what the Berry is changed into.

Berry Shift: Apricorn Smith Feature
Prerequisites: Apricorn Smith, Berry Morph, 18 INT
Daily
Target: Berries.
Effect: Change the properties and name of any 3 Berries of the same tier into a random Berry from the next highest tier or any 3 Berries of the same tier into a specific Berry from the same tier or lower by combining the three berries into one. To determine the tier of Berries, refer to the following chart. When combining three to make a random berry, the GM will determine the Berry made.
1st Tier: Cheri, Chesto, Pecha, Rawst, Aspear, Leppa, Oran, Persim, Lum, Citrus, Figy, Wiki, Mago, Aguav, Iapapa, Razz, Occa, Passho, Wacan, Rindo, Yache, Chople, Kebia, Shuca, Coba, Payapa, Tanga, Charti, Kasib, Haban, Coulbur, Babiri, Chilan
2nd Tier: Bluk, Nanab, Wepear, Pinap, Pomeg, Kelpsy, Qualot, Hondeew, Grepa, Tamato, Cornn, Magost, Rabuta, Nomel, Spelon, Pamtre,
3rd Tier: Watmel, Durin, Belue, Liechi, Ganlon, Salac, Petava, Apicot, Lansat, Starf, Enigma, Micle, Cutsap, Jaboca, Rowap

Moon Ball Mod: Apricorn Smith Feature
Prerequisites: Apricorn Smith
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Moon Ball
Effect: Roll 1d20, if your INT and DEX modifiers added to your roll exceeds 15 you may change the Moon Ball into a Fire Ball, Water Ball, Thunder Ball, Leaf Ball, Sun Ball, Shiny Ball, Dusk Ball or Dawn Ball. The properties of these unique balls are identical to the Moon Ball, but when reading the Moon Ball’s properties, replace all instances of the word “Moon” with whatever Poke Ball’s name you pick.

Net Ball Mod: Apricorn Smith Feature
Prerequisites: Apricorn Smith
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Net Ball
Effect: Roll 1d20, if your INT and DEX modifiers added to your roll exceeds 15 you may change the Net Ball into a Earth Ball, Haunt Ball, Solid Ball, Heat Ball, Mystic Ball, Air Ball or Mold Ball. The properties of these unique balls are identical to the Net Ball, but instead of Bug and Water types like the Net Ball The following Poke Balls correspond to the following types. Earth Ball; Grass and Ground; Haunt Ball, Dark and Ghost; Solid Ball, Rock and Steel; Heat Ball, Electric and Fire; Mystic Ball, Dragon and Psychic; Air Ball, Flying and Ice; Mold Ball, Poison and Fighting

Planter: Apricorn Smith Feature
Prerequisites: Apricorn Smith, Planter Add-On (1250)
Daily
Target: Berry
Effect: Plant a Berry into the Planter Extension, roll 1d4 and add 3. The berry plant will produce Berries in that many days. Once ready to pick, roll 1d4 to determine how many Berries grow. You may not plant Berries in the planter when another Berry is already growing.

Save Ball: Apricorn Smith Feature
Prerequisites: Apricorn Smith, 20 INT
Daily
Target: A felled wild pokemon
Effect: Combine a White Apricorn, Red Apricorn, Blue Apricorn, Black Apricorn, Pink Apricorn, Green Apricron and a Yellow Apricorn to make a Save Ball. A Save Ball can capture a pokemon was felled on the last turn of an encounter. It has no Capture Rate bonuses or penalties.

ARTIFICER



Type Boosters:
At-Will
Target: Items
Effect: You create a Hold Item that improves the power of any single Type of your choice. Name the item whatever you'd like. It adds up to 1d10 to your chosen Type attacks when held by a pokemon. The item creation costs 1100.

Effect Orbs:
At-Will
Target: Items
Effect: You create a Hold Item that inflicts a Status effect on the holder. Name the item whatever you'd like. On the beginning of each turn, the item's holder is inflicted with Frozen, Paralyzed, Asleep, Burned, or Poisoned. Whichever Status effect you chose, the item creation costs 1000.

The Artificer is an inventive Capture Specialist who creates items for pokemon to hold, or use in battle. They ensure their pokemon an extra boost in power, or a special consumable that can heal pokemon in different situations. From vision improving goggles to bands which increase experience gain, the Artificer can make it all to help catch it all.

Advanced Feature

Prerequisites: Capture Specialist, 17 DEX

Ability Bonus: Dexterity
Bonuses: +1 DEX

Class Features:
Type Boosters, Effect Orbs

Artificer Feature

Artificer Feature

Artificer Features

Focus Belts:
Prerequisites: Artificer
At-Will
Target: Items
Effect: Create a Focus Sash or Focus Belt. Name the item whatever you'd like. The item creation costs 1750 .

Flute Smith:
Prerequisites: Artificer
At-Will
Target: Items
Effect: Create a flute that has the same properties as the Blue Flute, the Yellow flute or the Red Flute. Name the item whatever you'd like. The item creation costs 550 .

Flute Smith +:
Prerequisites: Artificer, Flute Smith
At-Will
Target: Items
Effect: Create a flute that has the same properties as the Black Flute, the White flute or the Poke Flute. Name the item whatever you'd like. The item creation costs 1350 .

Incense Maker:
Prerequisites: Artificer, 19 DEX
At-Will
Target: Items.
Effect: Name a single species of pokemon. Create a Hold Item that makes it so the holder needs -1 to hit Accuracy Check or that makes it so when targeted, the targeter must roll +1 to hit during Accuracy Check. The Hold Item's effect only activates when held by the named pokemon species or any pokemon in its evolution family. Whenever the holder hits with an exact roll during Accuracy Check or dodges an attack by 1, roll 1d20; on a result of 13 or less, the Held Item breaks. Name the Item whatever you'd like. It costs 610 to use the Incense Maker Feature.

Keepsake Builder:
Prerequisites: Artificer, evolved a pokemon that used a held item to evolve
At-Will
Target: Items.
Effect: Create an Item that does nothing in battle, but it can serve as a replacement for a pokemon's requirement to evolve if they would need a held item. The item can be named whatever you'd like. Like all other held items that influence evolution, the item disappears after the pokemon evolves. It costs 500 to use the Keepsake Builder Feature.

Lucky Bracers:
Prerequisites: Artificer, 20 DEX
At-Will
Target: Items.
Effect: Name a single species of pokemon. Create a Hold Item that makes it so the holder Critical Hits on 18-20 during Accuracy Check. The Hold Item's effect only activates when held by the named pokemon species or any pokemon in its evolution family. Whenever the holder Critical Hits, roll 1d20; on a result of 13 or less, the Held Item breaks. Name the Item whatever you'd like. It costs 1300 to use the Lucky Bracers Feature.

Poke Doll:	Artificer Feature
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Prerequisites: Artificer

Daily

Target: Items.

Effect: Create a Poke Doll. Make it look like any pokemon species. Name it whatever you'd like. It takes 20 minutes to create the Poke Doll. The item creation costs 450 .

Type Boosters +: Artificer Feature

Prerequisites: Artificer, 20 DEX

At-Will

Target: Items

Effect: You create a Hold Item that improves the power of any single Type of your choice. Name the item whatever you'd like. It adds up to 2d10 to your chosen Type attacks when held by a pokemon. The item creation costs 2100 .

Type Boosters Max: Artificer Feature

Prerequisites: Artificer, has used Type Booster + 10 times

At-Will

Target: Items

Effect: You create a Hold Item that improves the power of any single Type of your choice. Name the item whatever you'd like. It adds up to 3d10 to your chosen Type attacks when held by a pokemon. The item creation costs 3100 .

Stat Boosters: Artificer Feature

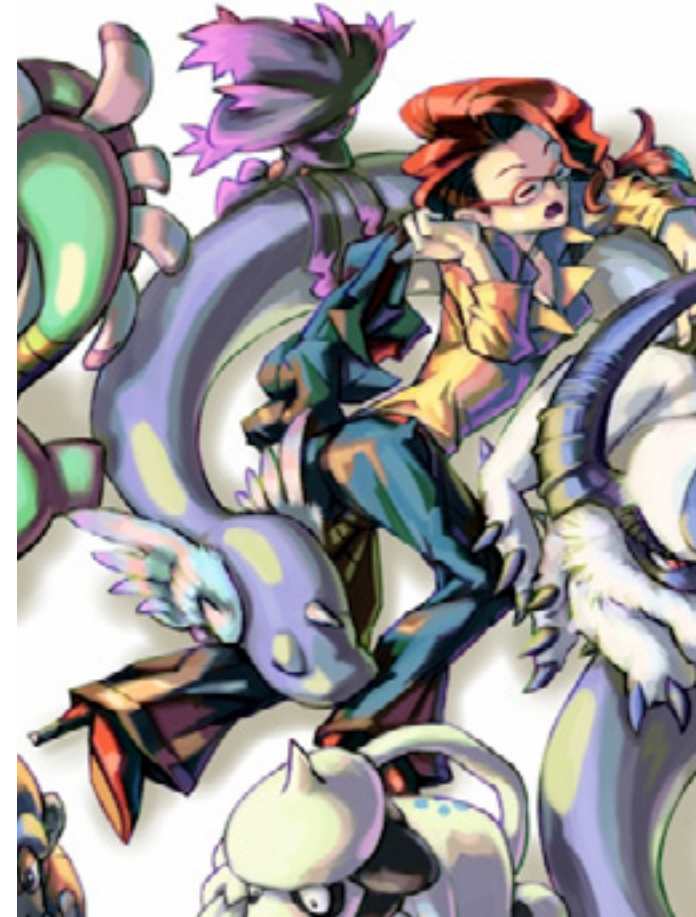
Prerequisites: Artificer, Type Boosters +

At-Will

Target: Items

Effect: Choose between Attack, Defense, Special Attack, Special Defense or Speed. You create a Held Item that, when released from a Poke Ball, the holder's chosen Stat is raised 1 Combat Stage. Whenever the Item is activated, roll 1d20; on a result of 12 or less, the item breaks. Name the Item whatever you'd like. It costs 800 to use the Stat Boosters Feature.

COLLECTOR



Advanced Feature

Prerequisites: Capture Specialist, 13 Different
Pokemon Owned in Pokedex

Ability Bonus: Dexterity

Bonuses: +1 DEX

Class Features:

Uncaptured Prey, Gotta Catch'em All

Uncollected Prey:

Static

Trigger: You throw any Poke Ball at a pokemon you've never owned before.

Effect: When you roll d100 to try and capture a pokemon, subtract either your DEX modifier or your INT modifier from your roll.

Gotta Catch'em All:

Collector Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A wild pokemon.

Effect: For every 25 different pokemon you have owned, you may subtract 10 from your d100 capture roll.

The Collector needs to catch them all. This Capture Specialist doesn't dream of the Pokemon League or any spotlight on stage, they have a list of pokemon that exist and they need to capture every single one. They utilize their desire to capture everything to improve their rate of capture but even after they've checked a monster off their list, they can't stop until they have each and every different species.

Collector Features

Checklist: Collector Feature
Prerequisites: Collector, 35 Different Pokemon Owned in Pokedex
Daily
Trigger: You enter a wild encounter.
Effect: Roll 1d100 and subtract your INT modifier and your DEX modifier. If the result is less then 25, a pokemon your party has never encountered appears in the encounter.

Completionist: Collector Feature
Prerequisites: Collector, collected 20 different pokemon
Static
Effect: From now on, every 8 different pokemon you collect will gain you a trainer level, instead of gaining a level every 10 different pokemon.

Learning Curve: Collector Feature
Prerequisites: Collector
Daily
Trigger: You make a roll that uses your INT modifier.
Effect: You may add X to your INT modifier for the next five minutes. X is the total of different Pokemon owned in your Pokedex divided by 10.

Multi Ball: Collector Feature
Prerequisites: Collector, 17 DEX
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Trigger: You throw a Poke Ball.
Effect: You may throw any one additional Poke Ball on the same turn. You must target a different Pokemon with the extra throw.

Nature Collector: Collector Feature
Prerequisites: Collector, own 20 pokemon who have 20 different Natures
Static
Trigger: You enter a wild encounter.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 15, choose a Nature. At least one of the pokemon in the encounter will have that Nature.

Sorry, I Don’t Have That Yet: Collector Feature
Prerequisites: Collector, 15 DEX
Daily
Trigger: Another trainer throws any Poke Ball at a wild pokemon you do not own.
Effect: Immediately throw any Poke Ball at the same target and roll your capture roll first. If your Poke Ball fails to capture the target, the other trainer then rolls their capture roll. If you do capture the pokemon, the other trainer’s Poke Ball is unused.

Type Collector: Collector Feature
Prerequisites: Collector, own pokemon who have each Elemental Type
Static
Trigger: You enter a wild encounter.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 15, choose n Elemental Type. At least one of the pokemon in the encounter will have that Elemental Type. If that isn’t possible for your GM, they must inform you so you may choose another Elemental Type.

Uncollected Game: Collector Feature
Prerequisites: Collector, 20 DEX
Static
Trigger: You throw any Poke Ball at a pokemon you’ve never owned before.
Effect: When you roll d100 to try and capture a pokemon, subtract half the value of either your Intelligence Stat or Dexterity Stat. This Feature replaces Uncollected Quarry.

Uncollected Quarry: Collector Feature
Prerequisites: Collector, 16 DEX
Static
Trigger: You throw any Poke Ball at a pokemon you’ve never owned before.
Effect: When you roll d100 to try and capture a pokemon, subtract either your DEX modifier or your INT modifier from your roll. This Feature replaces Uncollected Prey.

You’re Mine!: Collector Feature
Prerequisites: Collector, 15 DEX
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Target: A wild pokemon you’ve never owned before.
Effect: Mark the target as your Quarry. When throwing a Poke Ball at your Quarry, subtract your DEX modifier from your capture rolls.

ENGINEER



Pokedex Modifications:
At-Will

Target: Pokedex

Effect: You may alter the pokedex Radar to work at a greater range. You may alter that value from anywhere between a 5m radius to a 50m radius. The pokedex can also identify how many wilds the radar detects and which direction they are.

Mech Arm:

Static

Target: Arm

Effect: You now have a mechanical arm you can wear over either your right or left arm. Add 2 points to your Strength stat. The Mech Arm has extending poles that can support the Arm's weight when you are getting tired. The arm weighs 40 pounds.

An Engineer expands their technological ability to machinery larger then a Poke Ball. They create their own equipment to better help them through the world. They can modify the Pokedex, improve PC abilities and even create vehicles. It is through the Engineer that technological advances are made. The inventors of the Pokemon world need to find ideas somewhere, while traveling the world many new machines can easily come to mind.

Advanced Feature

Prerequisites: Capture Specialist, Mech Arm (10,000), 16 INT

Ability Bonus: Intelligence

Bonuses: +1 INT

Class Features:

Pokedex Modifications, Mech Arm

Engineer Feature

Engineer Feature

Engineer Features

Cut:

Engineer Feature

Prerequisites: Engineer, Sharp Arm, a pokemon who knows Cut

At-Will

Target: A trainer or pokemon

Effect: Use the Move Cut.

Hacker:

Engineer Feature

Prerequisites: Engineer, 20 INT

Static

Effect: You can access any information on any computer and make the computer do whatever you want, as long as the computer is capable of the thing you want it to do. If an encrypter wishes to contest hacking, they must have at least 20 INT. If they do, they must roll higher than you do on 1d20. If they succeed, you may not use whatever you tried to hack into.

Mega Punch:

Engineer Feature

Prerequisites: Engineer, a pokemon who knows Mega Punch

Daily – Every 6 levels gained, you may perform this Feature another time per day.

Target: A trainer or pokemon

Effect: Use the Move Mega Punch.

Poke Ball Arm Cannon:

Engineer Feature

Prerequisites: Engineer, Launcher Attachment (800)

Static

Target: Mech Arm

Effect: Your Mech Arm can now fire Poke Balls, to send out your own or capture wilds. When firing any Poke Ball at a wild, add 12 to the Poke Ball's capture rate. Also the Poke Ball deals 1d8 damage to the wild that cannot be reduced.

Raft Arm:

Engineer Feature

Prerequisites: Engineer, Buoy-Propeller Attachment (800)

Static

Target: Mech Arm

Effect: Your Mech Arm is now buoyant and has a compartment that reveals a propeller. In water, you can move 3 meters per second.

Rock Smash:

Engineer Feature

Prerequisites: Engineer, a pokemon who knows Rock Smash

Daily – Every 6 levels gained, you may perform this Feature another time per day.

Target: A trainer or pokemon

Effect: Use the Move Rock Smash.

Rock Throw:

Engineer Feature

Prerequisites: Engineer, a pokemon who knows Rock Throw

Daily – Every 6 levels gained, you may perform this Feature another time per day.

Target: A trainer or pokemon

Effect: Use the Move Rock Throw.

Scanner: Engineer Feature
Prerequisites: Engineer, Scouter Attachment (2300)
Static
Target: Any pokemon.
Effect: You can see a percentage when you look at a pokemon that represents how much of its total HP it has remaining.

Sharp Arm: Engineer Feature
Prerequisites: Engineer, Blade Attachment (560)
Static
Target: Mech Arm
Effect: Your Mech Arm now has an extendable blade.

Slash: Engineer Feature
Prerequisites: Engineer, Sharp Arm, a pokemon who knows Slash
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Target: A trainer or pokemon
Effect: Use the Move Slash.

Vehicle Builder: Engineer Feature
Prerequisites: Engineer, 5 Engineer Features
At-Will
Target: Items.
Effect: You may build a vehicle using the following price guidelines. Your GM will determine how quickly you make the vehicle. Name the vehicle whatever you'd like. Build it to look like whatever you'd like.

Power Source:	Man/Pokemon	Gas	Electric
Price:	Free	400	780
Passenger Count:	1234	Each Additional Count	
Price:	250400650	1000750	
Vehicle Size:	1-2.9 square meters	3-5.9 square meters	6-10 square meters
Price:	2340	9840	20140
Vehicle Type:	Land	Water	UndergroundSky
Price:	1000	2650	755016750

For Vehicle Type, you may combine the prices to combine the capabilities and have any combination of the Vehicle Types.
For the vehicle's HP, pay 1 for every 1 HP you'd like it to have. Your vehicle cannot have more then 4,500 HP.
It is up to you and your GM to determine when your vehicle is out of power based on what your final product is.

MANIAC



Manic Obsession: Maniac Feature
Static
Trigger: You throw any Poke Ball at a pokemon you've captured before.
Effect: When you roll d100 to try and capture a pokemon, subtract your 2 from your roll for each time you've captured that pokemon before. Evolution does not count as capture, only captures made in the wild count towards this capture rate bonus.

Obsessive Compulsive: Maniac Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You throw a Poke Ball that fails to capture the target.
Effect: Throw any additional Poke Ball immediately. You may not throw the same Poke Ball that failed on the same turn, even if it was repaired.

A Maniac is a fanatic Capture Specialist. They care little for what they are capturing as long as they are capturing everything they encounter. Each time they capture a pokemon they've captured before it becomes a little easier next time. A Maniac has no final plan; they just intend to capture everything they meet. Forever.

Maniac Features

Come Back!: Maniac Feature
Prerequisites: Maniac, 17 DEX
Static
Trigger: A wild pokemon successfully flees.
Effect: You may throw any one last Poke Ball at the fleeing wild pokemon before it is removed from the encounter.

Cosplay Disguise: Maniac Feature
Prerequisites: Maniac, 16 INT (400)
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: You disguise yourself as a pokemon and may approach a wild without alerting it to your attention Xm. X is your DEX modifier. The pokemon you approach is not instantly provoked but may be startled. You may attempt to befriend the Wild as long as you don’t provoke it.

Creepy Obsession: Maniac Feature
Prerequisites: Maniac, has captured 5 of the same pokemon, Hyper Obsession
Static
Trigger: You throw any Poke Ball at a pokemon you’ve captured before.
Effect: When you roll d100 to try and capture a pokemon, subtract your 6 from your roll for each time you’ve captured that pokemon before. Evolution does not count as capture, only captures made in the wild count towards this capture rate bonus. This Feature replaces Hyper Obsession.

Hyper Obsession: Maniac Feature
Prerequisites: Maniac, has captured 4 of the same pokemon
Static
Trigger: You throw any Poke Ball at a pokemon you’ve captured before.
Effect: When you roll d100 to try and capture a pokemon, subtract your 3 from your roll for each time you’ve captured that pokemon before. Evolution does not count as capture, only captures made in the wild count towards this capture rate bonus. This Feature replaces Manic Obsession.

Manic Justification: Maniac Feature
Prerequisites: Maniac, caught any 20 pokemon
Static
Effect: From now on, every 10 pokemon you capture will gain you a trainer level, no matter how many times you’ve captured a specific species before.

Multi Ball: Maniac Feature
Prerequisites: Maniac, 17 DEX
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Trigger: You throw a Poke Ball.
Effect: You may throw any one additional Poke Ball on the same turn. You must target a different Pokemon with the extra throw.

Next One! Or Else!: Maniac Feature
Prerequisites: Maniac, 16 INT
Static
Trigger: A wild pokemon successfully flees or is felled after you threw a Poke Ball at it.
Effect: During the next wild encounter, subtract 3 from all of your rolls when throwing Poke Balls. If you fail to capture a pokemon after throwing a Poke Ball in that encounter, during the next encounter subtract 3 more during the following encounter. Continue subtract an additional 3 for each consecutive wild encounter you throw a Poke Ball but fail to capture a pokemon.

No, It’s Mine!: Maniac Feature
Prerequisites: Maniac, 15 DEX
Daily
Trigger: Another trainer throws any Poke Ball at a wild pokemon you already own.
Effect: Immediately throw any Poke Ball at the same target and roll your capture roll first. If your Poke Ball fails to capture the target, the other trainer then rolls their capture roll. If you do capture the pokemon, the other trainer’s Poke Ball is unused.

Pokebots: Maniac Feature
Prerequisites: Maniac, 16 INT (500)
Static
Effect: You make a small remote controlled pokemon robot, .5m tall, of any species of your choice, which can move 5m per turn and can hold 1 Poke Ball at a time and toss that Poke Ball 2m. You may move the remote controlled robot as a free action. Making it toss a Poke Ball takes up your turn.

You’re Mine! Again!: Maniac Feature
Prerequisites: Maniac, 15 DEX
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Target: A wild pokemon who shares a species with one you’ve captured before.
Effect: Mark the target as your Quarry. When throwing a Poke Ball at your Quarry, subtract your DEX modifier from your capture rolls.

POKE BALL DESIGNER



Poke Ball Design:
At-Will
Target: Upgraded Poke Ball Tool Box
Effect: Create a Poke Ball, a Great Ball or an Ultra Ball. Pokeball creation costs 450 , Great Ball creation costs 600 , Ultra Ball creation costs 900 . When creating or modifying any Poke Ball, call the creations whatever you'd like.

Time Design:
At-Will
Target: Poke Ball, Great Ball or Ultra Ball
Effect: Add one of the following keywords to the targeted Poke Ball for 300 : Morning, Day, Dusk or Night. If the modified Poke Ball is used during the time of day that corresponds with the keyword added, it adds 5 to the capture rate of the Poke Ball.

A capture Specialist sometimes focuses on the technology aspect of their profession. A Poke Ball Designer is an inventor who comes up with his or her own original Poke Ball designs and properties. While stores may not be too excited to purchase unofficial designs for their own sale, you can get the last laugh as your new Poke Balls capture everything you want.

Advanced Feature

Prerequisites: Capture Specialist, Upgraded Poke Ball Tool Box (7,500)

Ability Bonus: Intelligence
Bonuses: +1 INT

Class Features:
Poke Ball Design, Time Design

Poke Ball Designer Feature

Poke Ball Desginer Feature

Poke Ball Designer Features

Gender Design: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer
At-Will
Target: Poke Ball, Great Ball or Ultra Ball
Effect: Add one of the following keywords to the targeted Poke Ball for 50 : Neutral, Male or Female. If the modified Poke Ball is used on a target whose gender corresponds with the keyword it adds 3 to the capture rate of the Poke Ball.

Habitat Design: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer
At-Will
Target: Poke Ball, Great Ball or Ultra Ball
Effect: Add one of the following keywords to the targeted Poke Ball for 700 : Arctic, Mountain, Ocean, Desert, Grassland, Rainforest, Forest, Tundra, Taiga, Marsh, Beach, Freshwater, Urban or Cave. If the modified Poke Ball is used on a target in a locale that corresponds with the keyword, it adds 6 to the capture rate of the Poke Ball.

Nature Design: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer
At-Will
Target: Poke Ball, Great Ball or Ultra Ball
Effect: Add a Nature as a keyword to the targeted Poke Ball for 760 . If the modified Poke Ball is used on a target successfully, roll 1d20. On a result of 13 or better, the captured wild's Nature becomes the Nature of your choice that was attached to the Poke Ball. You may only target any Poke Ball with Nature Design once.

Quick Fix: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer, Stacked Tweaking
Static
Effect: You may use up to three Poke Ball Designer Features with the word Design in their name in one Trainer Action.

Rise Design: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer, has captured a pokemon that evolved twice
At-Will
Target: Poke Ball, Great Ball or Ultra Ball
Effect: Add the Rise keyword to the target for 1250 . When the modified Poke Ball captures a target, roll 1d20. On a result of 16 or better, the captured pokemon is raised 1d4 levels upon capture. You may add the Rise keyword to any Poke Ball up to two times.

Stacked Tweaking: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer, 6 Poke Ball Designer Features
Static
Effect: You may add more then one keyword to any Poke Ball with Poke Ball Designer Features.

Stage Design: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer, has captured an evolved pokemon
At-Will
Target: Poke Ball, Great Ball or Ultra Ball
Effect: Add one of the following keywords to the targeted Poke Ball for 775 : Basic, Evolved or Final. If the modified Poke Ball is used on a target, that is an unevolved pokemon and the keyword is Basic; the target has evolved once and the keyword is Evolved; or the target has evolved twice and the keyword is Final, it adds 10 to the capture rate of the Poke Ball.

Tutor Design: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer
At-Will
Target: Poke Ball, Great Ball or Ultra Ball
Effect: Add the Tutor keyword to the target for 900 . When the modified Poke Ball captures a target, roll 1d20. On a result of 17 or better, choose a TM that the caught pokemon can learn and add it to their Move list. You may only target any Poke Ball with Tutor Design once.

Type Design A: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer
At-Will
Target: Poke Ball, Great Ball or Ultra Ball
Effect: Add one of the following keywords to the targeted Poke Ball for 525 : Normal, Fighting, Flying, Poison, Ground, Rock, Bug, Ghost or Steel. If the modified Poke Ball is used on a target that corresponds with Elemental Type added, it adds 5 to the capture rate of the Poke Ball.

Type Design S: Poke Ball Designer Feature
Prerequisites: Poke Ball Designer
At-Will
Target: Poke Ball, Great Ball or Ultra Ball
Effect: Add one of the following keywords to the targeted Poke Ball for 525 : Fire, Water, Grass, Electric, Psychic, Ice, Dragon or Dark. If the modified Poke Ball is used on a target that corresponds with Elemental Type added, it adds 5 to the capture rate of the Poke Ball.

SNAGGER



Loyalty Meter: Snagger Feature
Static
Target: Owned Pokemon.
Effect: By pointing your Snag Machine at an owned Pokemon, you may determine the Loyalty of that Pokemon. Loyalty is measured from 0 to 4. Pokemon with Loyalty 0 dislike their trainer, and/or is commonly used for attacking defenseless Pokemon or people. Pokemon with Loyalty 1 are newly caught, previously wild, Pokemon who don't trust their trainer and/or are used to commit crimes. Pokemon with Loyalty 2 Like their trainer or were traded to their trainer but are used to commit crimes. Pokemon with Loyalty 3 love their trainers and/or were hatched by their trainers. Pokemon with Loyalty 4 have unbreakable bonds with their trainer.

Snag!: Snagger Feature
Daily
Target: Owned Pokemon with loyalty 0 or 1.
Effect: Throw a Poke Ball using your Snag Machine as if the target is a wild Pokemon and roll your 1d100 capture roll, subtracting an additional 5 from your check. If you beat the target's Capture Rate you have captured the target. The Pokemon is mistrustful towards you but just as mistrusting and just as trainable as any wild you would have caught in the wild.

Snaggers have manipulated the technology readily available for the public - Poke Balls. These Capture Specialists have used their intelligence to create something that is a direct violation of the law; a glove-like machine which enable Snaggers to steal Pokemon from other Trainers. It is best not to cross a Snagger, they might find your pokemon to be useful for their plans.

Snagger Features

Hate Seeker: Snagger Feature
Prerequisites: Snagger, 17 DEX
Static
Effect: When using Snag!, subtract an additional 3 from your roll if your target has Loyalty 1 or subtract an additional 10 from your roll if your target has Loyalty 0.

Rescued Resolve: Snagger Feature
Prerequisites: Snagger, an owned Pokemon with Loyalty 4 who you’ve Snagged
Static
Target: Your Pokemon with Loyalty 4 who you’ve Snagged.
Effect: Whenever a Target deals damage, they deal an additional X damage, where X is your Dexterity Stat.

Rescuer: Snagger Feature
Prerequisites: Snagger, an owned Pokemon with Loyalty 4 who you’ve Snagged
Static
Effect: When you are using Snag! on a Pokemon with Loyalty 0, it may have Loyalty 2 if you capture it and you want it to.

Shadow Berserk: Snagger Feature
Prerequisites: Snagger, a Pokemon who was once another Trainer’s pokemon
Daily
Target: Your Owned Pokemon with Loyalty 0, 1 or 2.
Effect: The target immediately uses the Move Submission, but when applying Weakness/Resistances, treat Submission as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using Shadow Berserk makes a Pokemon more prone to disliking its trainer.

Shadow Blaze: Snagger Feature
Prerequisites: Snagger, a Fire-Type Pokemon who was once another Trainer’s pokemon
Daily
Target: Your Owned Pokemon with Loyalty 0, 1 or 2.
Effect: The target immediately uses the Move Flamethrower, but when applying Weakness/Resistances, treat Flamethrower as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using a Shadow Blaze makes a Pokemon more prone to disliking its trainer.

Shadow Bolt: Snagger Feature
Prerequisites: Snagger, an Electric-Type Pokemon who was once another Trainer’s pokemon
Daily
Target: Your Owned Pokemon with Loyalty 0, 1 or 2.
Effect: The target immediately uses the Move Thunderbolt, but when applying Weakness/Resistances, treat Thunderbolt as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using Shadow Bolt makes a Pokemon more prone to disliking its trainer.

Shadow Chill: Snagger Feature
Prerequisites: Snagger, an Ice-Type Pokemon who was once another Trainer’s pokemon
Daily
Target: Your Owned Pokemon with Loyalty 0, 1 or 2.
Effect: The target immediately uses the Move Ice Beam, but when applying Weakness/Resistances, treat Ice Beam as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using Shadow Chill makes a Pokemon more prone to disliking its trainer.

Shadow Smash: Snagger Feature
Prerequisites: Snagger, a Fighting-Type Pokemon who was once another Trainer’s pokemon
Daily
Target: Your Owned Pokemon with Loyalty 0, 1 or 2.
Effect: The target immediately uses the Move Brick Break, but when applying Weakness/Resistances, treat Brick Break as having no Elemental Type, hitting for neutral damage. The target may not perform another Move during this round of combat. Using a Shadow Smash makes a Pokemon more prone to disliking its trainer.

Snag Machine Upgrade: Snagger Feature
Prerequisites: Snagger, (10,000)
Static
Effect: The Feature Snag! now has “Daily - Every 5 levels gained, you may perform this Feature another time per day.” Instead of “Daily,”

Subtle Break: Snagger Feature
Prerequisites: Snagger, a Pokemon who was once another Trainer’s pokemon
Daily
Target: A Pokemon with Loyalty 2.
Effect: Roll 1d20 and add your DEX modifier. If you roll 20 or higher, you may target the Pokemon with Loyalty 2 for the next 3 rounds with Snag!

COORDINATOR



Improved Income: Static
Trigger: You win a Contest.
Effect: You gain 1.5x the amount of prize value instead of the normal amount you would win.

Natural Grace: Static
Trigger: You enter a Contest.
Effect: X is half of your CHA or CON modifiers. Add Xd4 to your pokemon’s appearance appeal in the first round of a Contest.

Some trainers may battle against other trainers in a competition of appearance rather than strength. As shallow as some may view this practice, only a truly talented Coordinator can make an ugly Feebas win a competition of beauty. Coordinators know the natural advantages of appearance and can some times convince a judge to award them victory before they’ve even entered a competition. This isn’t any different in a battle; just viewing a well-trained pokemon owned by a coordinator may intimidate some pokemon. Coordinators value the importance of monetary gain and use their pokemon to ensure a constant cash flow through contests. They can’t be denied their Ribbons.

Advanced Classes:
Beauty Modeler, Cool Trainer, Cute Idol, Fashion Designer, Investor, Smart Teacher, Tough Guy

Class Feature

Prerequisites: 13 CHA, 13 CON

Key Abilities: Charisma, Constitution
Negligent Ability: Dexterity

Bonuses: +1 CHA +1 CON
Penalties: -2 DEX

Class Features:
Natural Grace, Improved Income

Coordinator Feature

Coordinator Feature

Coordinator Features

Judge Blinders: Coordinator Feature
Prerequisites: Coordinator, 3 Ribbons
Daily
Target: A Contest Move performed by one of your pokemon..
Effect: Roll 1d20 and add you CHA modifier. If you roll 15 or higher, you may add the keyword Special Attention to the Contest Move’s effect for that round in the Contest. Two instances of Special Attention activate separately.

Crowd’s Cheers: Coordinator Feature
Prerequisites: Coordinator, 16 CHA
Daily
Target: A Contest Move performed by one of your pokemon.
Effect: Roll 1d20 and add you CHA modifier. If you roll 15 or higher, replace the Effect of the Contest Move with Crowd Pleaser for that round during the Contest.

End Set: Coordinator Feature
Prerequisites: Coordinator, 16 CON, 3 Ribbons
Static
Target: A Contest Move performed by one of your pokemon with the Effect Slow Set.
Effect: Replace the Keyword Slow Set on all of your Pokemon’s Contest Moves with End Set.

Electrifying Performance: Coordinator Feature
Prerequisites: Coordinator, 5 Ribbons
Daily
Target: A Contest Move performed by one of your pokemon.
Effect: Roll 1d20 and add your CON and CHA modifiers. If you roll 16 or higher, replace the Effect of the Contest Move with Incredible for that round during the Contest.

More Incentives: Coordinator Feature
Prerequisites: Coordinator, 18 CHA, 2 Ribbons
Static
Target: A Contest Move performed by one of your pokemon with the Effect Incentives.
Effect: For your pokemon, Incentives now has the following line added to the end of its keyword entry: Raise the target judge’s Voltage 1 level.

Natural Grace +: Coordinator Feature
Prerequisites: Coordinator, 15 CHA, 15 CON
Static
Trigger: You enter a Contest.
Effect: X is half of your CHA modifier and half of your CON modifier. Add Xd4 to your pokemon’s appearance appeal in the first round of a Contest. This Feature replaces Natural Grace.

Natural Grace ✨: Coordinator Feature
Prerequisites: Coordinator, Natural Grace +
Static
Trigger: You enter a Contest.
Effect: X is either your CHA or your CON modifier, added to half of your CHA modifier or half of your CON modifier. Add Xd4 to your pokemon’s appearance appeal in the first round of a Contest. If you pick CHA for the full modifier, you must pick CON for the half and vice versa. This Feature replaces Natural Grace +.

Natural Grace ✨+: Coordinator Feature
Prerequisites: Coordinator, Natural Grace R, 20 CON, 20 CHA
Static
Trigger: You enter a Contest.
Effect: X is your CHA modifier and your CON modifier’s sum. Add Xd4 to your pokemon’s appearance appeal in the first round of a Contest. This Feature replaces Natural Grace R.

Start Set: Coordinator Feature
Prerequisites: Coordinator, 16 CON, 3 Ribbons
Static
Target: A Contest Move performed by one of your pokemon with the Effect Quick Set.
Effect: Replace the Keyword Quick Set on all of your Pokemon’s Contest Moves with Start Set.

Voltage Freeze: Coordinator Feature
Prerequisites: Coordinator, 15 CON, 2 Ribbons
Daily
Target: A judge’s Voltage.
Effect: Roll 1d20 and add your CON modifier. On a result of 14 or higher, when you target a judge with a Contest Move that has either the Hold That Thought or Excitement effects, you may activate Voltage Freeze. Until the next round during the contest, that Judge’s Voltage may not be lowered or raised.

Voltage Freeze +: Coordinator Feature
Prerequisites: Coordinator, Voltage Freeze
Daily
Target: A judge’s Voltage.
Effect: Roll 1d20 and add your CON modifier. On a result of 14 or higher, when you target a judge with a Contest Move that has either the Hold That Thought or Excitement effects, you may activate Voltage Freeze +. Until the next round during the contest, all Judge’s Voltages may not be lowered or raised. This Feature replaces Voltage Freeze.

You Call That Impressive?: Coordinator Feature
Prerequisites: Coordinator, 17 CHA
Daily
Target: A Contest Move performed by one of your pokemon.
Effect: Roll 1d20 and add your CHA modifier. On a result of 13 or higher, add the keyword Seen Nothing Yet to your pokemon’s Contest Move for this round.

BEAUTY MODELER



Beautiful Advantage: Beauty Modeler Feature
Static
Trigger: You enter a Beauty Contest.
Effect: X is half of your CON modifier. Add Xd4 to your pokemon’s appearance appeal in the first round of a Contest.

Beautiful Entrance: Beauty Modeler Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Beautiful Entrance, treat them as if they have the Clear Body pokemon ability, in addition to the ability they already have. If the pokemon already has Clear Body, treat them as if they have two separate Clear Body abilities. This effect ends when the pokemon is recalled.

A gorgeous, Beauty variety of trainer, these types of Coordinator practice showing off how stunning their pokemon appear.

Beauty Modeler Features

Beautiful Advantage ♥:
Prerequisite: Beauty Modeler, 17 CON
Static
Trigger: You enter a Beauty Contest.
Effect: Add your CON modifier to your pokemon’s appearance appeal in the first round of a Contest. This Feature replaces Beautiful Advantage.

Beauty Modeler Feature

Beautiful Brawn:
Prerequisite: Beauty Modeler, 1 Tough Ribbon
Static
Trigger: You enter a Beauty Contest.
Effect: When you use a Tough Move in a Beauty Contest you can roll 1d20 and add your CON modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

Beauty Modeler Feature

Beautiful Chance:
Prerequisites: Beauty Modeler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with at least one Beauty Contest ribbon.
Effect: When you send out your pokemon, targeted by Beautiful Entrance, treat them as if they have the Serene Grace pokemon ability, in addition to the ability they already have. If the pokemon already has Serene Grace, treat them as if they have two separate Serene Grace abilities. This effect ends when the pokemon is recalled.

Beauty Modeler Feature

Beautiful Presence:
Prerequisites: Beauty Modeler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with at least one Beauty Contest ribbon.
Effect: When you send out your pokemon, targeted by Beautiful Entrance, treat them as if they have the Pressure pokemon ability, in addition to the ability they already have. If the pokemon already has Pressure, treat them as if they have two separate Pressure abilities, but only one can be activated at any time. This effect ends when the pokemon is recalled.

Beauty Modeler Feature

Beautiful Skin:
Prerequisites: Beauty Modeler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with at least one Beauty Contest ribbon.
Effect: When you send out your pokemon, targeted by Beautiful Entrance, treat them as if they have the Marvel Scale pokemon ability, in addition to the ability they already have. If the pokemon already has Marvel Scale, treat them as if they have two separate Marvel Scale abilities. This effect ends when the pokemon is recalled.

Beauty Modeler Feature

Beautiful Shine:
Prerequisites: Beauty Modeler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Beautiful Entrance, treat them as if they have the Magic Guard pokemon ability, in addition to the ability they already have. If the pokemon already has Magic Guard, treat them as if they have two separate Magic Guard abilities. This effect ends when the pokemon is recalled.

Beauty Modeler Feature

Beautiful Veil:
Prerequisites: Beauty Modeler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Beautiful Entrance, treat them as if they have the Water Veil pokemon ability, in addition to the ability they already have. If the pokemon already has Water Veil, treat them as if they have two separate Water Veil abilities. This effect ends when the pokemon is recalled.

Beauty Modeler Feature

Beauty’s Allies:
Prerequisite: Beauty Modeler, 1 Cute Ribbon or 1 Cool Ribbon
Static
Trigger: You enter a Beauty Contest.
Effect: When you use a Cute Move or a Cool Move in a Beauty Contest you can roll 1d20 and add your CON modifier to the roll. If you roll 15 or higher, you may choose to have the Move raise the Voltage.

Beauty Modeler Feature

Intelligent Grace:
Prerequisite: Beauty Modeler, 1 Smart Ribbon
Static
Trigger: You enter a Beauty Contest.
Effect: When you use a Smart Move in a Beauty Contest you can roll 1d20 and add your CON modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

Beauty Modeler Feature

Mind Makeover:
Prerequisite: Beauty Modeler, 16 CON
Daily
Target: Your Pokemon or an ally’s pokemon.
Effect: Roll 1d20 and your CON modifier. If your result is 16 or greater, you may change the target’s Nature to Bashful, Modest, Mild, Quiet or Rash.

Beauty Modeler Feature

COOL TRAINER



Cool Advantage:
Static
Trigger: You enter a Cool Contest.
Effect: X is half of your CHA modifier. Add Xd4 to your pokemon’s appearance appeal in the first round of a Contest.

Cool Entrance:
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Cool Entrance, treat them as if they have the Guts pokemon ability, in addition to the ability they already have. If the pokemon already has Guts, treat them as if they have two separate Guts abilities. This effect ends when the pokemon is recalled.

A laid back, Cool variety of trainer, these types of Coordinator practice showing off how chill and awesome their pokemon can be.

Advanced Feature

Prerequisites: Coordinator, 3 Cool Contest Ribbons

Ability Bonus: Charisma
Bonuses: +1 CHA

Class Features:
Cool Advantage, Cool Entrance

Cool Trainer Feature

Cool Trainer Features

Composed Cute:
Prerequisite: Cool Trainer, 1 Cute Ribbon
Static
Trigger: You enter a Cool Contest.
Effect: When you use a Cute Move in a Cool Contest you can roll 1d20 and add your CHA modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

Cool Advantage ∞:
Prerequisite: Cool Trainer, 17 CHA
Static
Trigger: You enter a Cool Contest.
Effect: Add your CHA modifier to your pokemon’s appearance appeal in the first round of a Contest. This Feature replaces Cool Advantage.

Cool Beat:
Prerequisites: Cool Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Cool Entrance, treat them as if they have the Own Tempo pokemon ability, in addition to the ability they already have. If the pokemon already has Own Tempo, treat them as if they have two separate Own Tempo abilities. This effect ends when the pokemon is recalled.

Cool Break:
Prerequisites: Cool Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with at least one Cool Contest ribbon.
Effect: When you send out your pokemon, targeted by Cool Entrance, treat them as if they have the Mold Breaker pokemon ability, in addition to the ability they already have. If the pokemon already has Mold Breaker, treat them as if they have two separate Mold Breaker abilities. This effect ends when the pokemon is recalled.

Cool Eye:
Prerequisites: Cool Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with at least one Cool Contest ribbon.
Effect: When you send out your pokemon, targeted by Cool Entrance, treat them as if they have the Sniper pokemon ability, in addition to the ability they already have. If the pokemon already has Sniper, treat them as if they have two separate Sniper abilities. This effect ends when the pokemon is recalled.

Cool Spirit:
Prerequisites: Cool Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Cool Entrance, treat them as if they have the Vital Spirit pokemon ability, in addition to the ability they already have. If the pokemon already has Vital Spirit, treat them as if they have two separate Vital Spirit abilities. This effect ends when the pokemon is recalled.

Cool Trick: Cool Trainer Feature
Prerequisites: Cool Trainer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with at least one Cool Contest ribbon.
Effect: When you send out your pokemon, targeted by Cool Entrance, treat them as if they have the Hustle pokemon ability, in addition to the ability they already have. If the pokemon already has Hustle, treat them as if they have two separate Hustle abilities. This effect ends when the pokemon is recalled.

Cool’s Allies: Cool Trainer Feature
Prerequisite: Cool Trainer, 1 Beauty Ribbon or 1 Tough Ribbon
Static
Trigger: You enter a Cool Contest.
Effect: When you use a Beauty Move or a Tough Move in a Cool Contest you can roll 1d20 and add your CHA modifier to the roll. If you roll 15 or higher, you may choose to have the Move raise the Voltage.

Deliberate Intelligence: Cool Trainer Feature
Prerequisite: Cool Trainer, 1 Smart Ribbon
Static
Trigger: You enter a Cool Contest.
Effect: When you use a Smart Move in a Cool Contest you can roll 1d20 and add your CHA modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

Levelheaded Impression: Cool Trainer Feature
Prerequisite: Cool Trainer, 16 CHA
Daily
Target: Your Pokemon or an ally’s pokemon.
Effect: Roll 1d20 and your CHA modifier. If your result is 16 or greater, you may change the target’s Nature to Desperate, Lonely, Brave, Adamant or Naughty.

CUTE IDOL



Cute Advantage: Cute Idol Feature
Static
Trigger: You enter a Cute Contest.
Effect: X is half of your CHA modifier. Add Xd4 to your pokemon’s appearance appeal in the first round of a Contest.

Cute Entrance: Cute Idol Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Cute Entrance, treat them as if they have the Cute Charm pokemon ability, in addition to the ability they already have. If the pokemon already has Cute Charm, treat them as if they have two separate Cute Charm abilities. This effect ends when the pokemon is recalled.

An adorable, Cute variety of trainer, these types of Coordinator practice showing off how super kawaii their adorable little monsters are.

Cute Idol Features

Bulky Charm: Cute Idol Feature
Prerequisite: Cute Idol, 1 Tough Ribbon
Static
Trigger: You enter a Cute Contest.
Effect: When you use a Tough Move in a Cute Contest you can roll 1d20 and add your CHA modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

Cute Advantage ★: Cute Idol Feature
Prerequisite: Cute Idol, 17 CHA
Static
Trigger: You enter a Cute Contest.
Effect: Add your CHA modifier to your pokemon’s appearance appeal in the first round of a Contest. This Feature replaces Cute Advantage.

Cute Boast: Cute Idol Feature
Prerequisite: Cute Idol
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Cute Entrance, treat them as if they have the Rivalry pokemon ability, in addition to the ability they already have. If the pokemon already has Rivalry, treat them as if they have two separate Rivalry abilities. This effect ends when the pokemon is recalled.

Cute Chance: Cute Idol Feature
Prerequisite: Cute Idol
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with at least one Cute Contest ribbon.
Effect: When you send out your pokemon, targeted by Cute Entrance, treat them as if they have the Super Luck pokemon ability, in addition to the ability they already have. If the pokemon already has Super Luck, treat them as if they have two separate Super Luck abilities. This effect ends when the pokemon is recalled.

Cute Dance: Cute Idol Feature
Prerequisite: Cute Idol
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon..
Effect: When you send out your pokemon, targeted by Cute Entrance, treat them as if they have the Tangled Feet pokemon ability, in addition to the ability they already have. If the pokemon already has Tangled Feet, treat them as if they have two separate Tangled Feet abilities. This effect ends when the pokemon is recalled.

Cute Feet: Cute Idol Feature
Prerequisite: Cute Idol
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with at least one Cute Contest ribbon.
Effect: When you send out your pokemon, targeted by Cute Entrance, treat them as if they have the Run Away pokemon ability, in addition to the ability they already have. If the pokemon already has Run Away, treat them as if they have two separate Run Away abilities. This effect ends when the pokemon is recalled.

Cute Find: Cute Idol Feature
Prerequisite: Cute Idol
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon with at least one Cute Contest ribbon.
Effect: When you send out your pokemon, targeted by Cute Entrance, treat them as if they have the Pick Up pokemon ability, in addition to the ability they already have. If the pokemon already has Pick Up, treat them as if they have two separate Pick Up abilities. This effect ends when the pokemon is recalled.

Cute’s Allies: Cute Idol Feature
Prerequisite: Cute Idol, 1 Beauty Ribbon or 1 Smart Ribbon
Static
Trigger: You enter a Cute Contest.
Effect: When you use a Beauty Move or a Smart Move in a Cute Contest you can roll 1d20 and add your CHA modifier to the roll. If you roll 15 or higher, you may choose to have the Move raise the Voltage.

Infantilization: Cute Idol Feature
Prerequisite: Cute Idol, 16 CHA
Daily
Target: Your Pokemon or an ally’s pokemon.
Effect: Roll 1d20 and your CHA modifier. If your result is 16 or greater, you may change the target’s Nature to Serious, Timid, Hasty, Jolly or Naive.

Nifty Charm: Cute Idol Feature
Prerequisite: Cute Idol, 1 Cool Ribbon
Static
Trigger: You enter a Cute Contest.
Effect: When you use a Cool Move in a Cute Contest you can roll 1d20 and add your CHA modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

FASHION DESIGNER

Advanced Feature

Prerequisites: Coordinator, Fashion Case (3500)

Ability Bonus: Constitution
Bonuses: +1 CON

Class Features:
Little Accessory, Sparkles and Glitter



Little Accessory:
At-Will

Target: Fashion Case

Effect: Create an Accessory, chose a Contest type, and name the Accessory whatever you'd like. When worn, it gives 1 extra point of appeal, to the Contest type of your choice, during the pokemon's appearance appeal in the first round of a Contest. It costs 300 to create the Accessory. Up to three Accessories made with Little Accessory can be worn by any pokemon at a time.

Sparkles and Glitter:

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A Pokemon entering a contest.

Effect: Before a Contest begins roll 1d2 and multiply the result by the amount of Accessories made by a Fashion Designer the target is wearing. Add this to the pokemon's appearance appeal in the first round of a Contest.

Some Coordinators don't want all the glory for themselves; the Fashion Designer could care less which pokemon wins, as long as they won wearing their accessories. They make outfits and accessories for their ally's pokemon, and share the contest stage with them, giving them opportunity to win a Ribbon or two. It's always nice to help out your fellow trainer.

Fashion Designer Features

Ability Accessory:

Prerequisite: Fashion Designer, 18 CON, 4 Ribbons

At-Will

Target: Fashion Case

Effect: Create an Hold Item, chose a Pokemon Ability that at least one of the pokemon you own has and name the Hold Item whatever you'd like. While worn, the Hold Item replaces the pokemon's Ability with the Ability of your choice when making the Hold Item. When activating that Ability, roll 1d20 and add your CON modifier. If you roll less than 16, the Hold Item breaks. If it is not an ability that is activated, you must make this roll at least once per day or the Hold Item breaks. You may not copy Wonder Guard with Ability Accessory. It costs 1550 to create the Held Item.

Accessory:

Prerequisite: Fashion Designer

At-Will

Target: Fashion Case

Effect: Create an Accessory, chose a Contest type, and name the Accessory whatever you'd like. When worn, it gives 2 extra point of appeal, to the Contest type of your choice, during the pokemon's appearance appeal in the first round of a Contest. It costs 750 to create the Accessory. Up to three Accessories made with Accessory can be worn by any pokemon at a time.

Immunity Accessory:

Prerequisite: Fashion Designer, Accessory, 15 CON

At-Will

Target: Fashion Case

Effect: Create an Accessory, chose a Contest type, and name the Accessory whatever you'd like. When worn, you may activate its ability once per Contest. It's ability is: When activated, if the Contest Move performed would lower the Judge's Voltage, instead it does not. It costs 750 to create the Accessory. Up to two Accessories made with Immunity Accessory can be worn by any pokemon at a time.

Keepsake Accessory:

Prerequisite: Fashion Designer, Accessory

At-Will

Target: Items

Effect: Create an Accessory. When worn, it gives 1 extra point of appeal during the pokemon's appearance appeal in the first round of a Contest. It costs 750 to create the Accessory. Only 1 Accessory made with Keepsake can be worn by any pokemon at a time. If a Pokemon needs to hold a specific held item in order evolve, the Accessory made with Keepsake may be used as a substitute for the real Held Item, but does not have any additional abilities other then those described above. If the pokemon evolves using the Accessory made with Keepsake, the Accessory made with Keepsake is destroyed.

Large Accessory:

Prerequisite: Fashion Designer, Accessory, 17 CON

At-Will

Target: Fashion Case

Effect: Create an Accessory, chose a Contest type, and name the Accessory whatever you'd like. When worn, it gives 3 extra point of appeal, to the Contest type of your choice, during the pokemon's appearance appeal in the first round of a Contest. It costs 1300 to create the Accessory. Up to three Accessories made with Large Accessory can be worn by any pokemon at a time.

Fashion Designer Feature

Fashion Designer Feature

Fashion Designer Feature

Fashion Designer Feature

Fashion Designer Feature

Special Necklace:
Prerequisite: Fashion Designer, 18 CON
At-Will
Target: Fashion Case
Effect: Create an Item, chose a Trainer Stat, and name the Neck Slot Item whatever you'd like. The trainer at any time may use the Neck Slot Item to raise the Modifier of any of their stats 1, for two minutes. Activating the Item is a free action. Once activated, the Neck Slot Item becomes a Neck Slot Item with no abilities. It costs 250 to create the Neck Slot Item. A Trainer may not activate the ability of more then two Items created by Special Necklace at any time.

Fashion Designer Feature

Special Necklace +:
Prerequisite: Fashion Designer, Special Necklace
At-Will
Target: Fashion Case
Effect: Create an Item, chose a Trainer Stat, and name the Neck Slot Item whatever you'd like. The trainer at any time may use the Neck Slot Item to raise the Modifier of any of their stats 1, for two minutes. Activating the Item is a free action. Once activated, roll 1d20. If you roll less then 13, the Neck Slot Item becomes a Neck Slot Item with no abilities. It costs 950 to create the Neck Slot Item. A Trainer may not activate the ability of more then two Items created by Special Necklace at any time. This Feature replaces Special Necklace.

Fashion Designer Feature

Special Ring:
Prerequisite: Fashion Designer, 18 CON
At-Will
Target: Fashion Case
Effect: Create an Item, chose a Trainer Stat, and name the Ring Slot Item whatever you'd like. The trainer at any time may use the Ring Slot Item to roll 1d20 and add it to any roll for a Trainer Action. Activating the Item is a free action. Once activated, the Ring Slot Item becomes a Ring Slot Item with no abilities. It costs 550 to create the Ring Slot Item. A Trainer may not activate the ability of more then one Item created by Special Ring at any time.

Fashion Designer Feature

Special Ring +:
Prerequisite: Fashion Designer, Special Ring
At-Will
Target: Fashion Case
Effect: Create an Item, chose a Trainer Stat, and name the Ring Slot Item whatever you'd like. The trainer at any time may use the Ring Slot Item to roll 1d20 and add it to any roll for a Trainer Action. Activating the Item is a free action. Once activated, roll 1d20. If you roll less then 13, the Ring Slot Item becomes a Ring Slot Item with no abilities. It costs 1800 to create the Ring Slot Item. A Trainer may not activate the ability of more then one Item created by Special Ring at any time. This Feature replaces Special Ring.

Fashion Designer Feature

Tailor:
Prerequisite: Fashion Designer
At-Will
Target: Fashion Case
Effect: Create Clothing, name the piece whatever you'd like. The clothing has the following ability;
Daily - When making a check that adds the CHA modifier, you may add X to your roll where X is the value of the clothing, you may only add this modifier once per check, regardless of how many pieces of Clothing you have that were made with Tailor. Making a piece of Clothing costs 1750 . The value of the clothing is X, where X is your base CHA modifier at the time you make the clothing.

Fashion Designer Feature

INVESTOR



Advanced Feature

Prerequisites: Coordinator, 20,000 (10,000)

Ability Bonus: Constitution
Bonuses: +1 CON

Class Features:
Family Inheritance, Judge Bribe

Family Inheritance:
Static
Trigger: You win a contest.
Effect: You gain 2x the amount of prize value instead of the normal amount you would win. This Feature replaces Improved Income.

Investor Feature

Judge Bribe:
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Contest Judge.
Effect: Before a Contest begins; you may pay 800 to have the contest type changed to a type you have at least 2 ribbons for.

Investor Feature

Some parents have brought up the Investor as someone meant to show great things, on the stage of contests. Their family has long line of great Coordinators who have left their entire trust funds to you – if you win contests. Investors receive a great deal of extra funds whenever they win a contest and can afford a great deal of extra pampering for their contest winners because of it.

Investor Features

Badge Bribe: Investor Feature
Prerequisites: Investor, 23 CHA, 15 CON
Daily
Target: Gym Leader.
Effect: Roll 1d20 and add your CHA modifier and your CON modifier. If you roll 22 or higher, you may buy a Badge from a Gym Leader for 10450 , they will not turn down the offer after the successful roll, regardless of their previous objections.

Appeal Bribe: Investor Feature
Prerequisites: Investor
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Contest Judge.
Effect: Before a Contest begins; you may pay 350 to a Judge and tell them a round (1, 2, 3, 4 or 5) during the Appeals, in which you want them to raise their Voltage. During the round you may choose to not activate Appeal Bribe.

Exchange Rates: Investor Feature
Prerequisites: Investor, sold 3000 worth of items to a Poke Mart at once
Static
Target: Poke Marts.
Effect: When you sell an item to a Poke Mart they buy it for 65% of it’s value instead of the usual 20% or below.

Family Favors: Investor Feature
Prerequisites: Investor, a total of 50,000
Static
Target: Items.
Effect: You may make calls to home and borrow an item of any sort at most one per month. Your family must be on good terms with you and you must make a successful check, rolling 1d20 and adding your CHA and CON modifiers. If the roll is higher than 19, Family Favors is successful. The GM will help settle the agreements of the item’s borrowing (for how long, where to receive item, etc.).

Family Inheritance +: Investor Feature
Prerequisites: Investor, (7,000)
Static
Trigger: You win a contest.
Effect: You gain 2.5x the amount of prize value instead of the normal amount you would win. This Feature replaces Family Inheritance.

Judge Bribe +: Investor Feature
Prerequisites: Investor, 3 different types of Ribbons
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Contest Judge.
Effect: Before a Contest begins; you may pay 1750 to have the contest type changed.
This Feature replaces Judge Bribe.

Medal Bribe: Investor Feature
Prerequisites: Investor, 21 CHA, 17 CON
Daily
Target: Frontier Brain.
Effect: Roll 1d20 and add your CHA modifier and your CON modifier. If you roll 27 or higher, you may buy a Medal from a Frontier Brain for 17450 , they will not turn down the offer after the successful roll, regardless of their previous objections.

Member Discount: Investor Feature
Prerequisites: Investor, spent 3000 at once at any Poke Mart
Static
Target: Poke Marts.
Effect: Everything you buy from a Poke Mart is 20% off full price. Prices at Pokemon Centers are 40% off.

Member Discount +: Investor Feature
Prerequisites: Investor, Member Discount
Static
Target: Poke Marts.
Effect: Everything you buy from a Poke Mart is 45% off full price. Prices at Pokemon Centers are 80% off.
This Feature replaces Member Discount.

Secret Stock: Investor Feature
Prerequisites: Investor, Member Discount, 17 CHA
Static
Target: Poke Marts.
Effect: You have access to items in stock that no one else does. This includes special Poke Balls, rare Hold Items, Rare Stones and other exotic items usually found only in large Department Poke Marts.

SMART TEACHER



Advanced Feature

Prerequisites: Coordinator, 3 Smart Contest Ribbons

Ability Bonus: Charisma
Bonuses: +1 CHA

Class Features:
Smart Advantage, Smart Entrance

Smart Advantage:
Static

Trigger: You enter a Smart Contest.

Effect: X is half of your CHA modifier. Add Xd4 to your pokemon's appearance appeal in the first round of a Contest.

Smart Teacher Feature

Smart Entrance:

Smart Teacher Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your pokemon or allied pokemon.

Effect: When you send out your pokemon, targeted by Smart Entrance, treat them as if they have the Adaptability pokemon ability, in addition to the ability they already have. If the pokemon already has Adaptability, treat them as if they have two separate Adaptability abilities. This effect ends when the pokemon is recalled.

A geeky, Smart variety of trainer, these types of Coordinator practice showing off how intelligent their pokemon seem.

Smart Teacher Features

Beautiful Mind:

Smart Teacher Feature

Prerequisite: Smart Teacher, 1 Beauty Ribbon

Static

Trigger: You enter a Smart Contest.

Effect: When you use a Beauty Move in a Smart Contest you can roll 1d20 and add your CHA modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

Intelligent Design:

Smart Teacher Feature

Prerequisite: Smart Teacher, 16 CHA

Daily

Target: Your Pokemon or an ally's pokemon.

Effect: Roll 1d20 and your CHA modifier. If your result is 16 or greater, you may change the target's Nature to Calm, Gentle, Sassy, Sickly or Careful.

Smart Advantage Ω:

Smart Teacher Feature

Prerequisite: Smart Teacher, 17 CHA

Static

Trigger: You enter a Smart Contest.

Effect: Add your CHA modifier to your pokemon's appearance appeal in the first round of a Contest. This Feature replaces Smart Advantage.

Smart Details:

Smart Teacher Feature

Prerequisites: Smart Teacher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your pokemon or allied pokemon.

Effect: When you send out your pokemon, targeted by Smart Entrance, treat them as if they have the Anticipation pokemon ability, in addition to the ability they already have. If the pokemon already has Anticipation, treat them as if they have two separate Anticipation abilities. This effect ends when the pokemon is recalled.

Smart Eye:

Smart Teacher Feature

Prerequisites: Smart Teacher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your pokemon or allied pokemon.

Effect: When you send out your pokemon, targeted by Smart Entrance, treat them as if they have the Keen Eye pokemon ability, in addition to the ability they already have. If the pokemon already has Keen Eye, treat them as if they have two separate Keen Eye abilities. This effect ends when the pokemon is recalled.

Smart Focus:

Smart Teacher Feature

Prerequisites: Smart Teacher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your pokemon or allied pokemon with at least one Smart Contest ribbon.

Effect: When you send out your pokemon, targeted by Smart Entrance, treat them as if they have the Download pokemon ability, in addition to the ability they already have. If the pokemon already has Download, treat them as if they have two separate Download abilities. This effect ends when the pokemon is recalled.

Smart Ignorance: Smart Teacher Feature

Prerequisites: Smart Teacher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your pokemon or allied pokemon.

Effect: When you send out your pokemon, targeted by Smart Entrance, treat them as if they have the Oblivious pokemon ability, in addition to the ability they already have. If the pokemon already has Oblivious, treat them as if they have two separate Oblivious abilities. This effect ends when the pokemon is recalled.

Smart Skin: Smart Teacher Feature

Prerequisites: Smart Teacher

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your pokemon or allied pokemon with at least one Smart Contest ribbon.

Effect: When you send out your pokemon, targeted by Smart Entrance, treat them as if they have the Filter pokemon ability, in addition to the ability they already have. If the pokemon already has Filter, treat them as if they have two separate Filter abilities. This effect ends when the pokemon is recalled.

Smart’s Allies: Smart Teacher Feature

Prerequisite: Smart Teacher, 1 Cute Ribbon or 1 Tough Ribbon

Static

Trigger: You enter a Smart Contest.

Effect: When you use a Cute Move or a Tough Move in a Smart Contest you can roll 1d20 and add your CHA modifier to the roll. If you roll 15 or higher, you may choose to have the Move raise the Voltage.

Think Cool: Smart Teacher Feature

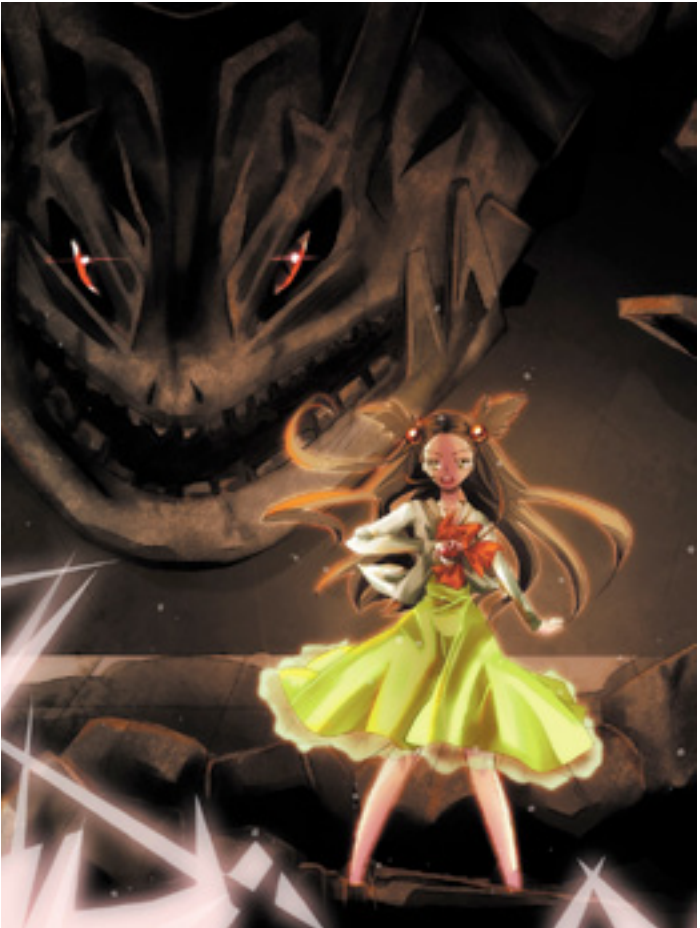
Prerequisite: Smart Teacher, 1 Tough Ribbon

Static

Trigger: You enter a Smart Contest.

Effect: When you use a Cool Move in a Smart Contest you can roll 1d20 and add your CHA modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

TOUGH GUY



Tough Advantage: Tough Guy Feature

Static

Trigger: You enter a Tough Contest.

Effect: X is half of your CON modifier. Add Xd4 to your pokemon’s appearance appeal in the first round of a Contest.

Tough Entrance: Tough Guy Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Your pokemon or allied pokemon.

Effect: When you send out your pokemon, targeted by Tough Entrance, treat them as if they have the Intimidate pokemon ability, in addition to the ability they already have. If the pokemon already has Intimidate, treat them as if they have two separate Intimidate abilities. This effect ends when the pokemon is recalled.

A strong, Tough type of trainer, these types of Coordinator practice showing off how macho their pokemon are.

Tough Guy Features

Adorable Brawn: Tough Guy Feature
Prerequisite: Tough Guy, 1 Cute Ribbon
Static
Trigger: You enter a Tough Contest.
Effect: When you use a Cute Move in a Tough Contest you can roll 1d20 and add your CON modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

Head Strong: Tough Guy Feature
Prerequisite: Tough Guy, 16 CON
Daily
Target: Your Pokemon or an ally’s pokemon.
Effect: Roll 1d20 and your CON modifier. If your result is 16 or greater, you may change the target’s Nature to Stark, Bold, Relaxed, Impish or Lax.

Perfect Hulk: Tough Guy Feature
Prerequisite: Tough Guy, 1 Tough Ribbon
Static
Trigger: You enter a Tough Contest.
Effect: When you use a Beauty Move in a Tough Contest you can roll 1d20 and add your CON modifier to the roll. If you roll 15 or higher, you may choose to have the Move not lower the Voltage.

Tough Advantage X: Tough Guy Feature
Prerequisites: Tough Guy, 17 CON
Static
Trigger: You enter a Tough Contest.
Effect: Add your CON modifier to your pokemon’s appearance appeal in the first round of a Contest. The Feature replaces Tough Advantage.

Tough Blood: Tough Guy Feature
Prerequisites: Tough Guy
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Tough Entrance, treat them as if they have the Immunity pokemon ability, in addition to the ability they already have. If the pokemon already has Immunity, treat them as if they have two separate Immunity abilities. This effect ends when the pokemon is recalled.

Tough Focus: Tough Guy Feature
Prerequisites: Tough Guy
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Tough Entrance, treat them as if they have the Inner Focus pokemon ability, in addition to the ability they already have. If the pokemon already has Inner Focus, treat them as if they have two separate Inner Focus abilities. This effect ends when the pokemon is recalled.

Tough Protectors: Tough Guy Feature
Prerequisites: Tough Guy
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Tough Protectors, treat them as if they have the Battle Armor pokemon ability, in addition to the ability they already have. If the pokemon already has Battle Armor, treat them as if they have two separate Battle Armor abilities. This effect ends when the pokemon is recalled.

Tough Hide: Tough Guy Feature
Prerequisites: Tough Guy
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your Pokemon or allied pokemon with at least one Tough Contest ribbon.
Effect: When you send out your pokemon, targeted by Tough Entrance, treat them as if they have the Rough Skin pokemon ability, in addition to the ability they already have. If the pokemon already has Rough Skin, treat them as if they have two separate Rough Skin abilities. This effect ends when the pokemon is recalled.

Tough Spirit: Tough Guy Feature
Prerequisites: Tough Guy
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Your pokemon or allied pokemon.
Effect: When you send out your pokemon, targeted by Tough Entrance, treat them as if they have the Reckless pokemon ability, in addition to the ability they already have. If the pokemon already has Reckless, treat them as if they have two separate Reckless abilities. This effect ends when the pokemon is recalled.

Tough’s Allies: Tough Guy Feature
Prerequisite: Tough Guy, 1 Smart Ribbon or 1 Cool Ribbon
Static
Trigger: You enter a Tough Contest.
Effect: When you use a Smart Move or a Cool Move in a Tough Contest you can roll 1d20 and add your CON modifier to the roll. If you roll 15 or higher, you may choose to have the Move raise the Voltage.

MARTIAL ARTIST



Class Feature

Prerequisites: 13 STR, 13 DEX

Key Abilities: Strength, Dexterity
Negligent Ability: Intelligence

Bonuses: +1 STR +1 DEX
Penalties: -2 INT

Class Features:
Improved Combat, Improved Endurance

Improved Combat: Martial Artist Feature
At-Will
Trigger: You hit a foe with an attack.
Effect: Add your STR and DEX modifiers to the damage you deal as a Trainer.

Improved Endurance: Martial Artist Feature
Static
Target: Your HP value.
Effect: Add your STR and DEX modifiers and multiply the total by 5 HP. Add this to your HP total.

Some trainers physically exceed some pokemon in hand-to-hand combat. Their mastery of the Martial Artist is unparalleled by the untrained, random attempts of assault performed by any other trainer. They can take out other trainers with little effort, and their pokemon benefit from their exploits as well. The Martial Artist has a natural affinity for the Fighting, Steel, Rock and Ground types of pokemon and can better train them to use their attack to their full potential.

Advanced Classes:
Aura User, Black Belt, Juggler, Message Therapist, Ninja, Weapons Master

Martial Artist Features

Arm Thrust: Martial Artist Feature
Prerequisites: Martial Artist, a pokemon who knows Arm Thrust
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Arm Thrust. Use your STR modifier as your ATK stat.

Body Focus: Martial Artist Feature
Prerequisites: Martial Artist
Daily
Target: Pokemon or Trainers.
Effect: Recover HP as if you had taken an extended rest. You do not gain any of the other benefits of an extended rest.

Dizzy Punch: Martial Artist Feature
Prerequisites: Martial Artist, has suffered a Dizzy Punch attack
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Dizzy Punch. Use your STR modifier as your ATK stat.

Double Kick: Martial Artist Feature
Prerequisites: Martial Artist, a pokemon who knows Double Kick
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Double Kick. Use your STR modifier as your ATK stat.

Doubleslap: Martial Artist Feature
Prerequisites: Martial Artist
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Doubleslap. Use your STR modifier as your ATK stat.

Façade: Martial Artist Feature
Prerequisites: Martial Artist, has suffered a Façade attack
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Façade. Use your STR modifier as your ATK stat.

Jump Kick: Martial Artist Feature
Prerequisites: Martial Artist, a pokemon who knows Jump Kick
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Jump Kick. Use your STR modifier as your ATK stat.

Karate Chop: Martial Artist Feature
Prerequisites: Martial Artist
Daily – Every 2 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Karate Chop. Use your STR modifier as your ATK stat.

Pound: Martial Artist Feature
Prerequisites: Martial Artist
Daily – Every 2 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Pound. Use your STR modifier as your ATK stat.

Strong Guy: Martial Artist Feature
Prerequisites: Martial Artist, 15 STR
Static
Effect: Whenever you make a Strength check, add 5 to your roll.

Tough Skin: Martial Artist Feature
Prerequisites: Martial Artist, 13 STR
Static
Effect: When you take damage, from any source, reduce the damage by your STR modifier unless the damage source specifically says it cannot be reduced.

AURA USER



Advanced Feature

Prerequisites: Martial Artist, a Pokemon who can use Aura, 18 STR

Ability Bonus: Strength
Bonuses: +1 STR

Class Features:
Aura Reading, Aura Mind

Aura Reading: Aura User Feature
At-Will
Target: Pokemon or Trainers.
Effect: You can read the Aura of your target. Everything has an Aura, but not many can access their Aura. Auras can be any color. The shade of the color varies from very tinted to very darkened. If the color of the Aura is tinted, the target has little negative intentions. If the color of the Aura is very blackened, the target has many malicious intentions. An Aura's shade can be anywhere in between.

Aura Mind: Aura User Feature
At-Will
Target: Pokemon or Trainers.
Effect: You may project your thoughts into the minds of others to talk to them without talking out loud. Aura Mind doesn't allow them to transmit their thoughts towards you.

A trainer who becomes one with the world surrounding them can use Aura. A Martial Artist who can read the psychological auras of strangers can know the intentions of a person without any conversation. They can emit bursts of energy, and create force fields around their body. An Aura User also has the ability to hear the thoughts of other who want their thoughts to be heard by the Aura User. The Aura User is a rarity in the pokemon world, a blessing in any traveling party.

Aura User Features

Aura Sphere: Aura User Feature
Prerequisites: Aura User, Vacuum Wave, a pokemon who knows Aura Sphere
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Aura Sphere. Use your STR modifier as your SP. ATK stat.

Aura Thoughts: Aura User Feature
Prerequisites: Aura User
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Roll 1d20 and add your STR modifier. On a result of 15 or higher, read the mind of the target.

Dark Pulse: Aura User Feature
Prerequisites: Aura User, has suffered an Dark Pulse attack
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Dark Pulse. Use your STR modifier as your SP. ATK stat.

Drain Punch: Aura User Feature
Prerequisites: Aura User, a pokemon who knows Drain Punch
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Drain Punch. Use your STR modifier as your ATK stat.

Fire Punch: Aura User Feature
Prerequisites: Aura User, has suffered an Fire Punch attack
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Fire Punch. Use your STR modifier as your ATK stat.

Ice Punch: Aura User Feature
Prerequisites: Aura User, has suffered an Ice Punch attack
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Ice Punch. Use your STR modifier as your ATK stat.

Focus Blast: Aura User Feature
Prerequisites: Aura User, Vacuum Wave, has suffered a Focus Blast attack
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Focus Blast. Use your STR modifier as your SP. ATK stat.

Light Screen: Aura User Feature
Prerequisites: Aura User, a pokemon who knows Light Screen
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use the Move Light Screen.

Shadow Punch: Aura User Feature
Prerequisites: Aura User, has suffered an Shadow Punch attack
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Shadow Punch. Use your STR modifier as your ATK stat.

Thunderpunch: Aura User Feature
Prerequisites: Aura User, has suffered an Thunderpunch attack
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Thunderpunch. Use your STR modifier as your ATK stat.

Vacuum Wave: Aura User Feature
Prerequisites: Aura User
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Vacuum Wave. Use your STR modifier as your SP. ATK stat.

Water Pulse: Aura User Feature
Prerequisites: Aura User, has suffered an Water Pulse attack
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Water Pulse. Use your STR modifier as your SP. ATK stat.

BLACK BELT



Sensei:
Static
Trigger: Martial Arts stunts.
Effect: Chose a specific Martial Art; Judo, Karate, Sumo, Tai-Kwan-Do, Kickboxing etc. You are a master of that form of Martial Arts and can perform stunts related without making checks. You may take Sensei for another form of Martial Art again as a secondary feat. Any improvised attack made with that form of Martial Arts cannot miss.

Close Combat:
Daily
Target: Pokemon or Trainers.
Effect: Use the attack Close Combat. Use your STR modifier as your ATK stat. For the next five minutes, you take twice the amount of damage you would normally take.

At the top of every martial art is the Black Belt, the finest fighters of their respective martial art. The Martial Artist who reaches this pinnacle of talent can easily combat any other trainer, and possibly powerful pokemon.

Advanced Feature

Prerequisites: Martial Artist, 18 STR

Ability Bonus: Strength
Bonuses: +1 STR

Class Features:
Sensei, Close Combat

Black Belt Feature

Black Belt Feature

Black Belt Features

Body Slam:
Prerequisites: Black Belt
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Body Slam. Use your STR modifier as your ATK stat.

Force Palm:
Prerequisites: Black Belt, has suffered a Force Palm attack
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Force Palm. Use your STR modifier as your ATK stat.

Hi Jump Kick:
Prerequisites: Black Belt, Jump Kick
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Hi Jump Kick. Use your STR modifier as your ATK stat.

Mach Punch:
Prerequisites: Black Belt, has suffered a Mach Punch attack
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Mach Punch. Use your STR modifier as your ATK stat.

Reckless:
Prerequisites: Black Belt, 22 STR
Static
Effect: You do not take recoil damage.

Submission:
Prerequisites: Black Belt, has suffered a Submission
At-Will
Target: Pokemon or Trainers.
Effect: Use the Move Submission. Use your STR modifier as your ATK stat.

Take Down:
Prerequisites: Black Belt
At-Will
Target: Pokemon or Trainers.
Effect: Use the Move Take Down. Use your STR modifier as your ATK stat.

Toughest Skin:
Prerequisites: Black Belt, Tough Skin
Static
Effect: When you take damage, from any source, reduce the damage by your STR modifier tripled unless the damage source specifically says it cannot be reduced. This Feature replaces Tough Skin.

Triple Kick: Black Belt Feature
Prerequisites: Black Belt, Double Kick
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Triple Kick. Use your STR modifier as your ATK stat.

Vital Throw: Black Belt Feature
Prerequisites: Black Belt, a pokemon who knows Vital Throw
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Vital Throw. Use your STR modifier as your ATK stat.

DIRTY FIGHTER



Advanced Feature

Prerequisites: Martial Artist, 17 DEX

Ability Bonus: Dexterity
Bonuses: +1 DEX

Class Features:
Dirt In Your Eyes, Psyche!

Dirt In Your Eyes:
At-Will
Target: Pokemon or Trainer.
Effect: Use the Move Sand-Attack.

Dirty Fighter Feature

Psyche!:
Daily
Target: Pokemon or Trainer.
Effect: Use the Move Sucker Punch.

Dirty Fighter Feature

Martial Artists are trained in rigorous conditions and are commonly disciplined while learning the way of the fist or sword. Dirty Fighters left that discipline when they finished their training, trading honor for an upper edge. Dirty Fighters will do everything in their power to gain an edge during a fight, after all - a fight is a fight. Someone has to go down and the Dirty Fighter doesn't want it to be them.

Dirty Fighter Features

Below The Belt: Dirty Fighter Feature
Prerequisites: Dirty Fighter, 20 DEX
Daily
Target: Pokemon or Trainer.
Effect: Use the Move Mega Kick. During the Accuracy Check for Mega Kick, if you roll 14 or higher, the target is Paralyzed. Use your DEX modifier as your ATK stat.

Butter Up: Dirty Fighter Feature
Prerequisites: Dirty Fighter
Daily- Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer.
Effect: Use the Move Flatter.

Choppers: Dirty Fighter Feature
Prerequisites: Dirty Fighter
Daily- Every 4 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer.
Effect: Use the Move Bite. Use your DEX modifier as your ATK stat.

Crocodile Tears: Dirty Fighter Feature
Prerequisites: Dirty Fighter
At-Will
Target: Pokemon or Trainer who dealt damage to you on their last turn.
Effect: The next time you roll an Accuracy Check while targeting Crocodile Tears’ target, you need -5 on your Accuracy Check.

Desperate Assault: Dirty Fighter Feature
Prerequisites: Dirty Fighter, 20 DEX
Daily
Target: Pokemon or Trainer.
Effect: If you have used four different Dirty Fighter Features during a single Encounter, you may use the Move Last Resort. Use your DEX modifier, multiplied by 3, as your ATK stat.

Disarm: Dirty Fighter Feature
Prerequisites: Dirty Fighter
At-Will
Target: Pokemon or Trainer.
Effect: Use the Move Knock Off. Use your DEX modifier as your ATK stat.

Egg On: Dirty Fighter Feature
Prerequisites: Dirty Fighter
Daily- Every 4 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer.
Effect: Use the Move Taunt.

Face!: Dirty Fighter Feature
Prerequisites: Dirty Fighter
Daily- Every 4 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer.
Effect: Use the Move Headbutt. Use your DEX modifier as your ATK stat.

Tax: Dirty Fighter Feature
Prerequisites: Dirty Fighter
Daily- Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer.
Effect: Use the Move Thief. Use your DEX modifier as your ATK stat. If you target a Trainer with Tax, and you hit with Thief, you may take anything on the Trainer’s person that can be seen on their person.

You’ll Pay For That!: Dirty Fighter Feature
Prerequisites: Dirty Fighter, 20 DEX
Daily
Target: Pokemon or Trainer.
Effect: Use the Move Payback. Use your DEX modifier, multiplied by 3, as your ATK stat.

JUGGLER



Advanced Feature

Prerequisites: Martial Artist, 17 DEX,
Juggling Set (150)

Ability Bonus: Dexterity
Bonuses: +1 DEX

Class Features:
Juggling Act, Quick Switch

Juggling Act: Juggler Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere in a City or Town.

Effect: Roll 1d20 and add your DEX modifier, then multiply the sum by ten. This number represents the amount of money in tips you received during your show. This power takes place over thirty minutes.

Quick Switch: Juggler Feature
Static
Trigger: You switch a pokemon during a battle.
Effect: Switching pokemon does not take your whole turn. You may only use Quick Switch once per battle.

The Juggler takes their dexterity to the streets to make some monetary gain. They perform tricks that involve slight of hand and are excellent street scammers. This may seem like abilities unrelated to pokemon training, but while battling those quick fingers can turn into a quickly delivered potion – from across the field. Even switching pokemon can be done in a few seconds when this Martial Artist is battling. With a keen eye and attention to how any situation, or any thing, is always handled well by the Juggler.

Juggler Features

Bullet Seed: Juggler Feature
Prerequisites: Juggler, a pokemon who knows Bullet Seed
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Bullet Seed. Use your DEX modifier as your ATK stat.

Egg Bomb: Juggler Feature
Prerequisites: Juggler, 20 DEX
Daily – Every 13 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Egg Bomb. Use your DEX modifier as your ATK stat.

Fast Draw: Juggler Feature
Prerequisites: Juggler
Static
Effect: Once per encounter, you may send out a pokemon as a free action.

Gunk Shot: Juggler Feature
Prerequisites: Juggler, has suffered a Gunk Shot attack
Daily – Every 9 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Gunk Shot. Use your DEX modifier as your ATK stat.

Juggling Show: Juggler Feature
Prerequisites: Juggler, has made 250 with Juggling Act
Daily
Target: Anywhere in a City or Town.
Effect: Roll 5d20 and add your DEX modifier, then multiply the sum by ten. This number represents the amount of money in tips you received during your show. This power takes place over one hour.

Multi Ball: Juggler Feature
Prerequisites: Juggler
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Trigger: You throw a Poke Ball.
Effect: You may throw any one additional Poke Ball on the same turn. You must target a different Pokemon with the extra throw.

Pin Missile: Juggler Feature
Prerequisites: Juggler, has suffered a Pin Missile
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Pin Missile. Use your DEX modifier as your ATK stat.

Pickpocket: Juggler Feature
Prerequisites: Juggler
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Trainers.
Effect: Roll 1d20 and add your DEX modifier. If the total is 17 or higher, you pick the person’s pocket without them noticing.

Rock Throw: Juggler Feature

Prerequisites: Juggler, a pokemon who knows Rock Throw

Daily – Every 4 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Use the Move Rock Throw. Use your DEX modifier as your ATK stat.

Weapon Rain: Juggler Feature

Prerequisites: Juggler, Thowing Weapons Master

Static

Effect: When making an attack with your Throwing Weapons, you may attack twice during your turn as your Trainer Action. Use your DEX modifier multiplied by three instead of your INT modifier for damage when using a weapon with Throwing Weapons Master.

MASSAGE THERAPIST



Advanced Feature

Prerequisites: Martial Artist, 16 DEX

Ability Bonus: Dexterity

Bonuses: +1 DEX

Class Features:

Massage Therapy, Pressure Points

Massage Therapy:

Massage Therapist Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Trigger: A Pokemon.

Effect: The target is temporarily at full happiness and appears more appealing. If they level up without a negative incident within 10 minutes of Massage Therapy and have met all previous requirements for evolution, evolution is guaranteed.

Pressure Points:

Massage Therapist Feature

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your DEX modifier. If the total exceeds 15, the target is immobilized for 1d4 turns. The target can move their head but their body is unable to move. They are not Paralyzed, their body is limp.

When a Martial Artist studies all of the pressure points on a human being, they can therapeutically relax that friend with massage. With further study, they can master those pressure points on a pokemon. This is useful to increase the happiness of a pokemon or relax them before a contest. Due to most pokemon evolving based on their relationship with their trainer, the Massage Therapist is key to building a bond between pokemon and trainer.

Massage Therapist Features

Arm Thrust: Prerequisites: Massage Therapist, Stun Spore Daily Target: Pokemon or Trainers. Effect: Use the Move Arm Thrust. Use your DEX modifier as your ATK stat.	Massage Therapist Feature
Healing Touch: Prerequisites: Massage Therapist, 18 DEX Daily – Every 10 levels gained, you may perform this Feature another time per day. Target: Pokemon or Trainers. Effect: Roll 2d20 and add your DEX modifier. Heal the target that much HP.	Massage Therapist Feature
Healing Touch +: Prerequisites: Massage Therapist, Healing Touch Daily – Every 10 levels gained, you may perform this Feature another time per day. Target: Pokemon or Trainers. Effect: Roll 4d20 and add your DEX modifier. Heal the target that much HP.	Massage Therapist Feature
Impose Limberness: Prerequisites: Massage Therapist, Limber Static Target: Any Paralyzed target. Effect: Roll 1d20 and add your DEX modifier. If the total is 15 or better, the target is cured of their Paralysis. When curing a target on your turn, it takes your Trainer Action. If you fail to cure a target you may not attempt to cure them again with Impose Limberness for 1 hour.	Massage Therapist Feature
Limber: Prerequisites: Massage Therapist, 20 DEX Static Effect: You are immune to Paralysis.	Massage Therapist Feature
Precisionist: Prerequisites: Massage Therapist Static Effect: Whenever you make a Dexterity check, add 5 to your roll.	Massage Therapist Feature
Pressure Points +: Prerequisites: Massage Therapist Daily – Every 10 levels gained, you may perform this Feature another time per day. Target: Pokemon or Trainers. Effect: Roll 1d20 and add your DEX modifier. If the total exceeds 16, the target is immobilized for X turns, where X is your DEX modifier. The target can move their head but their body is unable to move. They are not Paralyzed, their body is limp. This Feature replaces Pressure Points.	Massage Therapist Feature

Pressure Points Master: Prerequisites: Massage Therapist, Pressure Points + Daily – Every 10 levels gained, you may perform this Feature another time per day. Target: Pokemon or Trainers. Effect: Roll 1d20 and add your DEX modifier. If the total exceeds 17, the target is immobilized for 1d8 + DEX modifier turns. The target can move their head but their body is unable to move. They are not Paralyzed, their body is limp. After 3 turns, the target can begin to make saving throws to regain mobility. The target needs an 11 or better + CON modifier on 1d20 roll and can make this saving throw every other Round during an Encounter, or every 20 seconds. This Feature replaces Pressure Points +.	Massage Therapist Feature
Rolling Kick: Prerequisites: Massage Therapist Daily – Every 8 levels gained, you may perform this Feature another time per day. Target: Pokemon or Trainers. Effect: Use the Move Rolling Kick. Use your DEX modifier as your ATK stat.	Massage Therapist Feature
Stun Spore: Prerequisites: Massage Therapist Daily – Every 7 levels gained, you may perform this Feature another time per day. Target: Pokemon or Trainers. Effect: Use the Move Stun Spore.	Massage Therapist Feature

N I N J A



Wall Runner:
Static
Trigger: Acrobatic stunt.
Effect: You can move in a single direction on a wall, including up, for 3m without needing to make any checks. You can do acrobatic flips without needing to make checks. You can hide well without making checks.

Sleep Powder:
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Sleep Powder as a melee attack. Sleep Powder does not have the Blast keyword while used this way.

These Martial Artists are trained in stealth and deadly poisons. The Ninja can infiltrate a wild pokemon’s territory without scaring it off and then lure the wild towards their party. With their various poisons, they can disable foes and make them easier to capture. Ninjas are quick and precise, making them useful additions to any party.

Advanced Feature

Prerequisites: Martial Artist, 18 DEX

Ability Bonus: Dexterity
Bonuses: +1 DEX

Class Features:
Wall Runner, Sleep Powder

Ninja Feature

Ninja Features

Antidotes:
Prerequisites: Ninja
Static
Target: Anything you’ve Poisoned.
Effect: You can cure any poison you’ve caused. When curing a target on your turn, it takes your Trainer Action.

Antidotes Master:
Prerequisites: Ninja, Antidotes
Static
Target: Any Poisoned target.
Effect: Roll 1d20 and add your DEX modifier. If the total is 15 or better, the target is cured of their Poisoning. When curing a target on your turn, it takes your Trainer Action. If you fail to cure a target you may not attempt to cure them again with Antidotes Master for 10 minutes.

Bait:
Prerequisites: Ninja
Daily
Target: An adjacent wild pokemon.
Effect: Roll 1d20 and add your DEX modifier. If you roll 15 or higher, the target approaches your party, though this doesn’t necessarily makes them do so aggressively.

Bounce:
Prerequisites: Ninja, 20 DEX
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Bounce. Use your DEX modifier as your ATK stat.

Double Team:
Prerequisites: Ninja, a pokemon who knows Double-Team, 20 DEX
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Double Team.

Camouflage:
Prerequisites: Ninja, 22 DEX
Static
Effect: You may blend with your surrounding objects. You are invisible to others as long as you stay still, If you move, it takes 5 seconds to regain the camouflage with surroundings. In order to remain still you must make a stealth check every 10 seconds to remain still. The die check is 16.

Flash:
Prerequisites: Ninja
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Flash.

Poison Gas: Ninja Feature
Prerequisites: Ninja, Poisonpowder
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Poison Gas.

Poison Jab: Ninja Feature
Prerequisites: Ninja, has suffered a Poison Jab attack
Daily – Every 9 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Poison Jab. Use your DEX modifier as your ATK stat.

Poison Sting: Ninja Feature
Prerequisites: Ninja, a pokemon who knows Poison Sting
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Poison Sting. Use your DEX modifier as your ATK stat.

Poisonpowder: Ninja Feature
Prerequisites: Ninja
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Poisonpowder as a melee attack.

WEAPONS MASTER



Weapon of Choice: Weapons Master Feature
Static
Trigger: Weaponry stunt.
Effect: Chose a specific Arms Feature. You gain the Proficiency level Feature of that Weapon and can perform stunts related without making checks. You may take Weapon of Choice for another form of Weapon multiple times. When you are given the Proficiency level of the Arms Feature, you do not need any previous levels of that Arms Feature.

Slice: Weapons Master Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the attack Metal Claw. Use your STR modifier as your ATK stat.

The Weapons Master is a deadly Martial Artists who uses weapons as an extension of their bodies. They can use various bladed, blunt, or pointed weapons to improve the damage they deal to foes. It would be nearly impossible for another trainer untrained in such arts to take on a Weapons Master without their pokemon’s help.

Weapons Master Features

Air Cutter: Weapons Master Feature
Prerequisites: Weapons Master, Bladed Weapons Master or Short Blade Weapons Master
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Air Cutter. Use your STR modifier as your ATK stat.

Air Slash: Weapons Master Feature
Prerequisites: Weapons Master
Daily – Every 11 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Air Slash. Use your STR modifier as your ATK stat.

Fling: Weapons Master Feature
Prerequisites: Weapons Master, Throwing Weapons Master
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Fling. Use your STR modifier as your ATK stat.

Fury Swipes: Weapons Master Feature
Prerequisites: Weapons Master
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Fury Swpies. Use your STR modifier as your ATK stat.

Razor Wind: Weapons Master Feature
Prerequisites: Weapons Master
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Razor Wind. Use your STR modifier as your ATK stat.

Threaten: Weapons Master Feature
Prerequisites: Weapons Master
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Leer.

Thrust: Weapons Master Feature
Prerequisites: Weapons Master, Pole Weapons Master
At-Will
Target: Pokemon or Trainers.
Effect: Use the Move Horn Attack. Use your STR modifier as your ATK stat.

Wood Slice: Weapons Master Feature
Prerequisites: Weapons Master, Blunt Weapons Master, wooden weapon
Daily – Every 8 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Use the Move Leaf Blade. Use your STR modifier as your ATK stat.

Weapons Dance: Weapons Master Feature
Prerequisites: Weapons Master, Chain Weapons Master
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: For 2 minutes, your modifiers are doubled when adding up damage. This ability cannot stack with itself.

Wrap: Weapons Master Feature
Prerequisites: Weapons Master, Chain Weapons Master
At-Will
Target: Pokemon or Trainers.
Effect: Use the Move Wrap. Use your STR modifier as your ATK stat.



Possession:

At-Will - Drains 10 of user’s HP per use.

Target: A Pokemon.

Effect: Roll a Capture Roll, and call it a Possession roll on 1d100, subtract half of your WIS stat from the result. If you roll under the target’s Capture Roll, it is Possessed. While Possessed, you are in complete control of the Pokemon. You may act during an Encounter as any normal Pokemon would. You have access to the Pokemon’s Move List, Abilities and Capabilities. You may leave a Possessed Pokemon during your turn as a Trainer Action. If you are Possessing a Pokemon and you are captured, you are trapped until the Pokemon is sent out of its Poke Ball, at which point you may remove yourself from the Pokemon. You may use Trainer Features while Possessing a Pokemon, unless the Feature specifically says that you cannot. While Possessing a Pokemon, using a Move counts as your Trainer Action. If you are Possessing a Pokemon and they are killed, you die as well. While you are Possessing a Pokemon, your Body is left unconscious. It cannot make checks and it may not act on its own accord.

Borrow:

Daily

Trigger: You leave a Pokemon you were Possessing.

Effect: Choose a Move on the Pokemon’s Move List, whom you are leaving after Possessing them. This is considered a Borrowed Move. You may perform the Borrowed Move, once, as a Trainer Action during the next 24 hours.

The Mystic is beyond logic. By mending themselves with the flow of the natural world, Mystics have found a way to literally become one with Pokemon. They can place their souls into a pokemon’s body and use them to their own ends. The Mystic sacrifices their human body to become one with nature.

Advanced Classes:

Bodysnatcher, Buffet, Channeler, Godspeaker, Guardian, Rune Master, Touched

Class Feature

Prerequisites: 13 STR, 13 WIS

Key Abilities: Strength, Wisdom

Negligent Ability: Charisma

Bonuses: +1 STR +1 WIS

Penalties: -2 CHA

Class Features:

Possession, Borrow

Mystic Feature

Mystic Features

Ancient Pulse: Mystic Feature

Prerequisites: Mystic, 17 WIS

Static

Target: Non-electronic, inorganic Items.

Effect: You can identify the abilities of any non-electronic, inorganic Items and know how to activate their abilities and use them.

Commune With Nature: Mystic Feature

Prerequisites: Mystic, an Advanced Class

Static

Effect: Whenever a Pokemon gains experience while you are Possessing them you may sacrifice 5 HP of your Trainer HP. If you do, the Pokemon gains 1.5x the amount of experience they would gain normally. This replaces the amount of experience they would normally gain.

Claws: Mystic Feature

Prerequisites: Mystic, Closer to Nature

At-Will

Target: Trainers or Pokemon.

Effect: When you take Claws, your Charisma stat is permanently lowered 1. Use the Move Scratch.

Closer to Nature: Mystic Feature

Prerequisites: Mystic

Static

Effect: When you take Closer to Nature, your Charisma stat is permanently lowered 1. As long as you are above 50% of your full HP, an 8 hour rest will recover HP equal to 25% of your full HP.

Empathic Pulse: Mystic Feature

Prerequisites: Mystic, 18 WIS

At-Will - Drains 3 of user’s HP per use.

Target: Adjacent Pokemon.

Effect: Roll 1d20 and add you WIS modifier. If the total is 10 or greater, you can understand the target’s desires and feelings.

Empathic Pulse +: Mystic Feature

Prerequisites: Mystic, Empathic Pulse

At-Will - Drains 3 of user’s HP per use.

Target: Adjacent Pokemon.

Effect: Roll 1d20 and add you WIS modifier. If the total is 10 or greater, you can read and understand the target’s thoughts.

Fangs: Mystic Feature

Prerequisites: Mystic, Closer to Nature

At-Will

Target: Trainers or Pokemon.

Effect: When you take Fangs, your Charisma stat is permanently lowered 1. Use the Move Leech Life.

Life Berry: Mystic Feature
Prerequisites: Mystic, 16 WIS, 16 STR
At-Will - Drains 10 of user’s HP per use.
Target: Berry.
Effect: When you use Life Berry on a Berry, it returns to the peak of its flavor and life. If you use a Berry within 10 minutes of it being targeted by Life Berry for any Berry mixing, add 1 to the value of the food you make.

Loan Shark: Mystic Feature
Prerequisites: Mystic, 17 STR
Static
Effect: You may perform Borrowed Moves while Possessing a Pokemon, even if it’s not the Pokemon you Borrowed the Move from.

Prophet: Mystic Feature
Prerequisites: Mystic, 16 WIS
Static
Effect: You know lore relating to any local legendary Pokemon.

Share with Nature: Mystic Feature
Prerequisites: Mystic, Owned Pokemon who is loyal and has evolved at least once
Static
Effect: Whenever you target a loyal Pokemon you own with Possess, treat your Possession Check as if you rolled 0.

Sponge: Mystic Feature
Prerequisites: Mystic, an Advanced Class with a Prerequisite that includes Mystic
Static
Effect: You may Borrow up to 3 Moves per Day.

Tree Hugger: Mystic Feature
Prerequisites: Mystic, 16 WIS
Static
Effect: You can speak to plants that are at least 20 years old, and with a limited response they can inform you of anything that may have touched them in the past 24 hours, any Berries that may grow on them, or any Pokemon who live nearby and commonly visit.

BODYSNATCHER



Occupation: Body Snatcher Feature

At-Will - Drains 10 of user’s HP per use.
Target: Trainers.
Effect: Roll a Trainer Possession check on 1d100, subtract half of your WIS stat from the result. If you roll under 20, they are Possessed. While Possessed, you are in complete control of the Trainer. You have access to the Trainer’s Features, Stats, Inventory and their Pokemon. You may leave a Possessed Trainer during your turn as a Trainer Action. If you are Possessing a Trainer and they are killed, you die as well. While you are Possessing a Trainer, your Body is left unconscious. It cannot make checks and it may not act on its own accord. After one hour of Possession, you are expelled from the body and must return to your real body.

Talent Scout: Body Snatcher Feature

Daily
Trigger: You leave a Trainer you were Possessing.
Effect: Choose a Feature on the Trainer’s Feature List, whom you are leaving after Possessing them. This is considered a Borrowed Feature. You may perform this Feature, once, as a Trainer Action during the next 24 hours. If it is a Static Feature, when you activate it, it lasts for 5 minutes.

After discovering their power to merge with nature, some Mystics learn how to practice their magic powers on other humans. While borrowing another person’s body they can act out in several manners which they may never consider while in their real bodies. The impact for a Bodysnatcher’s life may not be noticeable, but it could ruin the unfortunate victim’s.

Bodysnatcher Features

A Little Like You: Body Snatcher Feature
Prerequisites: Body Snatcher
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Effect: When you are leaving the body of a Possessed Trainer, you may use A Little Like You. Choose a Trainer Stat. If the person you were possessing had a higher Modifier than you in that Stat, for the next 24 hours your Stat Modifier of the Stat you chose is equal to the Possessed person's Stat Modifier - 1. This does not change the value of your Stats, only Stat Modifier.

A Lot Like You: Body Snatcher Feature
Prerequisites: Body Snatcher, A Little Like You
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Effect: When you are leaving the body of a Possessed Trainer, you may use A Lot Like You. Choose a Trainer Stat. If the person you were possessing had a higher Stat than you in that Stat, for the next 24 hours your Stat of the Stat you chose is equal to the Possessed person's Stat - 2. This Feature Replaces A Little Like You.

Black Out: Body Snatcher Feature
Prerequisites: Body Snatcher
Daily
Effect: When you successfully use Occupation on a person, they are not conscious during your Possession. They are unaware of all of your actions until you leave their body.

Body Study: Body Snatcher Feature
Prerequisites: Body Snatcher
Static
Effect: If you've spent more than 5 hours with a person for the past 24 hours, Subtract an additional 10 from Trainer Possession Check when using Occupation.

Here In Spirit: Body Snatcher Feature
Prerequisites: Body Snatcher
At-Will - Drains 5 of user's HP per use.
Target: Trainers.
Effect: Roll a Trainer Possession check on 1d100, subtract half of your WIS stat from the result. If you roll under 40, you are Ethereal. While Ethereal, you are inside the body of the Trainer. You can sense everything that the Trainer is sensing. You may uses features to attempt to Possess Trainers or Pokemon while Ethereal. If you are Ethereal inside of a Trainer and they are killed, you die as well. While you are Ethereal inside a Trainer, your Body is left unconscious. It cannot make checks and it may not act on its own accord.

It's Still Mine: Body Snatcher Feature
Prerequisites: Body Snatcher, Talent Sponge
At-Will - Drains 10 of user's HP per use.
Effect: While you have a Borrowed Feature, you may activate It's Still Mine. When you activate It's Still Mine, choose a Borrowed Feature you are currently Borrowing and use it, without activating any of its Abilities. For the next hour, no one may use that Feature if they are within 10m of you.

Just a Little Longer: Body Snatcher Feature
Prerequisites: Body Snatcher
Trigger
Effect: When you run out of the hour you are allotted in a Possessed person, you may spend 15 of your real body's HP to have another 10 minutes inside the Possessed body before you must leave.

Like a Book: Body Snatcher Feature
Prerequisites: Body Snatcher
Static
Effect: You may speak to the consciousness of the person you are Possessing while you are Possessing them. You may read their surface thoughts. You have knowledge of what the person you're Possessing was doing for the past two hours.

Talent Sponge: Body Snatcher Feature
Prerequisites: Body Snatcher, Sponge, used 3 Features that were not your own
Static
Effect: You may Borrow up to 3 Features per Day.

Voice Snatcher: Body Snatcher Feature
Prerequisites: Body Snatcher
Trigger - Drains 10 of user's HP per use.
Effect: When you are leaving the body of a Possessed Trainer, you may use Voice Snatcher. One you use Voice Snatcher, at anytime while you are in your own body, you may use the person's voice that you were leaving when you used Voice Snatcher. You may collect as many voices as you'd like with Voice Snatcher.



BUFFET

Advanced Feature

Prerequisites: Mystic, 17 WIS, Borrowed 3 Moves that raise Combat Stages

Ability Bonus: Wisdom
Bonuses: +1 WIS

Class Features:
Acupressure, Empower

Acupressure: Buffet Feature
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Acupressure. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Empower: Buffet Feature
At-Will
Trigger: You leave a Pokemon you were Possessing.
Effect: Lower all of your Combat Stages to zero. For each Combat Stage you lowered, raise the Combat Stages of the Pokemon you were Possessing.

Some Mystics can copy pokemon who improve their skills during combat and feel the same thrill as a surge of new energy fills their body. The Buffet can pump up their abilities as a human and merge with a pokemon to give them that same surge or imitate other pokemon while already possessing pokemon. With all this extra power, the Buffet can really show their foes how to get the most power out of any pokemon.

Buffet Features

Agility: Buffet Feature
Prerequisites: Buffet, Borrowed Agility or Rock Polish
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Agility. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Amnesia: Buffet Feature
Prerequisites: Buffet, Borrowed Amnesia
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Amnesia. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Berry Booster: Buffet Feature
Prerequisites: Buffet, 16 WIS
At-Will - Drains 5 of user’s HP per use.
Target: Berry.
Effect: Target Berry gains the Ability of the Liechi Berry, Ganlon Berry, Petaya Berry, Apicot Berry, or Salac Berry and loses all other abilities. The flavor and appearance of the Berry does not change.

Berry Eater: Buffet Feature
Prerequisites: Buffet, 16 WIS
Static
Effect: If you eat a Liechi Berry, Ganlon Berry, Petaya Berry, Apicot Berry, or Salac Berry you are raised 2 Combat Stages instead of 1 when the Berry’s effect is activated.

Buffering: Buffet Feature
Prerequisites: Buffet, 5 Buffet Features
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: You may use two different, other Buffet Features that raise Combat Stages. This does not count toward the uses of those Buffet Features per day. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Bulk Up: Buffet Feature
Prerequisites: Buffet, Borrowed two Moves that raise Attack or Defense Combat Stages
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Bulk Up. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Calm Mind: Buffet Feature
Prerequisites: Buffet, Borrowed two Moves that raise S.Atk or S.Def Combat Stages
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Calm Mind. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Cosmic Power: Buffet Feature
Prerequisites: Buffet, Borrowed two Moves that raise Defense or S.Def Combat Stages
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Cosmic Power. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Iron Defense: Buffet Feature
Prerequisites: Buffet, Borrowed Iron Defense or Acid Armor or Barrier
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Iron Defense. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Nasty Plot: Buffet Feature
Prerequisites: Buffet, Borrowed Nasty Plot or Tail Glow
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Nasty Plot. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Swords Dance: Buffet Feature
Prerequisites: Buffet, Borrowed Swords Dance
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use Swords Dance. If you are not Possessing a Pokemon, you still raise Combat Stages, even though Trainers do not have Pokemon Stats.

Supreme Presence: Buffet Feature
Prerequisites: Buffet, 8 Buffet Features
Static
Target: Self.
Effect: Whenever you have a total of 10 Combat Stages raised, or more, all allies within 10m of you are treated as if a Combat Stage of your choice is raised 1.

Supreme Intimidation: Buffet Feature
Prerequisites: Buffet, 8 Buffet Features
Static
Target: Self.
Effect: Whenever you have a total of 10 Combat Stages raised, or more, all foes within 10m of you are treated as if a Combat Stage of your choice is lowered 1.

Channeler



Advanced Feature

Prerequisites: Mystic, 17 WIS

Ability Bonus: Wisdom
Bonuses: +1 WIS

Class Features:
Channel, Channel Borrow

Channel: Channeler Feature
At-Will - Drains 5 of user’s HP per use.
Target: Pokemon.
Effect: Make a Possession Check, then subtract your Wisdom Stat from your roll. If it is successful, the Pokemon is being Channeled. The Pokemon is considered Helpful. Until this ally is attacked or severely distracted, it will listen to the Channeler’s suggestions and follow the Channeler until they are leaving the Pokemon’s home. You have knowledge of its Pokemon’s Move List, Abilities and Capabilities. You have knowledge of what happened in the pokemon’s past hour. You can understand the Pokemon’s thoughts as well. Any attempt at attacking or capturing the Channeled pokemon results in the pokemon fleeing without fail. The Channeled Pokemon will not attack on your command. However, if the Channeled Pokemon is yours, treated it as usual, except it is being “Channeled”. You may only have one Pokemon Channeled at a time. If a Pokemon is more than 5 meters from you, it is no longer Channeled.

Channel Borrow: Channeler Feature
Daily
Target: A Pokemon you were Channeling.
Effect: Choose a Move on the Channeled Pokemon’s Move List. You may perform this Move, once, as a Trainer Action during the next 24 hours.

The Channeler is a Mystic who likes the connection they feel with pokemon but doesn’t like to always leave their human body in order to do so. By using a tool to channel their mystical ability, they can connect themselves to pokemon and use their gift without leaving their human self behind.

Channeler Features

Channel Count: Channeler Feature
Prerequisites: Channeler
Static
Effect: You may Channel an additional Pokemon at the same time as another. You may take Channel Count up to three times.

Channel Friend: Channeler Feature
Prerequisites: Channeler, Owned Pokemon who is loyal and has evolved at least once
Static
Effect: Whenever you target a loyal Pokemon you own with Channel, treat your Possession Check as if you rolled 0.

Channel Friend +: Channeler Feature
Prerequisites: Channeler, Channel Friend, 17 WIS
Static
Effect: Whenever you target a loyal Pokemon you own with Channel, treat your Possession Check as if you rolled 0 and do not lose any HP in order to use Channel. Whenever you target a loyal Pokemon an ally owns with Channel and their permission, treat your Possession Check as if you rolled 0. This Feature replaces Channel Friend.

Channel Gift: Channeler Feature
Prerequisites: Channeler, Channel Count, 17 WIS
Static
Effect: Any Pokemon who is Channeled may use a Move that you have Borrowed. Using Channel Gift to let a Pokemon use a Borrowed Move, depletes your use of the Borrowed Move.

Channel Mind: Channeler Feature
Prerequisites: Channeler, Channel Count, 16 WIS
Static
Effect: All Channeled Pokemon are treated as if their Intelligence Capability is as high as the highest Intelligence Capability among all Channeled Pokemon, or equal to your WIS Modifer -1. A Pokemon's Intelligence Capability cannot be higher than 7.

Channel Strength: Channeler Feature
Prerequisites: Channeler, Channel Count, 5 other Channeler Features
Static
Effect: Whenever a Channeled Pokemons uses a Move that damages a target; add 1d8 to the Damage Dice Check for each other Channeled Pokemon.

Extra Eyes: Channeler Feature
Prerequisites: Channeler, Channel Count
Static
Effect: Any time you or a Channeled Pokemon would be targeted by an attack, add one to the targeted Channeled Pokemon's Evasion Bonus for each other Channeled Pokemon who is facing the attacker.

Reflective Resonance: Channeler Feature
Prerequisites: Channeler, Channel Count
Static
Effect: Any time you or a Channeled Pokemon would take damage, if any of the Channled Pokemon resists the elemental Type of Move used against it; reduce the amount of damage the Pokemon would take by 10.

Reflective Skill: Channeler Feature
Prerequisites: Channeler, Channel Count
Static
Effect: Whenever a Channeled Pokemon's Combat Stages are raised or lowered, all other Channeled Pokemon's Combat Stages are raised and lowered the same amount of stages. If a Pokemon's Combat Stages are set to a certain stage, the other Channeled Pokemon are not set to that stage.

Tune In: Channeler Feature
Prerequisites: Channeler, Channel Friend +
Static
Effect: You may use Possession on any Channeled Pokemon and automatically succeed. You only need to pay 5 HP when using Possession.

GODSPEAKER



Advanced Feature

Prerequisites: Mystic, Has Possessed a
Legendary Pokemon

Ability Bonus: Strength
Bonuses: +1 STR

Class Features:
Legendary Cry, Spotcheck

Legendary Cry: Godspeaker Feature

Daily - Drains 100 HP of each previously Possessed Legendary Pokemon per use.

Target: Pokemon or Trainer.

Effect: Use the Move Hyper Voice. For every 100 HP drained in order to use Hyper Voice, roll an additional 1d20 for damage while using Hyper Voice. You may not use Legendary Cry for 2 days after using Legendary Cry.

Spotcheck: Godspeaker Feature

Daily

Target: Self.

Effect: For five minutes, you can see from the point of view of any of the Legendary Pokemon you have ever possessed. You also know how far each of those Legendaries are from you and which direction they are from wherever you are.

The Mystic's gift is great and comes with great responsibility. When used wrongly, the Mystic can attain divine powers when they forcibly take control of a legendary pokemon. Godspeakers are Mystic who disregard the safety of the world and its balance in order to promote their own divine power. A Godspeaker is a great force to be reckoned with, but if they are not keeping track of those whose power they've stolen, they might not get to abuse their godly power for too long.

Godspeaker Features

Cold Snap: Godspeaker Feature

Prerequisite: Godspeaker, Borrowed Ice Beam, Blizzard or Sheer Cold

Daily - Drains 100 HP of each previously Possessed Legendary Pokemon per use.

Target: Pokemon or Trainer.

Effect: Use the Move Sheer Cold. For every 200 HP drained in order to use Sheer Cold, subtract 1 from Sheer Cold's Accuracy Check. You may not use Cold Snap for 5 days after using Cold Snap. After using Cold Snap, you may not use Features, Issue Commands or Shift for 1 minute, or 6 rounds.

Flare: Godspeaker Feature

Prerequisite: Godspeaker, Borrowed Overheat, Eruption or Fire Blast

Daily - Drains 25 HP of each previously Possessed Legendary Pokemon per use.

Target: Pokemon or Trainer.

Effect: Use the Move Overheat. You may not use Flare for 3 days after using Flare.

God Shield: Godspeaker Feature

Prerequisite: Godspeaker, took 1000 HP from Legendary Pokemon by using Features

Daily - Every 5 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainer.

Effect: Use the Move Protect.

Kneel: Godspeaker Feature

Prerequisite: Godspeaker, took 5000 HP from Legendary Pokemon by using Features

Daily

Target: Pokemon or Trainer.

Effect: Use the Move Mean Look. The target may also not Shift for 5 Rounds. The target also may not damage you for 5 Rounds. If the target attacks you or does something that would damage you, you take no damage.

Life Beam: Godspeaker Feature

Prerequisite: Godspeaker, Borrowed Hyper Beam

Daily - Drains 100 HP of each previously Possessed Legendary Pokemon per use.

Target: Pokemon or Trainer.

Effect: Use the Move Hyper Beam. For every 100 HP drained in order to use Hyper Beam, roll an additional 1d20 for damage while using Hyper Beam. You may not use Life Beam for 4 days after using Life Beam. After using Life Beam, you may not use Features, Issue Commands or Shift for 1 minute, or 6 rounds.

Outburst: Godspeaker Feature

Prerequisite: Godspeaker, Borrowed Outrage, Thrash or Dragon Rush

Daily - Drains 25 HP of each previously Possessed Legendary Pokemon per use.

Target: Pokemon or Trainer.

Effect: Use the Move Outrage. When you use Outrage with Outburst, ignore the effects of Outrage. You may not use Outburst for 3 days after using Outburst.

Parasitic Embrace: Godspeaker Feature

Prerequisite: Godspeaker, Borrowed Giga Drain, Mega Drain or Absorb

Daily - Drains 25 HP of each previously Possessed Legendary Pokemon per use.

Target: Pokemon or Trainer.

Effect: Use the Move Giga Drain. The HP drained from Legendary Pokemon when this Feature is used counts towards the HP you regain as a result of Giga Drain's Effect. You may not use Parasitic Embrace for 2 days after using Parasitic Embrace.

Power Mimicry: Godspeaker Feature
Prerequisite: Godspeaker, took 300 HP from Legendary Pokemon by using Features
Daily
Target: Pokemon or Trainer.
Effect: Use the Move Mirror Move.

Praise Me: Godspeaker Feature
Prerequisite: Godspeaker, took 3000 HP from Legendary Pokemon by using Features
Static
Target: Allied Pokemon.
Effect: Allied Pokemon have and may use the Move Helping Hand to target you, if you are Possessing a Pokemon. Each Pokemon who uses Helping Hand in this way may not benefit from Praise Me for 24 hours.

Tremor: Godspeaker Feature
Prerequisite: Godspeaker, Borrowed Earthquake, Magnitude or Rock Slide
Daily - Drains 25 HP of each previously Possessed Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Earthquake. Instead of Earthquake having the keyword Burst, it instead has the keyword Blast when used with Tremor. You may not use Tremor for 3 days after using Tremor.

Thunder Call: Godspeaker Feature
Prerequisite: Godspeaker, Borrowed Zap Cannon, Thunder or Thunderbolt
Daily - Drains 25 HP of each previously Possessed Legendary Pokemon per use.
Target: Pokemon or Trainer.
Effect: Use the Move Zap Cannon. You may not use Thunder Call for 3 days after using Thunder Call.

GUARDIAN



Advanced Feature

Prerequisites: Mystic, Borrowed and used, Light Screen and Reflect

Ability Bonus: Wisdom
Bonuses: +1 WIS

Class Features:
Light Screen, Reflect

Light Screen: Guardian Feature
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use the Move Light Screen.

Reflect: Guardian Feature
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use the Move Reflect.

Guardians have devoted their Mystic ability to protecting their friends and those who cannot protect themselves. The Guardian can throw up walls to save others and even negate harm entirely when the right pokemon are nearby. The strongest Guardians can even act as a wall that punishes offenders with the attackers own power. Anybody who has this variety of Mystic as a friend can rely on their shields to save you from harm.

Guardian Features

Enough!:

Guardian Feature

Prerequisite: Guardian, borrowed Counter

Daily - As long as you own a Pokemon who knows Counter

Target: Self.

Effect: You may Shift twice, to intercept a Move for an ally, then use the Counter. Calculate damage in order to figure out how much the Counter would deal to the attacker, but do not take damage from the Move you intercept. You may use this Feature at any time during an Encounter, as long as you have not made any Trainer Actions during the round.

For The Team:

Guardian Feature

Prerequisite: Guardian

At-Will

Effect: You may Shift as an Interrupt on any round you have not Shifted, and Shift between an attacking foe and an allied Trainer or allied Pokemon in order to become the target of a Move that was successful. You take any damage and effects of the attack as if you were the original target.

Distraction! Distraction!:

Guardian Feature

Prerequisite: Guardian

At-Will

Effect: Use the Move Follow Me. You may use this Feature without using up a Trainer Action during any Round; as a free action.

Not So Fast!:

Guardian Feature

Prerequisite: Guardian, Safeguard

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: Self.

Effect: Use the Guardian Feature Light Screen, Reflect or Safeguard as an Interrupt. Using Not So Fast! with Light Screen, Reflect or Safeguard depletes a Daily use of both Not So Fast! and whichever Guardian Feature you used with it.

Protector:

Guardian Feature

Prerequisite: Guardian, Borrowed Protect or Detect

Daily - As long as you own a Pokemon who knows Protect or Detect

Target: Self.

Effect: Use the Move Protect. You may use this Feature at any time during an Encounter, as long as you have not made any Trainer Actions during the round.

Repel!:

Guardian Feature

Prerequisite: Guardian, borrowed Mirror Coat

Daily - As long as you own a Pokemon who knows Mirror Coat

Target: Self.

Effect: You may Shift twice, to intercept a Move for an ally, then use the Move Mirror Coat. Calculate damage in order to figure out how much the Mirror Coat would deal to the attacker, but do not take damage from the Move you intercept. You may use this Feature at any time during an Encounter, as long as you have not made any Trainer Actions during the round.

Safeguard:

Guardian Feature

Prerequisite: Guardian

Daily – Every 5 levels gained, you may perform this Feature another time per day.

Target: Self.

Effect: Use the Move Safeguard.

Savior:

Guardian Feature

Prerequisite: Guardian, Protector, For The Team

Daily - As long as you own a Pokemon who knows Protect or Detect

Target: Self.

Effect: You may Shift twice, to intercept a Move for an ally, then use the Move Protect. You may use this Feature at any time during an Encounter, as long as you have not made any Trainer Actions during the round.

Substitute:

Guardian Feature

Prerequisite: Guardian, 17 WIS

Daily

Target: Self.

Effect: Use the Move Substitute.

Substitution:

Guardian Feature

Prerequisite: Guardian, Substitute

Daily - Drains 10% of your HP

Target: Adjacent Allied Pokemon or Allied trainer.

Effect: The target uses the Move Substitute, but is treated as if it has not yet performed a Move or a Trainer Action this turn.

RUNE MASTER



Calling Chord:
Daily
Target: Self.
Effect: Roll 1d20 and add your WIS modifier. If the roll exceeds 15, an Unown appears within 5 yards of you. It is not immediately hostile.

Letter Press:
At-Will
Target: One to four Unowns.
Effect: You may combine up to five separate Unowns into one Pokemon. If you have already combined two Unowns, you may still only add up to three more Unowns to the new Unown to make five total. Combined Unowns retain all different instances of Hidden Power. When combining Unowns, pick a Unown to be the Prime Unown of that combination. Whenever you add a Unown to a Prime Unown, add 2 points to any of the Prime Unown's Base stats. Unowns combined with Letter Press can be kept in a single Poke Ball. Once combined with Letter Press, Unowns cannot be separated.

Once a Mystic has possessed an Unown, they have glimpsed into the power of the reality altering pokemon's hive mind and have drawn the attention of all Unown who wander the world. The Rune Master takes hold of the Unown and works with them to improve their power while the Unown begin to influence the Mystic who calls themselves their master.

Advanced Feature

Prerequisites: Mystic, Possessed an Unown

Ability Bonus: Wisdom
Bonuses: +1 WIS

Class Features:
Calling Chord, Letter Press

Rune Master Feature

Rune Master Feature

Rune Master Features

Banish:
Prerequisite: Rune Master, 30 Unowns
Daily - As long as you have 30 Active Unowns
Target: Pokemon or Trainer.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 16, the target is removed from the encounter and placed into a pocket dimension known as Unown Space for 1d20 days. The target returns to the exact same spot it was, when it was Banished. When the target returns from Unown Space, its HP is halved. The target does not feel any time lost during days it spends in Unown Space as a result of being hit by Banish. You may return a target from Unown Space to the same space it was Banished from as a Trainer Action. If you use Banish on a day where you used Banish on the previous day and roll less than 15 during the initial roll for Banish, you are instead sent to Unown Space for 1d4 days. You may not end your stay in Unown Space early.

Dimension Gate:
Prerequisite: Rune Master, Hidden Teleport, 20 Unowns
Daily - As long as you have 15 Unowns with you.
Target: An adjacent area, with nothing occupying the targeted area.
Effect: Choose an area you have visited in the past year. In the targeted area a magic door opens that, when stepped through, acts as a one-way door, which teleport you to the area you chose. The door teleports you into an open space that is not occupied by anything, or the nearest available area that isn't occupied by anything.

Hidden Curse:
Prerequisite: Rune Master
Daily
Target: A Prime Unown.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, teach the target the Move Curse. When an Unown you own use Curse, they may use it as if they were a Ghost-Type Pokemon. You may not target a Prime Unown with Hidden Curse if it already knows Curse.

Hidden Disable:
Prerequisite: Rune Master
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A Prime Unown.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, teach the target the Move Disable. You may not target a Prime Unown with Hidden Disable if it already knows Disable.

Hidden Power:
Prerequisite: Rune Master
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainer.
Effect: When you take Hidden Power, follow the instructions for the Move Hidden Power to determine what Type and Damage Dice Roll your Hidden Power will be. If you don't like the results of your Hidden Power, you may reroll your Type or Damage Dice Roll once (You must stick with whatever your second roll is, unless it is the exact same roll, in that case you may reroll until it is a different result). You may take Hidden Power as many times as you'd like. If you take Hidden Power a fourth time or any more times after, you must replace a previous instance of Hidden Power. Use the Move Hidden Power.

Hidden Power Beam: Rune Master Feature
Prerequisite: Rune Master
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A Prime Unown.
Effect: When the target Prime Unown uses one of its Hidden Powers, instead of it acting as a Burst, it is instead a 12-meter Beam.

Hidden Power Column: Rune Master Feature
Prerequisite: Rune Master, Hidden Power Beam, Hidden Power Spray
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Prime Unown.
Effect: When the target Prime Unown uses one of its Hidden Powers, instead of it acting as a Burst, it is instead a Column 2-meters wide.

Hidden Power Spray: Rune Master Feature
Prerequisite: Rune Master
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A Prime Unown.
Effect: When the target Prime Unown uses one of its Hidden Powers, instead of it acting as a Burst, it is instead a Spray 8-meters long and 25° wide.

Hidden Spike: Rune Master Feature
Prerequisite: Rune Master
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A Prime Unown.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, teach the target the Move Agility, Amnesia, Barrier, Calm Mind, Cosmic Power or Nasty Plot. You may not teach a Prime Unown a Move with Hidden Spike if it already knows that Move.

Hidden Teleport: Rune Master Feature
Prerequisite: Rune Master
Daily
Target: A Prime Unown.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, teach the target the Move Teleport. You may not target a Prime Unown with Hidden Teleport if it already knows Teleport.

Ruin: Rune Master Feature
Prerequisite: Rune Master, 15 Unowns
Daily - As long as you have 10 Active Unowns
Target: Pokemon or Trainer.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 15, the target is Paralyzed, Burned, Poisoned, Asleep, Frozen and Confused. The target is cured of all of the afflictions, as a result of Ruin, in 1d6 turns.

TOUCHED



Soothing Song: Touched Feature
Daily
Target: Legendary Pokemon within line of sight.
Effect: Roll 1d20 and add STR modifier. If the total exceeds 15, the target gains 100 HP.

Tired Tune: Touched Feature
At-Will
Target: Self.
Effect: Using Tired Tune ends your turn. If you used Tired Tune on your last two turns during the last two rounds, use the Move Sing before ending your turn.

A Mystic has coveted magical powers. The Touched Mystic is blessed with even more power. By playing music passed onto them when they find the favour of a legendary pokemon, they can summon great power from their instrument. The Touched are protectors, but are not to be taken lightly.

Touched Features

Airy Anthem: Touched Feature
Prerequisites: Touched, 17 STR
At-Will
Target: Self.
Effect: Using Airy Anthem ends your turn. If you used Airy Anthem on your last two turns during the last two rounds, use the Move Whirlwind before ending your turn and you may not use Airy Anthem on your next turn during the next round.

Able Aria: Touched Feature
Prerequisites: Touched, 16 STR
At-Will
Target: Self.
Effect: Using Able Aria ends your turn. If you used Able Aria on your last two turns during the last two rounds, use the Move Aromatherapy before ending your turn.

Cardinal Concert: Touched Feature
Prerequisites: Touched, 7 Touched Features
Daily
Target: Pokemon or Trainer
Effect: Roll 1d20 and add STR modifier. If the total exceeds 15, the target heals 100 HP.

Climate Carol: Touched Feature
Prerequisites: Touched
At-Will
Target: Self.
Effect: Using Climate Carol ends your turn. If you used Climate Carol on your last four turns during the last four rounds, use the Move Sunny Day, Rain Dance, Sandstorm or Hail before ending your turn.

Carrying Chorus: Touched Feature
Prerequisites: Touched, 5 Touched Features
At-Will
Target: Self.
Effect: If you used a Touched Feature that requires you to end your turn during your last turn of the last round, you may use Carrying Chorus. Carrying Chorus ends your turn. For the purposes of all Touched Features, Carrying Chorus’ name, and all other Touched Features’ names, are identical to whatever other Touched Feature’s Effect you use during your next turn on your next round. This means, that if you used a Touched Feature and then used Carrying Chorus, the next Touched Feature you use will act as if Carrying Chorus, and every consecutively used Touch Feature used prior to Carrying Chorus, is identical to the latest Touched Feature you are using.

Daunting Descant: Touched Feature
Prerequisites: Touched
At-Will
Target: Self.
Effect: Using Daunting Descant ends your turn. If you used Daunting Descant on your last two turns during the last two rounds, use the Move Mean Look before ending your turn.

Exhausted Expression: Touched Feature
Prerequisites: Touched
At-Will
Target: Self.
Effect: Using Exhausted Expression ends your turn. If you used Exhausted Expression on your last two turns during the last two rounds, target Pokemon is lowered 1 Combat Stage for the Stat of your choice other than HP before ending your turn.

Heroic Hymn: Touched Feature
Prerequisites: Touched, 5 Touched Features
At-Will
Target: Self.
Effect: Using Heroic Hymn ends your turn. If you used Heroic Hymn on your last seven turns during the last seven rounds, all adjacent allies gain 2 Combat Stages for any Stat, per ally before ending your turn and you may not use Heroic Hymn on your next three turns during the next three rounds.

Nauseous Number: Touched Feature
Prerequisites: Touched
At-Will
Target: Self.
Effect: Using Nauseous Number ends your turn. If you used Nauseous Number on your last two turns during the last two rounds, use the Move Teeter Dance before ending your turn and you may not use Nauseous Number on your next turn during the next round.

Odd Opera: Touched Feature
Prerequisites: Touched
At-Will
Target: Self.
Effect: Using Odd Opera ends your turn. If you used Odd Opera on your last four turns during the last four rounds, use the Move Trick Room or Gravity before ending your turn.

Perish Piece: Touched Feature
Prerequisites: Touched
At-Will
Target: Self.
Effect: Using Perish Piece ends your turn. If you used Perish Piece on your last four turns during the last four rounds, use the Move Perish Song before ending your turn.

PSYCHIC



Telekinesis:
At-Will
Target: Any object that you may lift.
Effect: Add your INT and CON modifiers and multiply the total by 5 pounds. This represents the weight you may lift and items you may target with Telekinesis. Multiply your INT and CON modifiers then multiply that product by 3-meters. This is how far the target can be.

Telepathy:
At-Will
Target: Any other human, some may be immune to Telepathy
Effect: You may read the surface thoughts of other humans, as well as project your surface thoughts to other humans.

Not every human in the Pokemon World is born with equal natural abilities. Psychics are born with supernatural powers. Psychics have a natural affinity for the Dark, Ghost and Psychic type pokemon. They can telekinetically move objects and telepathically enter the minds of others. They can emphatically figure out exactly what their pokemon need, telepathically negotiate with people or enter the minds of pokemon to communicate with the wild itself.

Mechanic: Some Features leave Psychic Residue. Psychics can “see” residue and identify the culprit of said residue if they see that particular Psychic in action.

Advanced Classes:
Air Adept, Clairsentient, Earth Shaker, Empath, Fire Breather, Healer, Hex Maniac, Influential, Rain Maker

Class Feature

Prerequisites: 13 INT, 13 CON

Key Abilities: Intelligence, Constitution
Negligent Ability: Strength

Bonuses: +1 INT +1 CON
Penalties: -2 STR

Class Features:
Telepathy, Telekinesis

Psychic Feature

Psychic Features

Camouflage: Psychic Feature
Prerequisites: Psychic, 15 CON, a pokemon who knows the Move Camouflage
Daily – Drains 8 of user’s HP per use.
Target: Self.
Effect: Use the Move Camouflage.

Confusion: Psychic Feature
Prerequisites: Psychic, a pokemon who knows the Move Confusion
At-Will – Drains 10 of user’s HP per use.
Target: A human or pokemon.
Effect: Use the Move Confusion. Use your INT modifier as your SP. ATK stat.

Gravity: Psychic Feature
Prerequisites: Psychic, 16 INT, 16 CON a pokemon who knows the Move Gravity
At-Will – Drains 30 of user’s HP per use.
Target: No Target
Effect: Use the Move Gravity.

Light Screen: Psychic Feature
Prerequisites: Psychic, 15 INT, a pokemon who knows the Move Light Screen
At-Will – Drains 5 of user’s HP per use.
Target: No Target
Effect: Use the Move Light Screen.

Phasing: Psychic Feature
Prerequisites: Psychic, 15 INT, 17 CON
At-Will – Drains 10 of user’s HP per use.
Target: Self.
Effect: Your CON modifier is X. You may move through solid objects for X seconds. Moves will miss and pass through you if you are Phasing. If you are still in a solid object after X seconds, you must reactivate Phasing to prevent death. If you run out of HP and are still in a solid object, you die. You may not make a death savings throw if you die while Phasing.

Probability Control: Psychic Feature
Prerequisites: Psychic, 16 INT
At-Will – Drains 5 of user’s HP per use.
Target: Any roll.
Effect: You may reroll any die, or have any ally reroll any die. For every time you use this ability per day, past the first use on any day, your GM gets one Murphy’s Law point. They may use this point to have you reroll any die that you haven’t targeted with Probability Control.

Psychic Finder: Psychic Feature
Prerequisites: Psychic, 16 INT
At-Will
Target: Human or pokemon.
Effect: You can identify if a psychic has affected someone’s mind and identify the meddler, human and pokemon alike by recognizing Psychic Residue. You may also roll 1d20 when using a Feature which leaves Psychic Residue. If your roll plus you INT modifier is higher then 15, you leave no psychic residue.

Psychic: Psychic Feature
Prerequisites: Psychic, 18 INT, a Pokemon who knows the Move Psychic
At-Will - Drains 40 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Psychic. Use your INT modifier as your SP. ATK stat.

Psychokinesis: Psychic Feature
Prerequisites: Psychic, 19 INT
At-Will
Target: Any object that you may lift.
Effect: You may target objects you know of, but cannot see, with Telekinesis. You do not need a line of sight to move those objects.

Reflect: Psychic Feature
Prerequisites: Psychic, 15 INT, a pokemon who knows the Move Reflect
At-Will – Drains 5 of user’s HP per use.
Target: No Target
Effect: Use the Move Reflect.

Teleport: Psychic Feature
Prerequisites: Psychic, Phasing, 17 INT, a pokemon who knows the Move Teleport
At-Will – Drains 15 of user’s HP per use.
Target: Self.
Effect: Use the Move Teleport.

Trick Room: Psychic Feature
Prerequisites: Psychic, 16 INT, 16 CON a pokemon who knows the Move Trick Room
At-Will – Drains 30 of user’s HP per use.
Target: No Target.
Effect: Use the Move Trick Room.

Vision: Psychic Feature
Prerequisites: Psychic, 17 CON
Daily
Trigger: You are damaged by an attack or Move.
Effect: Roll 1d20 and add your CON modifier. On a result of 15 or greater, you dodge the source of damage instead.



Gust: Air Adept Feature
At-Will – Drains 3 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the attack Gust. Use your CON modifier as your SP. ATK stat.

Thundershock: Air Adept Feature
At-Will – Drains 6 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the attack Thundershock. Use your CON modifier as your SP. ATK stat.

Aerokinesis and electrokinesis are at the disposal of the Air Adepts. Psychics who master these forms of telekinesis can generate gusts of wind and bolts of electricity. Foes to this offensive type of Psychic can find themselves surrounded by field of electricity, paralyzing them, or stuck in the air, unable to get down. Some don’t realize the power of the air that surrounds them, but the absence of air is even worse. Ever tried living in a vacuum?

Air Adept Features

Aeroblast: Air Adept Feature
Prerequisites: Air Adept, 9 Air Adept Features, Level 15
At-Will – Drains 50 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Aeroblast. Use your CON modifier as your SP. ATK stat.

Aerokinesis: Air Adept Feature
Prerequisites: Air Adept, 4 Flying Type pokemon
Static
Effect: You may target air with Telekinesis to produce short, but powerful, bursts of air. You can move air rapidly and produce a steady flow of wind that blows at X miles per hour. X is you CON modifier multiplied by 5.

Air Cutter: Air Adept Feature
Prerequisites: Air Adept, a Pokemon who knows the Move Air Cutter
At-Will – Drains 13 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Air Cutter. Use your CON modifier as your SP. ATK stat.

Air Slash: Air Adept Feature
Prerequisites: Air Adept, Air Cutter, a Pokemon who knows the Move Air Slash
At-Will – Drains 13 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Air Slash. Use your CON modifier as your SP. ATK stat.

Charge: Air Adept Feature
Prerequisites: Air Adept, 20 CON
At-Will – Drains 5 of user’s HP per use.
Target: Self.
Effect: Use the Move Charge.

Defog: Air Adept Feature
Prerequisites: Air Adept, Tailwind
At-Will – Drains 5 of user’s HP per use.
Target: No Target.
Effect: Use the Move Defog.

Discharge: Air Adept Feature
Prerequisites: Air Adept, 16 CON, a Pokemon who knows the Move Discharge
At-Will – Drains 17 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Discharge. Use your CON modifier as your SP. ATK stat.

Electrokinesis: Air Adept Feature
Prerequisites: Air Adept, 4 Electric Type pokemon
Static
Effect: You may target electricity with Telekinesis and redirect it when rolling higher then 15 when adding your CON modifier to a d20 roll. You can also generate electricity in the air with Telekinesis to produce short, but powerful, bursts of electricity.

Featherdance: Air Adept Feature
Prerequisites: Air Adept
At-Will – Drains 5 of user’s HP per use.
Target: A Pokemon.
Effect: Use the Move Featherdance.

Shock Wave: Air Adept Feature
Prerequisites: Air Adept, a Pokemon who knows the Move Air Shock Wave
At-Will – Drains 12 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Shock Wave. Use your CON modifier as your SP. ATK stat.

Tailwind: Air Adept Feature
Prerequisites: Air Adept, a Pokemon who knows the Move Tailwind
At-Will – Drains 15 of user’s HP per use.
Target: No Target.
Effect: Use the Move Tailwind.

Thunderbolt: Air Adept Feature
Prerequisites: Air Adept, Discharge, a Pokemon who knows the Move Thunderbolt
At-Will – Drains 25 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Thunderbolt. Use your CON modifier as your SP. ATK stat.

Thunder Wave: Air Adept Feature
Prerequisites: Air Adept, a Pokemon who knows the Move Thunder Wave
At-Will – Drains 15 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Thunder Wave.

CLAIRSENTIENT



Hour's Past:
At-Will
Target: An item, or the exact location you are at.
Effect: You can view a psychic panel summary of what has happened to that item or area in the past hour. The images are jumbled and might not be chronological order.

Image Tailing:
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: An image seen while reading an object's past.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 20, you can follow a part of the object's past. You may follow a ghostly image, seen only by yourself, of a person, pokemon or other object that came into contact with the object you were reading and left. The ghostly image can only be followed for up to a mile from the spot you began to read.

Telepaths who can enter the philosophical mind of the inanimate are weird in ways unlike any other Psychic. The Clairsentient can look at an item and know its history in the past hour, day or even week. They can stand on a spot of land and realize what stepped over it recently, then follow the ghost of what was there. With their excellent detective powers, they can be a handy utility on any team.

Advanced Feature

Prerequisites: Psychic, 22 INT

Ability Bonus: Intelligence
Bonuses: +1 INT

Class Features:
Hour's Past, Image Tailing

Clairsentient Feature

Clairsentient Features

Clairaudience: Clairsentient Feature
Prerequisites: Clairsentient, INT 24
Static
Effect: You can hear sounds that occurred while using Hour's Past, Day's Past and Item's Past. You also can tell when a person is lying to you; unless they believe what they are saying is true.

Clairvoyance: Clairsentient Feature
Prerequisites: Clairsentient, CON 17
Static
Effect: When making an attack, subtract 5 from any Accuracy Checks you make. You can see through illusions.

Day's Past: Clairsentient Feature
Prerequisites: Clairsentient
At-Will
Target: An item, or the exact location you are at.
Effect: You can view a psychic panel summary of what has happened to that item or area in the past 24 hours. The images are jumbled and might not be chronological order. This Feature replaces Hour's Past.

Dispel Illusion: Clairsentient Feature
Prerequisites: Clairsentient, Clairvoyance
Daily
Target: An illusion.
Effect: You can eliminate an illusion by touching it. You can see through illusions but you cannot dispel them more then once per day. When targeting a pokemon, they cannot use their Special Defense to modify your Accuracy Check.

Itemfinder: Clairsentient Feature
Prerequisites: Clairsentient, an item of your choice to be used for dowsing
Daily – Every 4 levels gained, you may perform this Feature another time per day.
Target: The exact location you are at.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 20, you will be guided to a nearby dropped item. The item found will depend on your location.

Item's Past: Clairsentient Feature
Prerequisites: Clairsentient, 28 INT, Day's Past
At-Will
Target: An item, or the exact location you are at.
Effect: You can view a psychic panel summary of what has happened to that item or area in the past 24 hours. This Feature replaces Day's Past.

Personfinder: Clairsentient Feature
Prerequisites: Clairsentient, Itemfinder
Daily
Target: A person you have met and physically touched before.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 20, you know the direction of a person you are looking for.

Personfinder +: Clairsentient Feature

Prerequisites: Clairsentient, Personfinder

Daily – Every 8 levels gained, you may perform this Feature another time per day.

Target: A person you have met and physically touched before.

Effect: Roll 1d20 and add your INT modifier. If the total exceeds 20, you know the direction of a person you are looking for and an estimated distance between that person and yourself. This Feature replaces Personfinder.

Pschometry: Clairsentient Feature

Prerequisites: Clairsentient, an item of your choice to be used for dowsing

At-Will

Target: An item.

Effect: You know the purpose of any non-living thing that you touch. You know of any special abilities the item grants. You also know how to activate any item.

EARTH SHAKER



Mud-Slap: Earth Shaker Feature

At-Will – Drains 5 of user’s HP per use.

Target: Pokemon or Trainers.

Effect: Use the attack Mud-Slap. Use your CON modifier as your ATK stat.

Razor Leaf: Earth Shaker Feature

At-Will – Drains 6 of user’s HP per use.

Target: Pokemon or Trainers.

Effect: Use the attack Razor Leaf. Use your CON modifier as your ATK stat.

An Earth Shaker is both geokenetic and botanokinetic. These Psychics can influence the growth of plants and movement of the earth below them. They can lift rocks and sand or uproot a plant to use for whatever they see fit. Holding down a foe can be helpful and easily done with moving vines or a ton of dirt. Makeshift shelters are a simple matter for the most powerful of Earth Shakers, but even a weak one can surprise the foe with a tremor or two.

Earth Shaker Features

Botanokinesis: Earth Shaker Feature
Prerequisites: Earth Shaker, 4 Grass Type pokemon
Static
Effect: When targeting any type of plant with Telekinesis, multiply your INT and CON modifier’s sum by 10 pounds instead of 5 pounds. You can rapidly grow any plant you can lift by subtracting 10 HP from yourself.

Cotton Spore: Earth Shaker Feature
Prerequisites: Earth Shaker
At-Will – Drains 4 of user’s HP per use.
Target: A Pokemon.
Effect: Use the Move Cotton Spore.

Earthquake: Earth Shaker Feature
Prerequisites: Earth Shaker, 9 Earth Shaker Features, Level 15
At-Will – Drains 40 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Earthquake. Use your CON modifier as your ATK stat.

Energy Ball: Earth Shaker Feature
Prerequisites: Earth Shaker, a Pokemon who knows the Move Energy Ball
At-Will – Drains 20 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Energy Ball. Use your CON modifier as your SP. ATK stat.

Giga Drain: Earth Shaker Feature
Prerequisites: Earth Shaker, Mega Drain, a Pokemon who knows the Move Giga Drain
At-Will – Drains 7 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Giga Drain. Use your CON modifier as your SP. ATK stat.

Magical Leaf: Earth Shaker Feature
Prerequisites: Earth Shaker, a Pokemon who knows the Move Magical Leaf
At-Will – Drains 11 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Magical Leaf. Use your CON modifier as your SP. ATK stat.

Mega Drain: Earth Shaker Feature
Prerequisites: Earth Shaker, 17 CON, a Pokemon who knows the Move Mega Drain
At-Will – Drains 5 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Mega Drain. Use your CON modifier as your SP. ATK stat.

Mud Bomb: Earth Shaker Feature
Prerequisites: Earth Shaker, Mud Shot, a Pokemon who knows the Move Mud Shot
At-Will – Drains 14 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Mud Bomb. Use your CON modifier as your ATK stat.

Mud Shot: Earth Shaker Feature
Prerequisites: Earth Shaker, a Pokemon who knows the Move Mud Shot
At-Will – Drains 10 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Mud Shot. Use your CON modifier as your SP. ATK stat.

Power Gem: Earth Shaker Feature
Prerequisites: Earth Shaker, a Pokemon who knows the Move Power Gem
At-Will – Drains 10 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Power Gem. Use your CON modifier as your SP. ATK stat.

Rock Throw: Earth Shaker Feature
Prerequisites: Earth Shaker, a Pokemon who knows the Move Rock Throw
At-Will – Drains 10 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Rock Throw. Use your CON modifier as your ATK stat.

Sandstorm: Earth Shaker Feature
Prerequisites: Earth Shaker, a Pokemon who knows the Move Sandstorm
At-Will – Drains 20 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Sandstorm.

Terrakinesis: Earth Shaker Feature
Prerequisites: Earth Shaker, 4 Ground or Rock Type pokemon
Static
Effect: When targeting any type of rock or piece of ground with Telekinesis, multiply your INT and CON modifier’s sum by 10 pounds instead of 5 pounds. You can mold earth into rock and break up rock into dirt.

EMPATH



Advanced Feature

Prerequisites: Psychic, a Pokemon you’ve leveled up through training 25 levels

Ability Bonus: Intelligence
Bonuses: +1 INT

Class Features:
Dig Deep, Calming Vibe

Dig Deep: Empath Feature
At-Will – Drains 10 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Read the thoughts of your target, identifying a deep desire, goal or need. Using this on a target leaves discoverable psychic residue.

Calming Vibe: Empath Feature
At-Will – Drains 7 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: You calm the target, curing it of Confusion. Calming Vibe can calm rages, focus a distorted mind, or neutralize a paranoid panic. In order to use Calming Vibe, the Trainer must be in a calm state of mind. Using this on a target leaves discoverable psychic residue.

The Empath is a highly sought after traveling partner in the Pokemon world. Empaths can actually read the minds of pokemon, and through this medium communicate with their allies and friends. Empaths can feel what others feel and intuitively know how to right what wrong another is feeling. The bridge between pokemon and humans is very short but without an Empath, the bridge crossing language would be light-years between ends.

Empath Features

Bonds: Empath Feature
Prerequisites: Empath, 10 Psychic and or Empath Features
Static
Effect: While unconscious, your pokemon can act on their accord as if you are not unconscious.

Connection: Empath Feature
Prerequisites: Empath, 5 pokemon you’ve leveled up through training 20 levels
Static
Target: Your pokemon.
Effect: You understand your pokemon’s thoughts.

Deeper Connection: Empath Feature
Prerequisites: Empath, Connection, 17 INT
Static
Target: Tamed pokemon.
Effect: You understand tamed pokemon’s thoughts. This Feature replaces Connection.

Digging: Empath Feature
Prerequisites: Empath, Skimming
Static
Target: Pokemon or Trainers.
Effect: You may read thoughts from the past four hours in a mind with Telepathy. Using this on a target leaves discoverable psychic residue.

Lie Detection: Empath Feature
Prerequisites: Empath, Connection, 15 INT
Static
Effect: You feel a tingling in the back of your mind when you are lied to, no matter what the source of lie. You can reveal lies from a recorded voice, a professional liar, even lies that a person believes to be true.

Matchmaking: Empath Feature
Prerequisites: Empath, hatched 2 eggs
Daily
Target: Your pokemon making a breeding check.
Effect: Roll 1d20 and add your INT modifier. Subtract that number from your roll while making a Breeding Check.

Natural Connection: Empath Feature
Prerequisites: Empath, Deeper Connection, 20 INT
Static
Target: Pokemon.
Effect: You understand pokemon’s thoughts. This Feature replaces Deeper Connection.

Pain Share: Empath Feature
Prerequisites: Empath,
At-Will
Target: A Pokemon or Trainer taking damage.
Effect: You may half the damage the target takes. If you do, subtract the amount of damage your prevent from your HP, then subtract another 5 HP from your HP for each time you’ve used Pain Share during that day.

Pain Split:
Prerequisites: Empath, 16 INT
Daily
Target: Pokemon or Trainers.
Effect: Use the Move Pain Split. Using this on a target leaves discoverable psychic residue.

Empath Feature

Skimming:
Prerequisites: Empath, 17 INT
At-Will
Target: Pokemon or Trainers.
Effect: You may read thoughts from the past hour in a mind with Telepathy. Using this on a target leaves discoverable psychic residue.

Empath Feature

Trying On Shoes:
Prerequisites: Empath, Digging
At-Will
Target: Pokemon or Trainers.
Effect: You may read thoughts from the past day in a mind with Telepathy. Using this on a target leaves discoverable psychic residue.

Empath Feature

FIRE BREATHER



Advanced Feature

Prerequisites: Psychic, 3 Fire and or
Psychic type pokemon

Ability Bonus: Constitution
Bonuses: +1 CON

Class Features:
Ember, Flash

Ember:
At-Will – Drains 5 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the attack Ember. Use your CON modifier as your SP. ATK stat.

Fire Breather Feature

Flash:
At-Will – Drains 2 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the attack Flash. Your CON modifier multiplied by 10 is X. You can sustain the light to use as a light source for X minutes without losing any HP.

Fire Breather Feature

Psychics can hone their telekinesis to ignite oxygen in the air and turn it into fire. A Fire Breather is both pyrokinetic and photokinetic. Pyrokinesis is the ability to create and control fire mentally while photokinesis is the ability to create and control light. Using fire to burn your foes while creating illusions with photokinesis is more then a circus trick, it can be used to kill an unworthy foe.

Fire Breather Features

Double Team: Fire Breather Feature
Prerequisites: Fire Breather, 17 CON, a Pokemon who knows the Move Double Team
At-Will – Drains 40 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Double Team. You may not have more then three copys of yourself at any time. The copies fade after 10 minutes.

Fire Blast: Fire Breather Feature
Prerequisites: Fire Breather, 9 Fire Breather Features, Level 15
At-Will – Drains 50 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Fire Blast. Use your CON modifier as your SP. ATK stat.

Fire Spin: Fire Breather Feature
Prerequisites: Fire Breather, Sunny Day, a Pokemon who knows the Move Fire Spin
At-Will – Drains 14 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Fire Spin. Use your CON modifier as your SP. ATK stat.

Flamethrower: Fire Breather Feature
Prerequisites: Fire Breather, Lava Plume, a Pokemon who knows the Move Flamethrower
At-Will – Drains 25 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Flamethrower. Use your CON modifier as your SP. ATK stat.

Flame Wheel: Fire Breather Feature
Prerequisites: Fire Breather, a Pokemon who knows the Move Flame Wheel
At-Will – Drains 14 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Flame Wheel. Use your CON modifier as your SP. ATK stat.

Flash Cannon: Fire Breather Feature
Prerequisites: Fire Breather, Swift, a Pokemon who knows the Move Flash Cannon
At-Will – Drains 25 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Flash Cannon. Use your CON modifier as your SP. ATK stat.

Lava Plume: Fire Breather Feature
Prerequisites: Fire Breather, 16 CON, a Pokemon who knows the Move Lava Plume
At-Will – Drains 18 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Lava Plume. Use your CON modifier as your SP. ATK stat.

Mirror Shot: Fire Breather Feature
Prerequisites: Fire Breather, a Pokemon who knows the Move Mirror Shot
At-Will – Drains 25 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Mirror Shot. Use your CON modifier as your SP. ATK stat.

Night Shade: Fire Breather Feature
Prerequisites: Fire Breather, a Pokemon who knows the Move Night Shade
At-Will – Drains 10 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Night Shade. While using Night Shade, the value of your Level is tripled.

Photokinesis: Fire Breather Feature
Prerequisites: Fire Breather, 16 CON
Static
Effect: You may target light with Telekinesis and produce more light or take it away. To you remove light from an area completely or spontaneously generate light you must successfully roll higher then 15, using CON modifier added to a d20.

Pyrokinesis: Fire Breather Feature
Prerequisites: Fire Breather, 4 Fire Type pokemon
Static
Effect: You may target fire with Telekinesis and redirect it when rolling higher then 15 when adding your CON modifier to a d20 roll. You can also generate fire in the air with Telekinesis to produce short, but powerful, bursts of fire.

Sunny Day: Fire Breather Feature
Prerequisites: Fire Breather, a Pokemon who knows the Move Sunny Day
At-Will – Drains 20 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Sunny Day.

Swift: Fire Breather Feature
Prerequisites: Fire Breather, a Pokemon who knows the Move Swift
At-Will – Drains 11 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Swift. Use your CON modifier as your SP. ATK stat.

HEALER



Advanced Feature

Prerequisites: Psychic, a pokemon with Move that recovers HP

Ability Bonus: Intelligence
Bonuses: +1 INT

Class Features:
Light Healing Power, Meditation

Light Healing Power: Healer Feature
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Roll 1d20 and add your INT modifier. The target heals that many Hit Points. Using this on a target leaves discoverable psychic residue.

Meditation: Healer Feature
Daily
Target: Self.
Effect: After a five-minute break you recover half the value of your full HP.

Some Psychics can push their energy into an injured area and add positive energy, healing a fellow trainer or a pokemon. This sort of power is mentally exhausting to a Healer, but in order to help their friends, the weakness felt afterward is worth the result. Traveling a world filled with wild foes is dangerous, but with a Psychic on your team, those long journeys may have a safer passage knowing your team can be healed.

Healer Features

Calming Touch: Healer Feature
Prerequisites: Healer
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: An adjacent Pokemon.
Effect: Cure the target of Confusion. Using this on a target leaves discoverable psychic residue.

Detoxify: Healer Feature
Prerequisites: Healer, 15 INT
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: An adjacent Pokemon.
Effect: Cure the target of Poisoning. Using this on a target leaves discoverable psychic residue.

Healing Power: Healer Feature
Prerequisites: Healer
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Roll 2d20 and add your INT modifier. The target heals that many Hit Points. Using this on a target leaves discoverable psychic residue. This Feature replaces Light Healing Power.

Major Healing Power: Healer Feature
Prerequisites: Healer, 16 INT, Healing Power
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Roll 3d20 and add your INT modifier. The target heals that many Hit Points. Using this on a target leaves discoverable psychic residue. This Feature replaces Healing Power.

Serious Healing Power: Healer Feature
Prerequisites: Healer, 19 INT, Major Healing Power
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Pokemon or Trainers.
Effect: Roll 4d20 and add your INT modifier. The target heals that many Hit Points. Using this on a target leaves discoverable psychic residue. This Feature replaces Major Healing Power.

Soul Gift: Healer Feature
Prerequisites: Healer, 18 INT
At-Will
Target: An adjacent human or pokemon.
Effect: Subtract as many HP as you would like from your own HP and add that number to the target's HP.

Refresh: Healer Feature
Prerequisites: Healer, 15 INT, a pokemon who knows the Move Refresh
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Self.
Effect: Use the Move Refresh. Using this on a target leaves discoverable psychic residue.

Rest: Healer Feature
Prerequisites: Healer, 16 INT, a pokemon who knows the Move Rest
Daily
Target: Self.
Effect: After a ten-minute break you recover your full HP. This Feature replaces Meditation.

Restore: Healer Feature
Prerequisites: Healer, 18 INT
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A pokemon.
Effect: Treat the target pokemon as if they have not used any Center Frequency Moves since their last Pokemon Center visit.

Wish: Healer Feature
Prerequisites: Healer, 20 INT, a pokemon who knows the Move Wish
Daily
Target: A pokemon.
Effect: Use the Move Wish. Using this on a target leaves discoverable psychic residue.



Glare:
At-Will - Drains 15 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Glare.

Hypnosis:
At-Will - Drains 20 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Hypnosis.

Advanced Feature

Prerequisites: Psychic, 20 INT, a tool or symbol of your choice for Hexing (25)

Ability Bonus: Intelligence
Bonuses: +1 INT

Class Features:
Glare, Hypnosis

Hex Maniac Feature

Hex Maniac Feature

This Psychic is a medium who can spiritually summon the aspect of affliction to cast status effects on a wild pokemon. The Hex Master can also target other humans, inflicting curses, confusion or sleep on another human being. They are considered recluses by most because of their mental state that is influenced by the spirits they summon but it is their eccentric abilities that can help their party capture any target.

Hex Maniac Features

Captivate:	Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Captivate	
At-Will - Drains 8 of user’s HP per use.	
Target: Pokemon or Trainers.	
Effect: Use the Move Captivate, ignoring genders.	
Confuse Ray:	Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Confuse Ray	
At-Will - Drains 20 of user’s HP per use.	
Target: Pokemon or Trainers.	
Effect: Use the Move Confuse Ray. Using this on a target leaves discoverable psychic residue.	
Curse:	Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Curse	
Daily – Every 10 levels gained, you may perform this Feature another time per day.	
Target: Pokemon or Trainers.	
Effect: Use the Move Curse as if you are Ghost Type. Using this on a target leaves discoverable psychic residue.	
Dream Eater:	Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Dream Eater	
Daily – Every 15 levels gained, you may perform this Feature another time per day.	
Target: Sleeping Pokemon or Trainers.	
Effect: Use the Move Dream Eater. Using this on a target leaves discoverable psychic residue.	
Fake Tears:	Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Fake Tears	
At-Will - Drains 8 of user’s HP per use.	
Target: Pokemon or Trainers.	
Effect: Use the Move Fake Tears.	
Featherdance:	Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Featherdance	
At-Will - Drains 8 of user’s HP per use.	
Target: Pokemon or Trainers.	
Effect: Use the Move Featherdance.	
Fumble:	Hex Maniac Feature
Prerequisites: Hex Maniac, 4 Hex Maniac Features	
At-Will - Drains 25 of user’s HP per use.	
Target: Pokemon or Trainers.	
Effect: Force the target to reroll any successful check. Using this on a target leaves discoverable psychic residue.	
Fumble +:	Hex Maniac Feature
Prerequisites: Hex Maniac, Fumble	
At-Will - Drains 15 of user’s HP per use.	
Target: Pokemon or Trainers.	
Effect: Force the target to reroll any successful check. Using this on a target leaves discoverable psychic residue. This Feature replaces Fumble.	

Poison Gas: Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Poison Gas
At-Will - Drains 20 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Poison Gas.

Scary Face: Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Scary Face
At-Will - Drains 8 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Scary Face.

Screech: Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Screech
At-Will - Drains 8 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Screech.

Will-O-Wisp: Hex Maniac Feature
Prerequisites: Hex Maniac, a Pokemon who knows the Move Will-O-Wisp
At-Will - Drains 20 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Will-O-Wisp.

INFLUENTIAL



Advanced Feature

Prerequisites: Psychic, 22 INT

Ability Bonus: Intelligence
Bonuses: +1 INT

Class Features:
Mental Suggestion, Now to Act

Mental Suggestion:

Daily – Every 6 levels gained, you may perform this Feature another time per day.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your INT modifier. If the total exceeds 20, you may place a suggestion into the target’s mind. The target doesn’t need to act on it, nor do they immediately know why they thought of it.

Now to Act:

At-Will – Drains 25 of user’s HP per use.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your INT modifier. If the total exceeds 15, the target will act on a suggestion on their mind. If the suggestion is entirely contradictory to their regular behavior, they will be hesitant throughout the execution of the suggestion. If it isn’t possible to execute the suggestion, they will fail trying. Using this on a target leaves discoverable psychic residue.

The most powerful of telepaths can actual put their thoughts and desires into the minds of other living things. The Influential is a Psychic who can do just that. In basic terms it’s mind control, but the difference between influence and mind control is that the target doesn’t realize he is being influenced. The victim actually believes the Psychic’s desires are his or her own. They will act and the Influential will benefit.

Influential Features

Attitude Adjustment:

Prerequisites: Influential

Daily

Target: A Pokemon.

Effect: Roll 1d20 and add your INT modifier. If the result is higher than 15, choose 5 different Natures and assign each to the numbers 2, 3, 4, 5, 6. Roll 1d6; on a result of 1, Attitude Adjustment fails; on a result of 2-6, give the target the assigned Nature.

Attitude Adjustment +:

Prerequisites: Influential, Attitude Adjustment

Daily

Target: A Pokemon.

Effect: Roll 1d20 and add your INT modifier. If the result is higher than 15, choose a Nature and give the target the assigned Nature. This Feature replaces Attitude Adjustment.

Dream Eater:

Prerequisites: Influential

At-Will – Drains 10 of user’s HP per use.

Target: Pokemon or Trainers.

Effect: Use the Move Dream Eater.

Fear:

Prerequisites: Influential, 23 INT

At-Will – Drains 10 of user’s HP per use.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your INT modifier. If the result exceeds 15, the target becomes Fearful for 10 minutes. When targeting a Fearful target, rolls need -2 to hit. While Fearful you must roll +2 to hit with anything. Wild targets will try to flee while Fearful. Using this on a target leaves discoverable psychic residue.

Imposed Caution:

Prerequisites: Influential

At-Will – Drains 7 of user’s HP per use.

Target: Pokemon or Trainers.

Effect: For 10 minutes, the target needs -3 to hit with any type of attack. For 10 minutes, the target’s Speed is halved. Using this on a target leaves discoverable psychic residue.

Imposed Focus:

Prerequisites: Influential

At-Will – Drains 17 of user’s HP per use.

Target: Pokemon or Trainers.

Effect: For 10 minutes, the target needs -3 to hit with any type of attack. Using this on a target leaves discoverable psychic residue.

Memory Lapse:

Prerequisites: Influential, a Pokemon with Disable

At-Will – Drains 15 of user’s HP per use.

Target: Pokemon or Trainers.

Effect: Roll 1d20 and add your INT modifier. If the result exceeds 15, the target will forget a memory of your choice for 10 minutes. If the result exceeds 20, the target will forget a memory of your choice for 1 hour. This can include a Move, Ability or Feature. Using this on a target leaves discoverable psychic residue.

Mind Control: Influential Feature
Prerequisites: Influential, 28 INT, Level 18
At-Will – Drains 25 HP every 10 seconds.
Target: Pokemon or Trainers.
Effect: You have control of the target entirely. You know what they know and can have them do anything they are capable of doing. If you use mind control for more then 30 seconds at a time, you drain 40 HP every 10 seconds. Anyone may try to break out from Mind Control by making a Will check. The Check is to roll equal to or greater than the difference between the Mind Controller’s Intelligence and the target’s Intelligence on 1d20, adding the target’s INT modifier. If the check is successful, the Mind Controller does not lose the 25, or 40, HP they would have if they were successful in Mind Controlling the target. The target may attempt the Will check once per round. Using this on a target leaves discoverable psychic residue.

Nightmare: Influential Feature
Prerequisites: Influential
At-Will – Drains 20 of user’s HP per use.
Target: Trainer or Pokemon.
Effect: Use the Move Nightmare. Using this on a target leaves discoverable psychic residue.

Stop: Influential Feature
Prerequisites: Influential
Daily – Drains 20 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Roll 1d20 and add your INT modifier. If the result exceeds 15, the target becomes immobile for 30 seconds. Using this on a target leaves discoverable psychic residue.

RAIN MAKER



Advanced Feature

Prerequisites: Psychic, 3 Water and or Ice type pokemon

Ability Bonus: Constitution
Bonuses: +1 CON

Class Features:
Bubble, Icicle Spear

Bubble: Rain Maker Feature
At-Will – Drains 3 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the attack Bubble. Use your CON modifier as your SP. ATK stat.

Icicle Spear: Rain Maker Feature
At-Will – Drains 5 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the attack Icicle Spear. Use your CON modifier as your SP. ATK stat.

The Rain Maker is a Psychic who can grab water molecules in the air and focus them into a liquid mass. Users of hydrokinesis and cryokinesis, Rain Makers can push their foes with their bursts of water and stop them in their place once they are soaked with ice. The water is very reliable for hydration and also serves to keep wounds calmed until healed. Some think little of water, but when surrounded by a globe of water, it’s hard to laugh without drowning.

Rain Maker Features

Aurora Beam: Rain Maker Feature
Prerequisites: Rain Maker, a Pokemon who knows the Move Aurora Beam
At-Will – Drains 16 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Aurora Beam. Use your CON modifier as your SP. ATK stat.

Bubblebeam: Rain Maker Feature
Prerequisites: Rain Maker, a Pokemon who knows the Move Bubblebeam
At-Will – Drains 8 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Water Gun. Use your CON modifier as your SP. ATK stat.

Cryokinesis: Rain Maker Feature
Prerequisites: Rain Maker, 4 Ice Type pokemon
Static
Effect: When targeting any type of frozen water with Telekinesis, multiply your INT and CON modifier’s sum by 10 pounds instead of 5 pounds. You can mold ice into other forms of ice and freeze water by thought.

Hail: Rain Maker Feature
Prerequisites: Rain Maker, Mist, a Pokemon who knows the Move Hail
At-Will – Drains 20 of user’s HP per use.
Target: No Target.
Effect: Use the Move Hail.

Hydrokinesis: Rain Maker Feature
Prerequisites: Rain Maker, 4 Water Type pokemon
Static
Effect: When targeting any type of water with Telekinesis, multiply your INT and CON modifier’s sum by 10 pounds instead of 5 pounds. You can mold water into other forms of water and produce small quantities of water from the air by thought.

Hydro Pump: Rain Maker Feature
Prerequisites: Rain Maker, 9 Rain Maker Features, Level 15
Daily – Drains 50 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Hydro Pump. Use your CON modifier as your SP. ATK stat.

Ice Beam: Rain Maker Feature
Prerequisites: Rain Maker, 7 Rain Maker Features
At-Will – Drains 25 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Ice Beam. Use your CON modifier as your SP. ATK stat.

Mist: Rain Maker Feature
Prerequisites: Rain Maker, a Pokemon who knows the Move Mist
At-Will – Drains 8 of user’s HP per use.
Target: No Target.
Effect: Use the Move Mist.

Powder Snow: Rain Maker Feature
Prerequisites: Rain Maker, a Pokemon who knows the Move Powder Snow
At-Will – Drains 8 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Powder Snow. Use your CON modifier as your SP. ATK stat.

Rain Dance: Rain Maker Feature
Prerequisites: Rain Maker, a Pokemon who knows the Move Rain Dance
At-Will – Drains 20 of user’s HP per use.
Target: No Target.
Effect: Use the Move Rain Dance.

Surf: Rain Maker Feature
Prerequisites: Rain Maker, 7 Rain Maker Features
At-Will – Drains 25 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Surf. Use your CON modifier as your SP. ATK stat.

Water Pulse: Rain Maker Feature
Prerequisites: Rain Maker, Rain Dance, a Pokemon who knows the Move Water Pulse
At-Will – Drains 14 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Water Pulse. Use your CON modifier as your SP. ATK stat.

Whirlpool: Rain Maker Feature
Prerequisites: Rain Maker, 16 CON, a Pokemon who knows the Move Whirlpool
At-Will – Drains 12 of user’s HP per use.
Target: Pokemon or Trainers.
Effect: Use the Move Whirlpool. Use your CON modifier as your SP. ATK stat.

RANGER



Befriend:
At-Will
Trigger: You restrain a wild with the Styler.
Effect: Once you successfully Restrain a pokemon, you may give it the Helpful title. Until this ally is attacked, severely distracted, or has helped the Ranger in a significant manner once it is under the Ranger’s control. You do not get a complete list of the Helpful’s attacks, and it cannot be taken from the area you found it in or it will run away. You may only give the Helpful title to one Pokemon at a time.

Companion:
Static
Trigger: You restrain a wild with the Styler.
Effect: Once you successfully Restrain a pokemon, you may give it the Companion title. You may only have one Companion at a time. If you give a new pokemon the Compainion title, you free the other pokemon and replace it with your new Companion. To make the wild a Companion you must sacrifice half an hour upon giving it the Companion title to bond with the wild. The Companion gains experience and levels exactly like a Captured pokemon, but cannot participate in official battles or contests (doing so is fraud). The pokemon cannot be returned to a poke ball and it costs 150 credits to heal at a pokemon center.

Unlike your average denizen in the world, who tends to the capture and battling of pokemon, Rangers are an elite, trained force of authority who take on the responsibility of maintaining balance and peace. A ranger’s duty is to protect and befriend both human and pokemon alike, usually preferring to enlist the aid of pokemon by friendship rather than capturing them. To a Ranger, pokemon are not measured by how strong they are; a well-placed Mudkip is as good as a Blastoise. It is also common to see a Ranger running across a town, with four untamed pokemon in tow, towards a burning building about to collapse and emerge from the building shortly with everyone alive with the fire extinguished. Rangers exist to better the world, and as one you’re sure to do just that.

Advanced Classes:
Captain, Coach, Detective, Navigator, Rider, Special Operations Member

Class Feature

Prerequisites: 13 CHA, 13 DEX

Key Abilities: Charisma, Dexterity
Negligent Ability: Constitution

Bonuses: +1 CHA +1 DEX
Penalties: -2 CON

Class Features:
Companion, Befriend

Ranger Feature

Ranger Features

Befriender:
Prerequisites: Ranger
Static
Effect: You may give the Helpful title to an additional pokemon at the same time as another. On taking this Feature the first time, you can control 2 Helpful pokemon. On taking this Feature the second time, you can control 3 Helpful pokemon. On taking this Feature the third time, you can control 4 Helpful pokemon. You can take the Brefriender Feature up to three times.

Burner:
Prerequisites: Ranger, used Befriend on a pokemon with Fire Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your DEX modifier. If the total is higher then 17 a pokemon with Firestarter Capabilities appears nearby. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Blower:
Prerequisites: Ranger, used Befriend on a pokemon with Wind Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier. If the total is higher then 17 a pokemon with Wind Capabilities appears nearby. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Cooler:
Prerequisites: Ranger, used Befriend on a pokemon with Ice Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier. If the total is higher then 17 a pokemon with Ice Capabilities appears nearby. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Digger:
Prerequisites: Ranger, used Befriend on a pokemon with the Burrow Capability
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your DEX modifier. If the total is higher then 17 a pokemon with the Burrow Capability appears nearby. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Dizzy:
Prerequisites: Ranger, 17 DEX
At-Will
Target: A pokemon or trainer.
Effect: Use one styler Energy, roll 1d20 and add your DEX modifier. If the total is higher then 15 the Target is Confused.

Flash Bang:
Prerequisites: Ranger
At-Will
Target: A pokemon or trainer.
Effect: Use one styler Energy, then use the Move Flash.

Hoser: Ranger Feature
Prerequisites: Ranger, used Befriend on a pokemon with Water Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier. If the total is higher then 17 a pokemon with Water Capabilities appears nearby. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Mover: Ranger Feature
Prerequisites: Ranger, used Befriend on a pokemon with Power 5-10 Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your DEX modifier. If the total is higher then 17 a pokemon with Power 7 Capabilities appears nearby. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

No Restraint: Ranger Feature
Prerequisites: Ranger, 16 CHA
At-Will
Target: A wild pokemon.
Effect: Issue a command to a wild without Restraining it with your Styler and roll 1d20, adding your CHA modifier. On a result of 16 or better, the wild obeys the command.

Perfect Practice: Ranger Feature
Prerequisites: Ranger, 16 DEX, successfully used Befriend 10 times
Daily – Every 5 levels gained, you may perform this Class Feature another time per day.
Target: A Restrain roll.
Effect: When Restraining a pokemon, subtract your DEX or CHA modifier multiplied by 3 from your Re-strain roll.

Planter: Ranger Feature
Prerequisites: Ranger, used Befriend on a pokemon with Plant Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 17 a pokemon with Plant Capabilities appears nearby. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Rocky: Ranger Feature
Prerequisites: Ranger, used Befriend on a pokemon with Earth Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 17 a pokemon with Earth Capabilities appears nearby. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Zapper: Ranger Feature
Prerequisites: Ranger, used Befriend on a pokemon with Electric Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 17 a pokemon with Electric Capabilities appears nearby. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.



Authority Figure:
Static Captain Feature
Trigger: Identification request or need.
Effect: You are a Captain, from the region of your choice. When outside of that district you have less authority and are out of jurisdiction. You may still perform as an officer depending on the local laws. Add your CHA modifier twice when making a check related to CHA.

Commander: Captain Feature
Static
Target: Police officers or Rangers.
Effect: You can give commands to police officers and Rangers and they are obligated to act. A police chief may overrule your commands to their officers; no one may overrule your command to Rangers.

A Captain is the highest level of authority and an even greater level of honor to those who call themselves Rangers. The Captain, by presenting their badge alone, can command local authority, make an arrest or mark off an area from public use. The Captain is so greatly respected in the world, their presence alone is something to be admired, or for the Captain's foe - feared.

Captain Features

Captain’s Rally: Prerequisites: Captain, 20 CHA Daily Target: Self. Effect: All allied trainers within 3 meters of you get +3 to all of their modifiers for 3 rounds during an encounter.	Captain Feature
Captain’s Styler: Prerequisites: Captain Static Effect: Your Capture Styler has 40 Energy.	Captain Feature
Dragonite Bus: Prerequisites: Captain Monthly Effect: You may call the Dragonite Bus to schedule transportation from any major city to any other major city, provided there are no major bodies of water between the cities. You must make plans at least three days ahead of time.	Captain Feature
Efficient Use: Prerequisites: Captain, Captain’s Styler Static Effect: When you fail to Restrain a pokemon when using the Styler, you only use .5 Energy.	Captain Feature
Herder: Prerequisites: Captain, 20 DEX Static Effect: You may make two Restraint attempts as one Trainer Action. You must target two, adjacent pokemon when using Herder.	Captain Feature
Hyper Beam: Prerequisites: Captain Weekly Target: Pokemon or trainers. Effect: Use the Move Hyper Beam. Using this Feature consumes 15 Energy from your Capture Styler.	Captain Feature
Master Befriender: Prerequisites: Captain, Befriender taken 3 times Static Effect: You may give the Helpful title to an additional pokemon at the same time as another. On taking this Feature the first time, you can control 5 Helpful pokemon. On taking this Feature the second time, you can control 6 Helpful pokemon. On taking this Feature the third time, you can control 7 Helpful pokemon. You can take the Master Brefriender Feature up to three times.	Captain Feature

Requested Assistance: Prerequisites: Captain, 6 Captain Features Daily Target: Any Route, Town, City, Mountain, etc. Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 13 you locate a pokemon who has a Capability of your choice. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.	Captain Feature
Styler Bolt: Prerequisites: Captain Daily – Every 10 levels gained, you may perform this Feature another time per day. Target: Pokemon or trainers. Effect: Use the Move Thundershock. Using this Feature consumes 5 Energy from your Capture Styler.	Captain Feature
Styler Charge: Prerequisites: Captain Daily – Every 10 levels gained, you may perform this Feature another time per day. Target: Pokemon or trainers. Effect: Use the Move Thunderpunch. Using this Feature consumes 5 Energy from your Capture Styler.	Captain Feature

COACH



Faster:
Static
Target: One of your active pokemon.
Effect: Your targeted pokemon's Speed related Capabilities are increased by 1.

Stronger:
Static
Target: One of your active pokemon.
Effect: Your targeted pokemon's Power Capability is increased by 1.

Motivational Rangers can bring out the talents of a Pokemon to absurd levels. Coaches are just the type of Ranger who can do so. By working out with their Pokemon, they can improve their partners' legwork, swimming abilities, and physical strength; nearly anything they can physically do is done better when a Coach is helping them.

Advanced Feature

Prerequisites: Ranger, 16 CHA

Ability Bonus: Charisma
Bonuses: +1 CHA

Class Features:
Faster, Stronger

Coach Features

Better: Coach Feature
Prerequisites: Coach, a pokemon with Intelligence 4-7 Capabilities
Static
Target: One of your active pokemon.
Effect: Your targeted pokemon who has Intelligence 4-7 Capabilities deals an additional 1d10 damage when using a Move that is Ranged and consults their Special Attack stat.

Contender: Coach Feature
Prerequisites: Coach, 7 Coach Features
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 16 you locate a pokemon who has 6-10 Power, Jump, Capabilities or 5-7 in Intelligence Cabability or 6-10 in any speed Capabilities. You do not choose the level of the Capability but you do choose between a speed Capability, Power, Jump or Intelligence. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Harder: Coach Feature
Prerequisites: Coach, a pokemon with Power 6-10 Capabilities
Static
Target: One of your active pokemon.
Effect: Your targeted pokemon who has Power 6-10 Capabilities deals an additional 1d10 damage when using a Move that is Melee ranged and consults their Attack stat.

Higher: Coach Feature
Prerequisites: Coach, a pokemon with Jump 6-10 Capabilities
Static
Target: One of your active pokemon.
Effect: Your targeted pokemon's Jump Capability is increased by 1.

Makes Us Stronger: Coach Feature
Prerequisites: Coach, 18 CHA
Daily
Target: One of your pokemon who just felled a pokemon or trainer.
Effect: For 10 minutes, each of the target's Stats and numbered Capabilities are increased by 2.

More Then Ever: Coach Feature
Prerequisites: Coach, 20 CHA
Static
Target: One of your Coach Features.
Effect: At any time, apply one of your Coach Features twice to your target active pokemon. It takes a Trainer Action to change which Coach Feature you are applying twice.

Never Over: Coach Feature
Prerequisites: Coach, More Then Ever
Static
Target: One of your active pokemon.
Effect: If the pokemon's HP is lowered to 0 or less, it may still act and shift but may not use Moves. If they are lowered to -100% HP, they may not make a Death Saving Throw.

Quicker: Coach Feature
Prerequisites: Coach, a pokemon with a speed Capabilities that is 6-10
Static
Target: One of your active pokemon.
Effect: Your targeted pokemon who has a speed Capabilities that is 6-10 and is currently on the appropriate field of battle to use the speed Capability has their Speed stat increased by 5.

Smarter: Coach Feature
Prerequisites: Coach, Better
Static
Target: One of your active pokemon.
Effect: Your targeted pokemon who has Intelligence 4-7 Capabilities has their Special Defense Stat raised by 5.

Tougher: Coach Feature
Prerequisites: Coach, Harder
Static
Target: One of your active pokemon.
Effect: Your targeted pokemon who has Power 5-10 Capabilities has their Defense Stat raised by 5.



Authority Figure: Detective Feature
Static
Trigger: Identification request or need.
Effect: You are a Detective, from the district of you choice. When outside of that district you have less authority and are out of jurisdiction. You may still perform as an officer depending on the local laws. Add your CHA modifier twice when making a check related to CHA.

The Shakers and the Movers: Detective Feature
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: A group of people.
Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 20 you locate a person who knows information related to things you want to know within reason.

The Ranger who trades in their backwoods training for the city scene is a fine Detective. They speak in random conspiracies and rarely make sense to those listening in on the conversations they have while talking to themselves, however that out of the box thinking is what leads them to a question’s answer. They know where the shakers shake and they can find the movers moving.

Detective Features

Disguise: Detective Feature
Prerequisites: Detective, Face Maker Kit (2,300)
At-Will
Effect: You can disguise yourself as other people and be unrecognizable to the eyes of everyone around you. It takes 10 minutes to prepare a disguise.

Competent Aid: Detective Feature
Prerequisites: Detective, used Befriend on a pokemon with Intelligence 4-7 Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 17 you locate a pokemon who has Intelligence 4 Capabilities. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Conspiracy Beater: Detective Feature
Prerequisites: Detective, encountered any Rocket, Aqua, Magma, Galactic, etc.
Static
Effect: When in an encounter or facing any members of Team rocket, Cult Aqua, Cult Magma, Team Galactic, or any criminal organization during play all of your Player Stats are raised 1. This may increase any Modifiers.

Infiltrator: Detective Feature
Prerequisites: Detective, has Restrained a pokemon with Phasing Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 16 you locate a pokemon who has Phasing Capabilities. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Intuitive Logic: Detective Feature
Prerequisites: Detective, 16 CHA
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Non-wild Pokemon.
Effect: X Moves are revealed to you that are known by the target pokemon where X is your CHA modifier.

Intuitive Read: Detective Feature
Prerequisites: Detective, Intuitive Logic
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Trainer.
Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 15 you know one of the Elemental Types the target’s next sent out pokemon will be.

Lie Detector: Detective Feature
Prerequisites: Detective
Static
Effect: People cannot lie to you. If information a person gives you is false, but they believe it to be true, you cannot discern this.

Master of Disguise: Detective Feature
Prerequisites: Detective, Disguise, 20 CHA
At-Will
Effect: You can disguise yourself as other people, pokemon or even inanimate objects of your size and be unrecognizable as a fake to the eyes of everyone around you. It takes 10 minutes to prepare a disguise. This Feature replaces Disguise.

Vanisher: Detective Feature
Prerequisites: Detective, has Restrained a pokemon with Invisibility Capabilities
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your CHA modifier, if the total is higher then 16 you locate a pokemon who has Invisibility Capabilities. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Ways to Make People Talk: Detective Feature
Prerequisites: Detective, 20 CHA
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Target: A Trainer with information who won’t tell you information or is lying.
Effect: Roll 1d20 and add your CHA modifier. If the total exceeds 17, the target will answer questions truthfully and will not hide information from you for 5 minutes.

NAVIGATOR



Advanced Feature

Prerequisites: Ranger, 20 DEX

Ability Bonus: Dexterity
Bonuses: +1 DEX

Class Features:
Food Finder, Safe Passage

Food Finder:

Navigator Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Anywhere on a Route.

Effect: Roll 1d20 and add your DEX and CHA modifiers. If the total exceeds 15, you find enough food for a whole day for up to seven humans and or pokemon.

Safe Passage:

Navigator Feature

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: A Route.

Effect: Roll 1d20 and add your DEX and CHA modifiers. If the total exceeds 25, you can make it across the target route without any encounters from any wild pokemon for the day.

The most world savvy Ranger is the Navigator. They know well the lay of the land and can almost always find safe passage between cities and towns scattered in the regions of the world. The Navigator can even find natural foods in a forest and feed their entire party. They can lead their party to the most remote places with little effort, likely revealing the most rare pokemon in the world.

Navigator Features

Acid Rain:

Navigator Feature

Prerequisites: Navigator, Forecast

Daily

Target: A pokemon using a Move with the Weather keyword.

Effect: When the pokemon uses the Move with the Weather keyword, instead of replacing a Weather effect already on the field, both Weather effect simultaneously exist on the field. If a new Weather effect is placed on the field after the two that are out, both are replaced by the third.

Escape Rope:

Navigator Feature

Prerequisites: Navigator, 6 Ranger and/or Navigator Features

Weekly

Target: Any Route, Town, City, Mountain, etc.

Effect: Retreat with your party to the last town or city you were at without encountering any wild pokemon.

Fog:

Navigator Feature

Prerequisites: Navigator

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Any Route, Town, City, Mountain, etc.

Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 16 you locate a pokemon who has Water Capabilities or a pokemon with the Move Defog. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon with Water Capabilities can use its Capabilities to create a thick fog. The pokemon must still be made Helpful or Companion to use.

Forecast:

Navigator Feature

Prerequisites: Navigator, 4 Ranger Features

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Any Route, Town, City, Mountain, etc.

Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 16 you locate a pokemon who can perform one of the following moves of your choice: Sunny Day, Rain Dance, Hail, Sandstorm. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

I Hear Them Now:

Navigator Feature

Prerequisites: Navigator, Ward

Static

Effect: You can't be ambushed by a wild pokemon group that is greater then 5 members.

Internal Compass:

Navigator Feature

Prerequisites: Navigator, 3 Navigator Features

Static

Effect: At anytime you can discern the direction you are facing.

Light the Way:

Navigator Feature

Prerequisites: Navigator

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Any Route, Town, City, Mountain, etc.

Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 16 you locate a pokemon who has Illuminate Capabilities. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Ward: Navigator Feature
Prerequisites: Navigator, successfully used Safe Passage 3 times
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Target: A wild pokemon.
Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 20, the wild pokemon flees without fail.

Weather Report: Navigator Feature
Prerequisites: Navigator
Daily
Target: Any Route, Town, City, Mountain, etc.
Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 15, you get a complete forecast of the day’s natural weather wherever you perform Weather Report.

Weather Rocks: Navigator Feature
Prerequisites: Navigator, owns a Damp Rock, Heat Rock, Icy Rock or Smooth Rock
Daily
Target: A normal rock.
Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 20, the rock gains the properties of one of the following items; Damp Rock, Heat Rock, Icy Rock, or Smooth Rock.



Stick to It: Rider Feature
Static
Target: Any pokemon that the Rider owns, the Rider’s Companion, or any Friendly.
Effect: You never need to make a check related to staying on target mounts unless your mount is knocked out.

Battle Capable Riding: Rider Feature
Static
Target: Any pokemon that the Rider owns, the Rider’s Companion, or any Friendly.
Effect: You may ride pokemon during unofficial battle and may always deflect damage done to you to the pokemon you are riding. Do apply weakness and resistance for damage that is redirected to the mount, do not apply stats.

While some individuals may be content with awkwardly being ferried to and fro by their pokemon, Riders intuitively conquer each mount on first sight. These Rangers fear no storm, no great height, nor do they cease riding their pokemon as it battles a foe. Known for their legendary ability to steady any wild for an ally to ride, they are capable allies and welcome in any traveling party.

Rider Features

Just Going for a Ride: Rider Feature

Prerequisites: Rider, 5 Rider Features, 18 DEX

At-Will

Target: Your Styler’s Energy.

Effect: When Restraining a pokemon who was summoned by Land Mount, Sea Mount or Sky Mount, use .5 Energy instead of a full point while rolling for Restraining.

Land Mount: Rider Feature

Prerequisites: Rider

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Any Route, Town, City, Mountain, etc.

Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 16 you locate a pokemon who has can serve as a land mount. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Mental Crop: Rider Feature

Prerequisites: Rider, a pokemon with Overland Speed 6-10 Capabilities

Static

Target: Any pokemon that the Rider owns, the Rider’s Companion, or any Friendly.

Effect: Your Targets while you are mounted on them have their Speed Capabilities raised 2.

Mounted Archery: Rider Feature

Prerequisites: Rider, Bow Master

Static

Effect: You can make shots with your Bow weapons from moving mounts without any penalties to your Accuracy Checks.

Mounted Quick Switch: Rider Feature

Prerequisites: Rider, Odd Riding

Static

Effect: You can switch out pokemon you are mounted on to another pokemon from your Poke Balls without dismounting, even if your mount is in motion. Using this Feature takes a Trainer Action. You may even switch the type of mount while it is moving; for example, a Land Mount to a Sky Mount.

Odd Riding: Rider Feature

Prerequisites: Rider, 20 DEX

Static

Effect: You can ride your mounts on their side, while hanging upside down from them, while standing on them or any other odd way of staying on your mount as if you are riding the mount as normal.

Qualified Ride: Rider Feature

Prerequisites: Rider

Static

Target: Any pokemon that the Rider owns, the Rider’s Companion, or any Friendly.

Effect: You can mount any pokemon, even when the mount is moving, without making any checks.

Sea Mount: Rider Feature

Prerequisites: Rider, a pokemon with Sea Mount Capabilities

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Any Route, Town, City, Mountain, etc.

Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 16 you locate a pokemon who has can serve as a sea mount. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Sky Mount: Rider Feature

Prerequisites: Rider, a pokemon with Sky Mount Capabilities, Sea Mount, Land Mount

Daily – Every 10 levels gained, you may perform this Feature another time per day.

Target: Any Route, Town, City, Mountain, etc.

Effect: Roll 1d20 and add your DEX modifier, if the total is higher then 16 you locate a pokemon who can serve as a sky mount. Any attempt at attacking or capturing the pokemon results in the pokemon fleeing without fail. The pokemon must still be made Helpful or Companion to use.

Watch and Learn: Rider Feature

Prerequisites: Rider, 5 Rider Features

At-Will

Target: An allied trainer who is mounted.

Effect: The target can use any combination of two Rider Features with Static Frequencies while within 3 meters of you. Only one ally may benefit at a time from Watch and Learn. Assigning and reassigning the two Features to any allies takes a Trainer Action and they benefit until they are removed from this Feature’s range or until their benefits are reassigned to another Trainer or if they are given different benefits.

SIGNER



Guardian Sign:
Static
Effect: Whenever you are allied with a Legendary Pokémon, you gain its Crest. Whenever you use another Signer Feature, choose a Crest belonging to one of the Legendary Pokémon you have allied with. Depending on which Pokémon it is, the effects of the other Signer Features may change. When referring to a Legendary Pokémon related to a Crest, Features refer to the Legendary Pokémon as Patrons. When using a Crest, you must have a flat circle, surface, at least 1-meter diameter large in order to summon the astral form of the allied Pokémon to you.

Healing Sign:
Daily
Target: Pokémon or Trainer.
Effect: Roll 2d20 and add your DEX modifier. The target heals that many Hit Points.

Signers have gained the trust of Legendary Pokémon, and with that trust they summon astral forms of Legendary Pokémon to help them through any difficulties. Signers are loyal Rangers who seek to right any wrong above all else, especially when it comes to anything that could shatter the natural balance of the world. With a Signer on your team, you know that you’ll always be covered, and by the power of legends at that.

Advanced Feature

Prerequisites: Ranger, Allied with a Legendary Pokémon

Ability Bonus: Dexterity
Bonuses: +1 DEX

Class Features:
Guardian Sign, Healing Sign

Signer Features

Armor Sign: Signer Feature
Prerequisites: Signer
Daily - Every 2 levels gained, you may perform this Feature another time per day.
Trigger: You take damage from a Move.
Effect: When taking damage, you are considered the same type as whichever Patron’s Crest you are using.

Courage Sign: Signer Feature
Prerequisites: Signer, a Companion who has been with you for at least 2 weeks
Daily
Target: A Helpful Pokémon who is about to leave.
Effect: The target may perform one additional At-Will Frequency Move immediately.

Divine Sign: Signer Feature
Prerequisites: Signer, a Companion who has been with you for at least 2 weeks
Daily - Every 10 levels gained, you may perform this Feature another time per day.
Target: Companion who has been with you for at least 2 weeks
Effect: Choose one of your Crests. The Companion uses a random Move, chosen by your GM, which the Patron knows.

God Sign: Signer Feature
Prerequisites: Signer, Divine Sign, 18 DEX
Daily
Target: Companion who has been with you for at least 1 month
Effect: Choose one of your Crests. The Companion uses a Signature Move, chosen by your GM, which the Patron knows.

Grand Sign: Signer Feature
Prerequisites: Signer
Daily - Every 6 levels gained, you may perform this Feature another time per day.
Target: A Helpful Pokémon.
Effect: Add your CHA modifier and your DEX modifier together. Add that total to the Helpful Pokémon’s next damage-dealing Move.

Revealing Sign: Signer Feature
Prerequisites: Signer
Daily - Every 3 levels gained, you may perform this Feature another time per day.
Trigger: You successfully Restrain a Pokémon.
Effect: The Restrained “Helpful” Pokémon has four Moves revealed to you by your GM that the Restrained Pokémon knows. If the Pokémon knows less than four Moves, each Move is revealed.

Righteous Sign: Signer Feature
Prerequisites: Signer, two or more Patrons
Weekly - Every 10 levels gained, you may perform this Feature another time per week.
Target: Self.
Effect: All allies with line of sight to you may pick one Stat, other than HP, and raise its Combat Stage twice.

Smite Sign: Signer Feature
Prerequisites: Signer
Static
Effect: While attacking with a Trainer Attack, you may activate a Crest. When activated, choose one of the Patron’s Elemental Types and treat your attack as that Elemental Type. Apply Weaknesses, Resistances and Immunities.

Summoning Sign: Signer Feature
Prerequisites: Signer, 8 Signer Features
Weekly
Target: Adjacent empty space.
Effect: Choose a Crest, set your Styler’s remaining energy to 0. Next to you a miniature, astral form of your Patron appears. It has HP equal to your DEX stat multiplied by 5. It is identical to the Legendary in every other way including Capabilities, Abilities and Moves. Your GM will determine its stats. It is considered Helpful until it performs 10 tasks that would usually dismiss other Helpful Pokemon.

Swift Sign: Signer Feature
Prerequisites: Signer, a Companion who has been with you for at least 2 weeks
Daily
Target: Helpful Pokemon.
Effect: You may immediately issue a command to the target, even if you have commanded another Pokemon during that round of an encounter. The Helpful Pokemon is dismissed as usual afterwards.

SPECIAL OPERATIONS MEMBER



Scanner: Spec. Ops. Member Feature
Static
Target: Any pokemon.
Effect: You can see a percentage when you look at a pokemon that represents how much of its total HP it has remaining.

Protect: Spec. Ops. Member Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Trigger: You are hit by a Move.
Effect: Use the Move Protect.

Not many people can say they’ve had the equipment to, or had the guts to stand in the way of a hyper beam on purpose. These elite Rangers, members of Special Operations, prefer to have the situation under control before an incident occurs. As the topmost branch of the Rangers, before Captains, They command a different sort of respect, equal to law enforcement but arguably more efficient.

Special Operations Member Features

Crowd Control: Prerequisites: Spec. Ops. Member, Gas Launcher (890) Daily Target: Pokemon or trainers. Effect: Use the Move Sleep Powder. It costs 200 to use the Crowd Control Feature.	Spec. Ops. Member Feature
Detain: Prerequisites: Spec. Ops. Member, Net Launcher (1800) Daily Target: Pokemon or trainers. Effect: Use the Move Spider Web. It costs 800 to use the Detain Feature.	Spec. Ops. Member Feature
Endure: Prerequisites: Spec. Ops. Member, 20 DEX Daily Target: Self. Effect: Use the Move Endure.	Spec. Ops. Member Feature
Improved Armor: Prerequisites: Spec. Ops. Member, Extra Gear Padding (400) Static Effect: When taking damage from attacks, take 10 less damage.	Spec. Ops. Member Feature
Lock-On: Prerequisites: Spec. Ops. Member, Scanner + At-Will Target: Pokemon or trainers. Effect: Use the Move Lock-On.	Spec. Ops. Member Feature
Perfect Armor: Prerequisites: Spec. Ops. Member, Perfect Gear Padding (6000), Improved Armor Static Effect: When taking damage from attacks, take 25 less damage. This Feature replaces Improved Armor.	Spec. Ops. Member Feature
Riot Control: Prerequisites: Spec. Ops. Member, Crowd Control Daily Target: Pokemon or trainers. Effect: Use the Move Stun Spore or Poisonpowder. It costs 300 to use the Crowd Control Feature as Stun Spore. It costs 500 to use the Crowd Control Feature as Poisonpowder.	Spec. Ops. Member Feature
Scanner +: Prerequisites: Spec. Ops. Member, Improved Scanner (1700) Static Target: Any pokemon. Effect: You can see a percentage when you look at a pokemon that represents how much of its total HP it has remaining. You can also see the target's remaining HP. This Feature replaces Scanner.	Spec. Ops. Member Feature

Smokescreen: Prerequisites: Spec. Ops. Member, Crowd Control Daily – Every 9 levels gained, you may perform this Feature another time per day. Target: Pokemon or trainers. Effect: Use the Move Smokescreen. It costs 200 to use the Smokescreen Feature.	Spec. Ops. Member Feature
Take Down: Prerequisites: Spec. Ops. Member Daily – Every 10 levels gained, you may perform this Feature another time per day. Target: Pokemon or trainers. Effect: Use the Move Take Down. Add your DEX modifier, tripled, to your damage for Take Down. If you have Flawless Armor, you do not take recoil from Take Down.	Spec. Ops. Member Feature

RESEARCHER

Class Feature

Prerequisites: 13 INT, 13 WIS

Key Abilities: Intelligence, Wisdom
Negligent Ability: Strength

Bonuses: +1 INT +1 WIS
Penalties: -2 STR

Class Features:
Walking Encyclopedia, Frantic Research



Frantic Research: Researcher Feature
Daily – Every 5 levels gained, you may perform this Class Feature another time per day.
Target: Any pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, you learn what level the pokemon is.

Walking Encyclopedia: Researcher Feature
Static
Target: Anything related to knowledge you are allowed to look up.
Effect: You know pokemon data, relating to pokemon in your pokedex, about move sets, type, type advantage, evolution methods, abilities, height, weight, and location. You have access to all information a pokedex would grant, immediately.

While most trainers aim to be the best, Researchers aim to know the most. While they lack the physical advantage other trainers might, they have studied for many years prior to the beginning of their journey and have retained a vast amount of knowledge relating to most pokemon all over the world. They know many things relating to a pokemon's natural moveset, their habitat, and even the location of several pokemon – just by name. A powerful trainer can help a pokemon find the power that's inside; a Researcher knows the power that's inside before he or she even captures a pokemon.

Advanced Classes:
Cryptozoologist, Petrologist, Photographer, Professor, Scientist, Watcher

Researcher Features

Close Study: Researcher Feature
Prerequisites: Researcher, 1 Badges
Daily - Every 5 levels gained, you may perform this Class Feature another time per day.
Target: Any pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, your GM must give to you 8 Moves of which 4 are known by the target pokemon.

Field Commander: Researcher Feature
Prerequisites: Researcher, 3 Badges, 17 INT or 17 WIS
Static
Target: Your ally's pokemon.
Effect: You may issue commands to pokemon who has not already acted on a round of an encounter. There must be understood consent from the trainer unless they are unconscious. Pokemon may only act once per round of an encounter. You still may only issue one command per round unless you have Dual Wielding.

Fighting Scheme: Researcher Feature
Prerequisites: Researcher, 1 Badges
Daily - Every 5 levels gained, you may perform this Class Feature another time per day.
Target: Any trainer.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, your GM must give to you 4 pokemon species of which 2 are owned by the target trainer.

Frantic Research +: Researcher Feature
Prerequisites: Researcher, 40 pokemon identified by pokedex
Daily – Every 3 levels gained, you may perform this Class Feature another time per day.
Target: Any pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, you learn what level the pokemon is and 5 to 10 of its attacks unrelated to level up. If you roll higher then 20, you identify how much HP the target currently has. This Feature replaces Frantic Research.

Game Plan: Researcher Feature
Prerequisites: Researcher, 2 Badges, 16 INT
Daily – Every 6 levels gained, you may perform this Class Feature another time per day.
Target: Your allies and their pokemon.
Effect: Shift all allies and their pokemon up to X meters where X is your INT modifier or your WIS modifier.

Game Plan +: Researcher Feature
Prerequisites: Researcher, Game Plan
Daily – Every 4 levels gained, you may perform this Class Feature another time per day.
Target: Your allies and their pokemon.
Effect: Shift all allies and their pokemon up to X meters where X is your INT modifier plus your WIS modifier.

Linguist: Researcher Feature
Prerequisites: Researcher, choose a human language (spoken or written)
At-Will
Effect: You can read, speak and understand the chosen Language. You may take Linguist more than once.

The Facts: Researcher Feature
Prerequisites: Researcher, Random Knowledge; 18 INT or 18 WIS
Daily – Every 5 levels gained, you may perform this Class Feature another time per day.
Target: Anything, even intangible things.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 20, you know about the random piece of knowledge you were trying to find out about.

Trait Theory: Researcher Feature
Prerequisites: Researcher
At-Will – One attempt per target, 2 times per encounter
Target: Any pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, you identify what Nature the pokemon has.

Trait Theory +: Researcher Feature
Prerequisites: Researcher, Trait Theory, 20 INT
At-Will – Once per encounter
Target: Any pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 17, you identify what Nature the pokemon has. If the target is Wild and you rolled higher then 23, you may pick the target’s Nature.

CRYPTOZOOLOGIST



Walking Mythos: Cryptozoologist Feature
Static
Target: Anything related to knowledge you are allowed to look up.
Effect: You know pokemon data, relating to pokemon in your pokedex, about move sets, type, type advantage, evolution methods, abilities, height, weight, and location. Restricted to Legendary Pokemon you have encountered.

Praise: Crytozoologist Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Legendary Pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, the target favors you and will hesitate to attack you and your pokemon. You are also given points determined by your GM towards allying with the target.

A Cryptozoologist is a mythology expert who specializes in the tracking, pursuit and capture of legendary pokemon. They know of the mythical pokemon intimately, able to tell the various tales, word for word, of each legend’s origin off the top of their heads. Some may think of this type of Researcher as a nut but at the end of the day, if they have these godly powers as their allies, they’ll get the last laugh.

Cryptozoologist Features

Beckon: Cryptozoologist Feature
Prerequisites: Cryptozoologist, used Praise on at least one Legendary
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Legendary Pokemon’s habitat of a Legendary you’ve met.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 20, a Legendary pokemon will appear. It will not necessarily appear near you, but you will be able to see it, or evidence of its presence.

Blessing: Cryptozoologist Feature
Prerequisites: Cryptozoologist, allied with a Legendary Pokemon
Daily
Target: A pokemon or Trainer.
Effect: Roll 1d20 and add your WIS modifier doubled. The target recovers HP equal to the total rolled. You may not use Blessing if you are no longer allied with any Legendary Pokemon.

Channel Divinity: Cryptozoologist Feature
Prerequisites: Cryptozoologist, Linked to a Legendary Pokemon
Monthly
Target: A loyal pokemon.
Effect: The target may perform a Move that is known by a Legendary Pokemon you are Linked to.

God Speak: Cryptozoologist Feature
Prerequisites: Professor, Linguist, allied with a Legendary Pokemon
At-Will
Effect: You can speak to and understand all Legendary Pokemon.

Guardian Link: Cryptozoologist Feature
Prerequisites: Cryptozoologist, used Praise on at least one Legendary
Daily
Target: A Legendary Pokemon.
Effect: You may only target Legendary Pokemon with Guardian Link if you are allied with them. Roll 1d20 and add your WIS modifier. If the total exceeds 20, the Legendary becomes Linked. While a Linked Legendary is in danger, regardless of where you are in the world, you will know. This greatly increases your GM’s points towards allying the target.

Legendary Blessing: Cryptozoologist Feature
Prerequisites: Cryptozoologist, Blessing, 18 WIS
Daily
Target: A pokemon or Trainer.
Effect: Roll 2d20 and add your WIS modifier tripled. The target recovers HP equal to the total rolled. You may not use Legendary Blessing if you are no longer allied with any Legendary Pokemon.

Link Summon: Cryptozoologist Feature
Prerequisites: Cryptozoologist, Linked to a Legendary Pokemon
Monthly
Target: A Linked Legendary, disregarding any line of sight.
Effect: You may summon the allied, Linked Legendary Pokemon. You ignore how often you’ve summoned it in the past, it will appear.

Miracle: Cryptozoologist Feature
Prerequisites: Cryptozoologist, allied with a Legendary Pokemon
Monthly
Target: Allied Trainer or Allied Pokemon.
Effect: The target may make an additional Death Saving throw subtracting 25 from the second roll’s result.

Morale Blessing: Cryptozoologist Feature
Prerequisites: Cryptozoologist, Field Commander, allied with a Legendary Pokemon
Daily – Every 5 levels gained, you may perform this Class Feature another time per day.
Target: Allied pokemon.
Effect: Pick either Attack, Defense, Special Attack, Special Defense or Speed and raise the chosen stat of each of your ally’s pokemon’s within X meters of you by X. X is your INT modifier.

Omen: Cryptozoologist Feature
Prerequisites: Cryptozoologist, 17 WIS
Weekly
Target: Anywhere on a route.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 16, you learn of the last time a Legendary pokemon has been around the area.

Soul Searching: Cryptozoologist Feature
Prerequisites: Cryptozoologist, 16 WIS, Linked to a Legendary Pokemon
Daily
Target: A Linked Legendary, disregarding any line of sight.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 13, you are pointed in the direction of the target. If the total exceeds 17, you learn of the distance between the Linked Legendary and yourself.

DREAM DOCTOR



Portable Dream Machine:
Static

Effect: You have a Dream Machine, comparable in size to a laptop. When used on a sleeping pokemon, this machine will allow you to look into their dreams through a viewing window for up to 8 hours, after which, the pokemon will wake up. During this time, the Pokemon is considered to be in the Dream World. If the pokemon is disturbed during its dream, it must roll a normal sleep check as if it was Asleep. Dreams will show any subconscious desires or wishes the pokemon has, although the dream's true meaning may be obscure. A pokemon may only be observed by the Dream Machine once per three days.

Dream Smoke Materializer:

Dream Doctor Feature

At-Will - As long as an owned Pokemon with Dream Smoke is active.

Target: A Pokemon who has been asleep in the Dream World for 4 hours.

Effect: Roll 1d20 plus your WIS modifier. On a roll of 18 or above, the pokemon will find an item in their dream world and hold onto it, and then immediately wake up. The pokemon will awake holding the item they dreamed about. Pokemon can only dream about a specific item if they have held it before. The dreamt item is chosen by the GM.

Pokemon dreams are complex in that pokemon themselves are creatures that commonly surpass science. A Dream Doctor is a Researcher who uses the powerful Dream Machine to extract dreams from their pokemon and physically manifest the pokemon's ideals into the material realm. The technology itself is beyond simple explanation so only a trained Dream Doctor can use the Dream Machine to let a Pokemon's imagination impact the real world.

Advanced Feature

Prerequisites: Researcher, Portable Dream Machine (15000), a Pokemon with the Dream Smoke Ability, 17 WIS

Ability Bonus: Wisdom
Bonuses: +1 WIS

Class Features:
Portable Dream Machine,
Dream Smoke Materializer

Dream Doctor Features

Dream Training Montage:

Dream Doctor Feature

Prerequisites: Dream Doctor, WIS 18

Daily

Target: A Pokemon who has been asleep in the Dream World for 7 hours.

Effect: Roll 1d20 and add your WIS modifier. On a result of 20 or better, you may take X amount of points from one of the pokemon's base stats and apply it to a different base stat. X is equal to your WIS modifier halved. If this changes the Base Relation, you must place points where appropriate while leveling in order to right the Base Relation as soon as possible. Dream Training Montage may not target a Pokemon who has been targeted by Dream Training Montage before.

Lucid Dreamers:

Dream Doctor Feature

Prerequisites: Dream Doctor

Static

Effect: Add 3 to any check while using a Feature on a Pokemon in the Dream World.

Naptime:

Dream Doctor Feature

Prerequisites: Dream Doctor, one pokemon has remained in the dream world for 8 full hours.

Static

Target: Dreaming Pokemon in the Dream Machine.

Effect: The amount of time required for features requiring a specific amount of time asleep is reduced by 1/4th, rounding up.

Naptime +:

Dream Doctor Feature

Prerequisites: Dream Doctor, Naptime

Static

Target: Dreaming Pokemon In the Dream machine.

Effect: The amount of time required for features requiring a specific amount of time asleep is reduced by 1/3rd, rounding up. This feature replaces Naptime.

Pokewalker:

Dream Doctor Feature

Prerequisites: Dream Doctor, True Ability, Dream Training Montage (3000)

Static

Target: A pokemon in the Dream World.

Effect: At any time a Pokemon is in the Dream World, you may place your Pokewalker, an item about the same size as a pedometer, into a port on the Dream Machine. You may place the Pokemon's subconscious dream into the Pokewalker and immediately return a Pokemon to its Poke Ball. While a Pokemon's subconscious is in the Pokewalker, it gains 1000 experience points per 24 hours it remains in the Pokewalker with you and its Poke Ball. These experience points are given to the Pokemon when they are sent out of their Poke Ball, next to your Dream Machine with the Pokewalker in its Dream Machine port. You may target the subconscious of the Pokemon in the Pokewalker with Dream Doctor Features within the eight hours of your putting a Pokemon into the Pokewalker. If a Pokemon whose subconscious is in the Pokewalker is sent out of its Poke Ball without the Pokewalker and Dream Machine ready, the subconscious disappears from the Pokewalker and no experience points are rewarded to the Pokemon.

Psychotherapy: Dream Doctor feature
Prerequisites: Dream Doctor, Subtle Suggestion, WIS 16
Daily - Every 5 levels gained, you may perform this Feature another time per day.
Target: Dreaming Pokemon in the Dream Machine.
Effect: Roll 1d20 plus WIS modifier. IF the total exceeds 19, you can understand why a pokemon is upset, what the source of the unhappiness is, and what needs to be done in the real world to fix it. You may ask questions to the sleeping Pokemon and the Dream Machine will acuratley reveal answers to the best of the pokemon’s ability.

Subtle Suggestion: Dream Doctor Ability
Prerequisites: Dream Doctor, successfully used Dream Smoke Materializer 5 times
Daily
Target: Dreaming Pokemon while using Dream Smoke Materializer.
Effect: Declare the name of an item the Dreaming pokemon has seen and used before, roll 1d20 and add WIS modifier. On a result of 18 or better, the pokemon will dream about that item and it will materialize if the Dream Smoke Materializer is successful.

Temporary Ability: Dream Doctor Feature
Prerequisites: Dream Doctor, True Ability
Daily
Target: A Pokemon who has been in the Dream World in the past week.
Effect: Randomly choose an Ability the target has, the target loses that Ability for 1 hour. Randomly assign an Ability from the target’s Ability list, the target gains that Ability for 1 hour. The Randomly assigned Ability can potentially grant the same Ability that the Pokemon just lost for 1 hour, changing nothing.

Total Recall: Dream Doctor Feature
Prerequisites: Dream Doctor, True Ability
Static
Effect: Ignore the lines “A pokemon may not have more than two Abilities after using True Ability. If the targeted Pokemon already has two Abilities when using True Ability, on a successful roll, replace one of the Abilities,” while using True Ability. This means that a Pokemon can have 3 Abilities after using True ability successfully.

True Ability: Dream Doctor Feature
Prerequisites: Dream Doctor, WIS 18
Daily
Target: A Pokemon who has been asleep in the Dream World for 8 hours.
Effect: Roll 1d20 plus your WIS modifier. On a result of 18 or better, assign an additional Ability to the Pokemon from the Pokemon’s basic Abilities. On a result of 21 or better, assign any additional Ability to the Pokemon from the Pokemon’s Abilities. A pokemon may not have more than two Abilities after using True Ability. If the targeted Pokemon already has two Abilities when using True Ability, on a successful roll, replace one of the Abilities. True Ability may not target a Pokemon who has been targeted by True Ability before.

PETROLOGIST



Stone Hunting: Petrologist Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a Route.
Effect: Say any whole number, then roll 1d20 and add your WIS and INT modifier. If the number you said before your roll is less then 3 whole numbers away from your roll you find an Evolutionary stone chosen by your GM.

Rare Item Hunting: Petrologist Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a Route.
Effect: Say any whole number, and then roll 1d20. If the number you said before your roll is equal to your roll plus or minus either your WIS or INT modifier you find a rare item chosen by your GM.

Researchers who master petrology are rare item hunters. They can find areas where wild pokemon will yield more items drops. The Petrologist is also an expert excavator. They can dig up evolutionary stones, fossils, or various rare items found underground. In addition to their vast knowledge in the finding and use of these rare items, they are also very adept explorers underground, in caves and in ancient ruins. This variety of Researcher is very useful for the navigation of land.

Petrologist Features

Devolution Stone: Petrologist Feature
Prerequisites: Petrologist, Radiate Stone
Weekly
Target: An Evolution Stone.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 22, you may turn that stone into a Devolution Stone. When you touch a pokemon with a Devolution Stone, it is forcefully reverted to a previous stage in its Evolution line.

Elemental Stone A: Petrologist Feature
Prerequisites: Petrologist, Radiate Stone
Weekly
Target: An Evolution Stone.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 25, you may turn that stone into an Evolution Stone. Choose between Plain Stone, Fist Stone, Wind Stone, Venom Stone, Sand Stone, Gravel Stone, Insect Stone, Phantom Stone or Iron Stone. When you touch a pokemon with an Evolution Stone that matches one of their Elemental Types will forcefully evolve them if they meet the evolution level requirement but has not yet evolved.

Elemental Stone B: Petrologist Feature
Prerequisites: Petrologist, Radiate Stone
Weekly
Target: An Evolution Stone.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 25, you may turn that stone into an Evolution Stone. Choose between Flame Stone, Aqua Stone, Root Stone, Zap Stone, Mind Stone, Cold Stone, Dragon Stone or Dark Stone. When you touch a pokemon with an Evolution Stone that matches one of their Elemental Types will forcefully evolve them if they meet the evolution level requirement but has not yet evolved.

Fossil Hunting: Petrologist Feature
Prerequisites: Petrologist, successfully used a Hunting Petrologist Feature 3 times
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a Route.
Effect: Say any whole number, and then roll 1d20. If the number you said before your roll is equal to your roll plus or minus either your WIS or INT modifier you find a pokemon fossil chosen by your GM.

Pit Trap Bubble: Petrologist Feature
Prerequisites: Petrologist
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a Route.
Effect: Place a marker on the field adjacent to you. If a pokemon or trainer crosses over that spot on the ground they trigger the Pit Trap. For the remainder of the encounter, whenever the pokemon or person who triggered the Trap targets someone, they must roll +3 during their Accuracy Check to hit.

Pit Trap Fire: Petrologist Feature
Prerequisites: Petrologist
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a Route.
Effect: Place a marker on the field adjacent to you. If a pokemon or trainer crosses over that spot on the ground they trigger the Pit Trap. The pokemon or person who triggered the Trap takes 2d20 Fire-Type Special Attack damage.

Pit Trap Gust: Petrologist Feature
Prerequisites: Petrologist
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a Route.
Effect: Place a marker on the field adjacent to you. If a pokemon or trainer crosses over that spot on the ground they trigger the Pit Trap. The pokemon or person who triggered the Trap takes an 1d20 of Normal-Type Physical Attack damage if it is Pushed into Blocking Terrain. If the pokemon or person who triggered the Trap is pushed into another Legal Target, instead, both take 1d10 of Normal-Type Physical Attack damage.

Pit Trap Vines: Petrologist Feature
Prerequisites: Petrologist
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Anywhere on a Route.
Effect: Place a marker on the field adjacent to you. If a pokemon or trainer crosses over that spot on the ground they trigger the Pit Trap. The pokemon or person who triggered the Trap is Immobilized for 1d6 turns.

Radiate Stone: Petrologist Feature
Prerequisites: Petrologist, successfully used Stone Hunting 3 times
Weekly
Target: A normal rock.
Effect: Roll 1d20 and add your INT modifier. If the total exceeds 22, you may turn that stone into an Evolution Stone you have used on a pokemon before.

Reanimator: Petrologist Feature
Prerequisites: Petrologist, own a pokemon revived from a fossil
Static
Effect: When you make a check to Reanimate a fossilized pokemon, -20 from your fossil check.

PHOTOGRAPHER



Advanced Feature

Prerequisites: Researcher, 21 WIS,
Camera (4500)

Ability Bonus: Wisdom
Bonuses: +1 WIS

Class Features:
Wild Photo, Battle Photo

Photographer Feature

Wild Photo:
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Wild Pokemon.
Effect: Roll 1d20 and add your WIS modifier. Multiply the total by 20. This is your value of the photo. You can try to sell these photographs anywhere.

Battle Photo:
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Battling Pokemon.
Effect: Roll 1d20 and add your INT modifier. Multiply the total by 20. This is your value of the photo. You can try to sell these photographs anywhere.

The Photographer can take pictures of wild pokemon in their natural habitat, to capture the nature and habits of a pokemon in their frame. They can then sell these pictures to various buyers such as newspapers, magazines or private collectors. The Researcher who values photography knows the importance of funding, a talented Photographer can ensure that their research is always paid for and maintained.

Photographer Features

Family Photo:
Prerequisites: Photographer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Wild Pokemon of the same evolution family.
Effect: Roll 1d20. Multiply that by 25. This is your value of the photo. You can try to sell these photographs anywhere.

Pester Ball A:
Prerequisites: Photographer
Daily – Every 3 levels gained, you may perform this Feature another time per day.
Target: Pokemon.
Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 15, the target must roll +1 during Accuracy checks for the next 10 minutes. It costs 50 to use this Feature.

Pester Ball B:
Prerequisites: Photographer
Daily – Every 6 levels gained, you may perform this Feature another time per day.
Target: Pokemon.
Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 15, when targeting the pokemon during the encounter, you need -1 during Accuracy checks to hit for the next 10 minutes. It costs 50 to use this Feature.

Pester Ball C:
Prerequisites: Photographer
Daily
Target: A wild Pokemon.
Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 20 and the target is at or below your active Pokemon's level, the target will flee. It costs 50 to use this Feature.

Pester Ball D:
Prerequisites: Photographer
Daily – Every 3 levels gained, you may perform this Feature another time per day.
Target: A wild Pokemon.
Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 10 the target must attempt to attack you next turn. It costs 50 to use this Feature.

Pester Ball E:
Prerequisites: Photographer, Pester Ball D
Daily – Every 3 levels gained, you may perform this Feature another time per day.
Target: A wild Pokemon.
Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 15 the target must attempt to attack next turn. It costs 50 to use this Feature.

Pester Ball F:
Prerequisites: Photographer, 2 different Pester Ball Photographer Features
Daily – Every 7 levels gained, you may perform this Feature another time per day.
Target: A wild Pokemon.
Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 15 the target may only use Moves that can deal damage for the next X turns where X is your WIS modifier. It costs 50 to use this Feature.

Pester Ball G: Photographer Feature
Prerequisites: Photographer
Daily
Target: A wild Pokemon.
Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 15 the target may only use Moves that cannot deal damage on hit for the next X turns where X is your WIS modifier. It costs 110 to use this Feature.

Pester Ball X: Photographer Feature
Prerequisites: Photographer, 3 different Pester Ball Photographer Features
Daily
Target: A wild Pokemon.
Effect: Roll 1d20 and add you WIS modifier. If the total exceeds 20, for the remainder of the encounter the target’s Capture Rate is raised by 20. It costs 90 to use this Feature.

Tourist Photo: Photographer Feature
Prerequisites: Photographer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any place of interest.
Effect: Roll 1d4. Multiply that by 40. This is your value of the photo. You can try to sell these photographs anywhere.

Victory Pose: Photographer Feature
Prerequisites: Photographer
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: A Trainer who has just won a battle or contest.
Effect: Roll 1d10. Multiply that by 45. This is your value of the photo. You can try to sell these photographs anywhere.

PROFESSOR



Walking Doctorate: Professor Feature
Static
Target: Anything related to knowledge you are allowed to look up.
Effect: You know pokemon data, relating to pokemon in your pokedex, about specific location and base stats. You may consult the GM’s Bestiary. Restricted to non-Legendary Pokemon.

Flawless Classification: Professor Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Any Pokemon.
Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, you learn what level the pokemon is. If you roll higher then 20, you identify how much HP the target has left.

The Professor is a Researcher who has mastered the knowledge surrounding all pokemon known to the masses. They can identify things about a pokemon such as its level of power, its complete move set, its specific home’s location or anything else factual about a pokemon with less then a glance at its silhouette. Professors are unparalleled kings of intelligence and use their vast amount of knowledge proves it. They are unrivalled field commanders and utilize their strategy to ensure their party’s victory.

Professor Features

Critical Advice: Professor Feature

Prerequisites: Professor, Field Commander, Level 10

Daily – Every 8 levels gained, you may perform this Class Feature another time per day.

Target: Allies.

Effect: During the next round of an encounter, all Moves and Trainer Attacks are Critical Hits on 18-20. The Critical Hit range may not be altered in any other way during the next round of combat.

Demoralize: Professor Feature

Prerequisites: Professor, Field Commander

Daily – Every 10 levels gained, you may perform this Class Feature another time per day.

Target: Foe pokemon.

Effect: Pick either Attack, Defense, Special Attack, Special Defense or Speed and lower the chosen stat of each enemy pokemon’s within X meters of by X. X is your INT modifier.

Efficiency Boost: Professor Feature

Prerequisites: Professor, Field Commander, Level 10

Daily – Every 10 levels gained, you may perform this Class Feature another time per day.

Target: Allies.

Effect: During the next round of an encounter, any action that an ally performs that requires a d20 roll may add X to their roll where X is your INT modifier.

Fighting Read: Professor Feature

Prerequisites: Professor, Fighting Scheme

Daily - Every 4 levels gained, you may perform this Class Feature another time per day.

Target: Any trainer.

Effect: Roll d20 and add your INT and WIS modifiers to the roll. If you roll higher then 15, your GM must give to you 6 pokemon species of which 4 are owned by the target trainer. If the target does not own 4 poke-mon, only two pokemon which are owned are revealed.

Morale Boost: Professor Feature

Prerequisites: Professor, Field Commander

Daily – Every 7 levels gained, you may perform this Class Feature another time per day.

Target: Allied pokemon.

Effect: Pick either Attack, Defense, Special Attack, Special Defense or Speed and raise the chosen stat of each of your ally’s pokemon’s within X meters of you by 1 Combat Stage until the end of the encounter.

Morale Rally: Professor Feature

Prerequisites: Professor, Morale Boost

Daily

Target: Allied pokemon.

Effect: Pick either Attack, Defense, Special Attack, Special Defense or Speed and raise the chosen stat of each of your ally’s pokemon’s within X meters of you by X. X is your INT modifier. Morale Rally lasts until the end of the encounter.

Poke Linguist: Professor Feature

Prerequisites: Professor, Linguist

At-Will

Effect: You can speak and understand a single species of Pokemon and all of the evolutions related to that Pokemon. You may take Poke Linguist more then once.

Sabotage: Professor Feature

Prerequisites: Professor, Game Plan

Daily

Target: Wild pokemon.

Effect: Roll 1d20 and add your INT modifier. If you rolled above 15, shift all wild foes up to X meters where X is your INT modifier or your WIS modifier.

Tactical Maneuver: Professor Feature

Prerequisites: Professor, Tactical Strike

Daily – Every 4 levels gained, you may perform this Class Feature another time per day.

Target: One of your pokemon who just succesfully used a Move.

Effect: Roll 1d20 and add your INT modifier. If you rolled above 15, an allied Trainer’s pokemon adjacent to the target may perform an At-Will Move or EOT Move even if it has already used a Move during that round of the encounter. The target may shift an additional time. You must have line of sight to the Pokemon who is reciving your extra command.

Tactical Strike: Professor Feature

Prerequisites: Professor, Field Commander

Daily – Every 6 levels gained, you may perform this Class Feature another time per day.

Target: One of your pokemon who just succesfully used a Move.

Effect: Roll 1d20 and add your INT modifier. If you rolled above 15, an allied Trainer’s pokemon adjacent to the target may perform an At-Will Move even if it has already used a Move during that round of the encounter. You must have line of sight to the Pokemon who is reciving your extra command.

SCIENTIST



Potions Mastery: At-Will
Target: Items.
Effect: Create either a Potion (150), a Super potion (400), a Hyper Potion (750) or a Max Potion (1250). Name the concoction whatever you'd like out of whatever ingredients you'd like.

Repels Mastery: At-Will
Target: Items.
Effect: Create a Repel (200), a Super Repel (300) or a Max Repel (500). Name the concoction whatever you'd like out of whatever ingredients you'd like.

A Researcher who practices the creation of various concoctions is a Scientist. They mix various materials together to make repels, potions, and other items used for whatever they can think up. A Scientist doesn't always have the right materials for their desired product, but maybe a few experiments will prove to create a new potion unlike any seen before.

Advanced Feature

Prerequisites: Researcher, 18 INT

Ability Bonus: Intelligence
Bonuses: +1 INT

Class Features:
Potions Mastery, Repels Mastery

Scientist Feature

Scientist Feature

Scientist Features

Body Pills: Scientist Feature
Prerequisites: Scientist, a pokemon with at least 20 HP stat or Speed stat
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create a HP Up or Carbos. It costs 1350 to use Body Pills. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Defense Pills: Scientist Feature
Prerequisites: Scientist, a pokemon with at least 20 Defense stat or Special Defense stat
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create an Iron or Zinc. It costs 1350 to use Defense Pills. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Energy Brewer: Scientist Feature
Prerequisites: Scientist
Daily – Every 2 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create an Ether. It costs 80 to use Energy Brewer. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Energy Mastery: Scientist Feature
Prerequisites: Scientist, Energy Brewer
Daily – Every 2 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create an Elixir. It costs 270 to use Energy Mastery. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Offense Pills: Scientist Feature
Prerequisites: Scientist, a pokemon with at least 20 Attack stat or Special Attack stat
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create a Protein or Calcium. It costs 1350 to use Offense Pills. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Performance Enhancers: Scientist Feature
Prerequisites: Scientist, 14 WIS
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Roll 1d8. On a result of 1, you create a X Attack; on a result of 2, you create a X Defend; on a result of 3, you create a X Special; on a result of 4, you create a X Sp. Def; on a result of 5, you create a X Speed; on a result of 6, you create a X Accuracy; on a result of 7, you create a Dire Hit; on a result of 8, you create a Guard Spec. It costs 650 to use the Performance Enhancers Feature. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Performance Enhancer Mastery: Scientist Feature
Prerequisites: Scientist, Performance Enhancers has been used at least 3 times
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create either a X Attack, a X Defend, a X Special, a X Sp. Def, a X Speed, a X Accuracy, a Dire Hit or a Guard Spec. It costs 550 to use the Performance Enhancer Mastery Feature. This Feature replaces Performance Enhancers. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Frequency Pills: Scientist Feature
Prerequisites: Scientist, Body Pills, Defense Pills, Offense Pills
Daily
Target: Items.
Effect: Create a PP Up. It costs 1750 to use Frequency Pills. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Status Brewer: Scientist Feature
Prerequisites: Scientist
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Roll 1d6. On a result of 1, you create an Antidote; on a result of 2, you create an Awakening; on a result of 3, you create a Burn Heal; on a result of 4, you create an Ice Heal; on a result of 5, you create a Paralyze Heal; on a result of 6, you create a Full Heal. It costs 550 to use the Status Brewer Feature. Name the concoction whatever you'd like out of whatever ingredients you'd like.

Status Mastery: Scientist Feature
Prerequisites: Scientist, Status Brewer has been used at least 3 times
Daily – Every 5 levels gained, you may perform this Feature another time per day.
Target: Items.
Effect: Create an Antidote, Awakening, Burn Heal, Ice Heal or Paralyze Heal for 500 or create a Full Heal for 650 . This Feature replaces Status Brewer. Name the concoction whatever you'd like out of whatever ingredients you'd like.

WATCHER



Advanced Feature

Prerequisites: Researcher, 16 WIS

Ability Bonus: Wisdom
Bonuses: +1 WIS

Class Features:
Family Finder, Close Watch

Family Finder: Watcher Feature
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Wild Pokemon.
Effect: Roll 1d20 and add your INT and WIS modifiers. If the total exceeds 15, you can start an encounter with several more of the same pokemon as the target after the encounter you use Family Finder in.

Close Watch: Watcher Feature
Daily – Every 3 levels gained, you may perform this Feature another time per day.
Target: Wild Pokemon.
Effect: Multiply your WIS modifier by 5m. This is the farthest you may move without alerting a Wild's attention. You may approach a Wild Pokemon without alerting it to your presence, until you stop moving. The pokemon you approach is not instantly provoked but may be startled. You may attempt to befriend the Wild as long as you don't provoke it.

The pokemon Watcher is a Researcher very in tune with a pokemon's natural habitat. They can identify facts about a wild pokemon's living conditions such as the amount of pokemon they live with, which nearby spot yields those family members and how easily they can tackle the foe at hand, just by looking at the wild pokemon. Another talent a watcher has, unseen in any other trainer type, is that ability to locate and track down shiny pokemon who make great pageant competitors or grand auction items.

Watcher Features

Applied Psychology: Watcher Feature
Prerequisites: Watcher
Static
Effect: People cannot lie to you. If information a person gives you is false, but they believe it to be true, you cannot discern this.

Berrydex: Watcher Feature
Static
Target: Berries.
Effect: You can identify any Berry its properties and what it yields in terms of Contest Stats. When you are making Berries into Poffins, Shakes or PokeBlocks, you get +2 to your rolls.

Child Finder: Watcher Feature
Prerequisites: Watcher
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Wild Pokemon.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 20, you can start an encounter with more of the same pokemon as the target after the encounter you use Child Finder in but they will not be higher then level 20. If it is unreasonable to find more of that species of pokemon at lower then level 20, the species’ pre-evolutions may appear.

Gender Finder: Watcher Feature
Prerequisites: Watcher
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Wild Pokemon.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 20, you can start an encounter with more of the same gendered pokemon as the target after the encounter you use Gender Finder.

Quick Draw: Watcher Feature
Prerequisites: Watcher, 18 WIS, Drawing Pad, Writing Utensils
Static
Effect: You are a master sketch artist. It takes you less than a minute to sketch anything you see.

Shiny Hunt: Watcher Feature
Prerequisites: Watcher, 24 WIS
Daily
Target: Anywhere on a route.
Effect: Roll 1d100. If you rolled under you WIS modifier multiplied by 2, a shiny pokemon will appear in the next wild encounter.

Shiny Find: Watcher Feature
Prerequisites: Watcher, encountered a Shiny Pokemon with Shiny Hunt
Daily
Target: Anywhere on a route.
Effect: Roll 1d100. If you rolled under you WIS modifier multiplied by 4, a shiny pokemon will appear in the next wild encounter.

Silent Study: Watcher Feature
Prerequisites: Watcher, WIS 18
Static
Effect: If you use Close Watch, you don’t alert the pokemon’s attention unless you want to after approaching with Close Watch. As long as you do not make it obvious you are there, the Wild will not know you are there.

Trait Finder: Watcher Feature
Prerequisites: Watcher, Trait Theory
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Wild pokemon.
Effect: You can only use Trait Finder if you successfully used Trait Theory or Trait Theory + during this encounter. Roll 1d20 and add your WIS modifier. If the total exceeds 20, you can start an encounter with at least 2 pokemon who have the same Nature as the target after the encounter you use Trait Finder.

Type Finder: Watcher Feature
Prerequisites: Watcher
Daily – Every 10 levels gained, you may perform this Feature another time per day.
Target: Wild Pokemon.
Effect: Roll 1d20 and add your WIS modifier. If the total exceeds 20, you can start an encounter with more of the same Typed pokemon as the target after the encounter you use Type Finder.

Arms Features

Arms Features employs weapons to attack pokemon or other Trainers. These features are to be used when a GM allows Trainers to openly bear weapons in the campaign they are running. Some of these Features are automatically granted to Trainers once they take a Class Feature. If your GM will allow to use these Arms Features, read over them to see what you’ve earned.

The Arms Features are rewarded to certain classes automatically if they are listed in the “Gifted To” section of the Feature’s entry. Otherwise, a Trainer must meet its prerequisites to gain a specific Arms Feature.

Bow User: Arms Feature
Gifted To: Ranger
Prerequisites: 16 DEX
Effect: The Trainer can use Bow and Arrows or any other Weapon that would fit into the Bow category. These weapons deal 1d10 + DEX modifier.

Bow Proficiency: Arms Feature
Prerequisites: Bow User, 18 DEX
Effect: The Trainer can use Bow and Arrows or any other Weapon that would fit into the Bow category. These weapons deal 2d20 + DEX modifier.

Bow Master: Arms Feature
Prerequisites: Bow Proficiency, 20 DEX
Effect: The Trainer can use Bow and Arrows or any other Weapon that would fit into the Bow category. These weapons deal 7d10 + DEX modifier.

Blade Weapons User: Arms Feature
Gifted To: Martial Artist
Prerequisites: 16 STR
Effect: The Trainer can use Swords of any kind, Short Swords of any kind, Two-Handed Swords of any kind, Sickles, Axes, Scythes and any bladed weapon between the length of 1 to 5 feet, and anything else that would fit into the Blade Weapons category. These weapons deal 1d10 + STR modifier.

Blade Weapons Proficiency: Arms Feature
Prerequisites: Blade Weapons User, 18 STR
Effect: The Trainer can use Swords of any kind, Short Swords of any kind, Two-Handed Swords of any kind, Sickles, Axes, Scythes and any bladed weapon between the length of 1 to 5 feet, and anything else that would fit into the Blade Weapons category. These weapons deal 2d20 + STR modifier.

Blade Weapons Master: Arms Feature
Prerequisites: Blade Weapons Proficiency, 20 STR
Effect: The Trainer can use Swords of any kind, Short Swords of any kind, Two-Handed Swords of any kind, Sickles, Axes, Scythes and any bladed weapon between the length of 1 to 5 feet, and anything else that would fit into the Blade Weapons category. These weapons deal 7d10 + STR modifier.

Blunt Weapons User: Arms Feature
Gifted To: Researcher or Breeder or Capture Specialist or Martial Artist
Prerequisites: 16 WIS
Effect: The Trainer can use Maces, Bats, Clubs, Hammers, Morningstars, Staffs or anything else that would fit into the Blunt Weapons category. These weapons deal 1d10 + WIS modifier.

Blunt Weapons Proficiency: Arms Feature
Prerequisites: Blunt Weapons User, 18 WIS
Effect: The Trainer can use Maces, Bats, Clubs, Hammers, Morningstars, Staffs or anything else that would fit into the Blunt Weapons category. These weapons deal 2d20 + WIS modifier.

Blunt Weapons Master: Arms Feature
Prerequisites: Blunt Weapons Proficiency, 20 WIS
Effect: The Trainer can use Maces, Bats, Clubs, Hammers, Morningstars, Staffs or anything else that would fit into the Blunt Weapons category. These weapons deal 7d10 + WIS modifier.

Chain Weapons User: Arms Feature
Gifted To: Ace Trainer or Ranger or Coordinator or Martial Artist
Prerequisites: 16 CON
Effect: The Trainer can use Whips, Bolas, Nunchaku, Chain Whips, Meteor Hammers, Kunai and Chain, Flails or any other Weapon that would fit into the Chain Weapons category. These weapons deal 1d10 + CON modifier.

Chain Weapons Proficiency: Arms Feature
Prerequisites: Chain Weapons User, 18 CON
Effect: The Trainer can use Whips, Bolas, Nunchaku, Chain Whips, Meteor Hammers, Kunai and Chain, Flails or any other Weapon that would fit into the Chain Weapons category. These weapons deal 2d20 + CON modifier.

Chain Weapons Master: Arms Feature
Prerequisites: Chain Weapons Proficiency, 20 CON
Effect: The Trainer can use Whips, Bolas, Nunchaku, Chain Whips, Meteor Hammers, Kunai and Chain, Flails or any other Weapon that would fit into the Chain Weapons category. These weapons deal 7d10 + CON modifier.

Fist Weapons User: Arms Feature
Gifted To: Ace Trainer or Martial Artist
Prerequisites: 14 STR
Effect: The Trainer can use Gauntlets, Brass Knuckles, Cestus, Tessen, Cat Claws, Fan, Katar, Chakrams, Tonfa and any other Weapon that would fit into the Fist Weapons category. These weapons deal 1d8 + STR modifier.

Fist Weapons Proficiency: Arms Feature
Prerequisites: Fist Weapons User , 16 STR
Effect: The Trainer can use Gauntlets, Brass Knuckles, Cestus, Tessen, Cat Claws, Fan, Katar, Chakrams, Tonfa and any other Weapon that would fit into the Fist Weapons category. These weapons deal 3d12 + STR modifier.

Fist Weapons Master: Arms Feature
Prerequisites: Fist Weapons Proficiency, 18 STR
Effect: The Trainer can use Gauntlets, Brass Knuckles, Cestus, Tessen, Cat Claws, Fan, Katar, Charkrams, Tonfa and any other Weapon that would fit into the Fist Weapons category. These weapons deal 2d20 + STR modifier.

Pole Weapons User: Arms Feature
Gifted To: Capture Specialist or Researcher or Psychic or Martial Artist
Prerequisites: 16 INT
Effect: The Trainer can use Spears, Poleaxes, Polehammers, Glaives, Halberd, Mauls, Pikes, or any other Weapon that would fit into the Pole Weapons category. These weapons deal 1d10 + INT modifier.

Pole Weapons Proficiency: Arms Feature
Prerequisites: Pole Weapons User, 18 INT
Effect: The Trainer can use Spears, Poleaxes, Polehammers, Glaives, Halberd, Mauls, Pikes, or any other Weapon that would fit into the Pole Weapons category. These weapons deal 2d20 + INT modifier.

Pole Weapons Master: Arms Feature
Prerequisites: Pole Weapons Proficiency, 20 INT
Effect: The Trainer can use Spears, Poleaxes, Polehammers, Glaives, Halberd, Mauls, Pikes, or any other Weapon that would fit into the Pole Weapons category. These weapons deal 7d10+ INT modifier.

Short Blade Weapons User: Arms Feature
Gifted To: Breeder or Coordinator or Martial Artist or Ranger
Prerequisites: 14 CHA
Effect: The Trainer can use Knives, Daggers, a bladed weapon less than a foot long or any other Weapon that would fit into the Short Blade Weapons category. These weapons deal 1d8 + CHA modifier.

Short Blade Weapons Proficiency: Arms Feature
Prerequisites: Short Blade Weapons User, 16 CHA
Effect: The Trainer can use Knives, Daggers, a bladed weapon less than a foot long or any other Weapon that would fit into the Short Blade Weapons category. These weapons deal 2d12 + CHA modifier.

Short Blade Weapons Master: Arms Feature
Prerequisites: Short Blade Weapons Proficiency, 18 CHA
Effect: The Trainer can use Knives, Daggers, a bladed weapon less than a foot long or any other Weapon that would fit into the Short Blade Weapons category. These weapons deal 2d20 + CHA modifier.

Slingshot User: Arms Feature
Gifted To: DEX 13
Effect: The Trainer can use Slingshots. These weapons deal 1d4 + DEX modifier.

Slingshot Proficiency: Arms Feature
Prerequisites: DEX 14, Slingshot User
Effect: The Trainer can use Slingshots. These weapons deal 1d10 + DEX modifier.

Slingshot Master: Arms Feature
Prerequisites: DEX 15, Slingshot Proficiency
Effect: The Trainer can use Slingshots. These weapons deal 1d20 + DEX modifier.

Throwing Weapons User: Arms Feature
Gifted To: Capture Specialist or Psychic or Researcher or Ninja
Prerequisites: 13 DEX or 13 INT
Effect: The Trainer can use Darts, Throwing Stars, Throwing Knives, Kunai, or any other Weapon that would fit into the Throwing Weapons category. These weapons deal 1d8 + INT modifier.

Throwing Weapons Proficiency: Arms Feature
Prerequisites: Throwing Weapons User, 15 DEX or 15 INT
Effect: The Trainer can use Darts, Throwing Stars, Throwing Knives, Kunai, or any other Weapon that would fit into the Throwing Weapons category. These weapons deal 2d10 + INT modifier.

Throwing Weapons Master: Arms Feature
Prerequisites: Throwing Weapons Proficiency, 17 DEX or 17 INT
Effect: The Trainer can use Darts, Throwing Stars, Throwing Knives, Kunai, or any other Weapon that would fit into the Throwing Weapons category. These weapons deal 3d12 + INT modifier.

- Modifiers
In some campaigns, it might make sense to add Elemental propeties to weapons that trainer wield. Here are a few that might come in handy.

Acid Weapon Modifier Arms Feature
Prerequisites: An Arms Feature
Effect: Your Weapons can deal Poison type damage; apply weakness, resistance and immunities to your attacks with your weapons. You must have acquired the appropriate items to create the modified weapon or a natural ability or a pokemon who creates the desired effect.

Electric Weapon Modifier Arms Feature
Prerequisites: An Arms Feature
Effect: Your Weapons can deal Electric type damage; apply weakness, resistance and immunities to your attacks with your weapons. You must have acquired the appropriate items to create the modified weapon or a natural ability or a pokemon who creates the desired effect.

Flaming Weapon Modifier Arms Feature
Prerequisites: An Arms Feature
Effect: Your Weapons can deal Fire type damage; apply weakness, resistance and immunities to your attacks with your weapons. You must have acquired the appropriate items to create the modified weapon or a natural ability or a pokemon who creates the desired effect.

Frozen Weapon Modifier Arms Feature
Prerequisites: An Arms Feature
Effect: Your Weapons can deal Ice type damage; apply weakness, resistance and immunities to your attacks with your weapons. You must have acquired the appropriate items to create the modified weapon or a natural ability or a pokemon who creates the desired effect.

Liquid Weapon Modifier Arms Feature
Prerequisites: An Arms Feature
Effect: Your Weapons can deal Water type damage; apply weakness, resistance and immunities to your attacks with your weapons. You must have acquired the appropriate items to create the modified weapon or a natural ability or a pokemon who creates the desired effect.

Spirit Weapon Modifier Arms Feature
Prerequisites: An Arms Feature
Effect: Your Weapons can deal Ghost type damage; apply weakness, resistance and immunities to your attacks with your weapons. You must have acquired the appropriate items to create the modified weapon or a natural ability or a pokemon who creates the desired effect.

Wind Weapon Modifier Arms Feature
Prerequisites: An Arms Feature
Effect: Your Weapons can deal Flying type damage; apply weakness, resistance and immunities to your attacks with your weapons. You must have acquired the appropriate items to create the modified weapon or a natural ability or a pokemon who creates the desired effect.

Cross Classing

Cross Classing is the means through which a player can take up an Advanced Class, without having the usual Trainer Class prerequisite. Taking a Class through Cross Classing does take up one of a player’s three Class slots, but provides you with a way to take multiple Advanced Classes from different base Classes. Taking any class through the Cross Classing list does come with a penalty: You do not gain the Stat Bonus, usually gained through taking the Advanced Class and you only gain one of the Advanced Class’ starting Features. You may choose which of the two starting Features you start with, and you may gain the other starting Feature by taking it as you would any other Feature when leveling up (the starting Feature you do not take does not have any prerequisites).

Below is the list for Cross Classing, sorted by Trainer Classes, then the Advanced Classes that usually branch from those Trainer Classes. If a Class is available for Cross Classing, the prerequisites will be listed below the Advanced Class’ name. Some classes will have multiple lists of prerequisites. You do not have to meet all of the sets of prerequisites; only one of the lists must be met in order to qualify for that Cross Classing. If the Class is not allowed for Cross Classing, it will be stated that it is an Advanced Class exclusive to the Trainer Class it stems from.

ACE TRAINER

- Chaser Prerequisites: Martial Artist, 17 DEX, 14 CON	Advanced Feature
- Enduring Soul Prerequisites: Tough Guy, 18 CON Prerequisites: Martial Artist, 17 CON Prerequisites: Ranger, 14 CON	Advanced Feature
- Frontier Battler Prerequisites: 4 Frontier Medals	Advanced Feature
- Gym Battler Prerequisites: 8 Gym Badges	Advanced Feature
- Stat Ace Prerequisites: Coach, 16 STR	Advanced Feature
- Tag Battler Prerequisites: Dual Wielding, 6 loyal Pokemon, 14 CON, 14 STR	Advanced Feature
- Type Ace Prerequisites: Breeder, Hatched 10 Pokemon of the same Elemental Type Pokemon (You must choose the Type that was Hatched 10 times for Type Ace) Prerequisites: Capture Specialist, Caught 15 of the same Elemental Type Pokemon (You must choose the Type that was Caught 15 times for Type Ace) Prerequisites: Martial Artist, 14 CON (You must choose Fighting, Ground, Rock or Steel for Type Ace) Prerequisites: Psychic, 12 STR (You must choose Psychic or Ghost for Type Ace) Prerequisites: Air Adept, 12 STR (You must choose Electric or Flying for Type Ace) Prerequisites: Earth Shaker, 12 STR (You must choose Grass, Ground or Rock for Type Ace) Prerequisites: Fire Breather, 12 STR (You must choose Fire for Type Ace) Prerequisites: Rain Maker, 12 STR (You must choose Ice or Water for Type Ace)	Advanced Feature

BREEDER

- Chef Prerequisites: Scientist, 14 CHA Prerequisites: 21 WIS	Advanced Feature
- Evolver Unique to the Breeder	Advanced Feature
- Groomer Prerequisites: Coordinator, 14 WIS	Advanced Feature
- Hatcher Unique to Breeder	Advanced Feature
- Medic Prerequisites: Ranger, 14 WIS Prerequisites: Remedial First Aid, 20 INT	Advanced Feature
- Pusher Prerequisites: Ace Trainer, 18 WIS, 14 CHA	Advanced Feature
- Trader Prerequisites: 14 CHA, 14 WIS, Traded 4 Pokemon	Advanced Feature

CAPTURE SPECIALIST

- Apricorn Smith Prerequisites: Chef, 14 INT Prerequisites: Scientist, 14 DEX	Advanced Feature
- Artificer Prerequisites: Researcher, 14 DEX	Advanced Feature
- Collector Prerequisites: 14 DEX, 14 INT, 20 different Pokemon Owned in Pokedex	Advanced Feature
- Engineer Prerequisites: Researcher, 18 INT, Mech Arm (10,000)	Advanced Feature
- Maniac Prerequisites: Captured 6 of the same pokemon	Advanced Feature
- Poké Ball Designer Unique to Capture Specialist	Advanced Feature
- Snagger Unique to Capture Specialist	Advanced Feature

COORDINATOR

- Beauty Modeler

Prerequisites: 5 Beauty Contest Ribbons

Advanced Feature
- Cool Trainer

Prerequisites: 5 Cool Contest Ribbons
Prerequisites: Ace Trainer, 14 CHA, 2 Cool Contest Ribbons
Prerequisites: Ranger, 12 CON, 2 Cool Contest Ribbons

Advanced Feature
- Cute Idol

Prerequisites: 5 Cute Contest Ribbons
Prerequisites: Breeder, 14 CON, 2 Cute Contest Ribbons

Advanced Feature
- Fashion Designer

Unique to Coordinator

Advanced Feature
- Investor

Prerequisites: 12 CHA, 12 CON 50,000 (20,000)

Advanced Feature
- Smart Teacher

Prerequisites: 5 Smart Contest Ribbons
Prerequisites: Researcher, 14 CHA, 2 Smart Contest Ribbons

Advanced Feature
- Tough Guy

Prerequisites: 5 Cool Contest Ribbons
Prerequisites: Martial Artist, 14 CHA, 2 Tough Contest Ribbons

Advanced Feature

MARTIAL ARTIST

- Aura User

Unique to Martial Artist

Advanced Feature
- Black Belt

Unique to Martial Artist

Advanced Feature
- Dirty Fighter

Prerequisites: Chaser, 14 DEX

Advanced Feature
- Juggler

Prerequisites: Capture Specialist, 16 STR

Advanced Feature
- Massage Therapist

Prerequisites: Groomer, 14 DEX

Advanced Feature
- Ninja

Unique to Martial Artist

Advanced Feature
- Weapons Master

Prerequisites: Ranger, 17 STR

Advanced Feature

MYSTIC

- Body Snatcher

Prerequisites: Influential, 18 STR

Advanced Feature
- Buffet

Unique to Mystic

Advanced Feature
- Channeler

Prerequisites: Empath, 16 STR
Prerequisites: Artificer, 16 WIS
Prerequisites: 18 WIS, 18 STR, 4 loyal Pokemon

Advanced Feature
- God Speaker

Unique to Mystic

Advanced Feature
- Guardian

Unique to Mystic

Advanced Feature
- Rune Master

Prerequisites: Maniac, 5 Unowns that, together, can spell a 5 letter word
Prerequisites: Cryptozoologist, 5 Unowns that, together, can spell a 5 letter word
Prerequisites: Petrologist, 5 Unowns that, together, can spell a 5 letter word

Advanced Feature
- Touched

Prerequisites: 17 WIS, 12 STR, allied with a legendary pokemon

Advanced Feature

PSYCHIC

- Air Adept

Prerequisites: Type Ace (Electric or Flying), 16 INT

Advanced Feature
- Clairsentient

Prerequisites: Artificer, 15 CON
Prerequisites: Detective, 17 INT

Advanced Feature
- Earth Shaker

Prerequisites: Type Ace (Grass, Ground or Rock), 16 INT

Advanced Feature
- Empath

Prerequisites: Breeder, 16 CON

Advanced Feature
- Fire Breather

Prerequisites: Type Ace (Fire), 16 INT

Advanced Feature
- Healer

Unique to Psychic

Advanced Feature

- Hex Maniac
Prerequisites: 15 INT, 4 Ghost Type Pokemon

Advanced Feature

- Influential
Unique to Psychic

Advanced Feature

- Rain Maker
Prerequisites: Type Ace (Ice or Water), 16 INT

Advanced Feature



- Captain
Unique to Ranger

Advanced Feature

- Coach
Prerequisites: Breeder, 14 DEX (You do not gain a Styler)
Prerequisites: Coordinator, 17 DEX (You do not gain a Styler)

Advanced Feature

- Detective
Prerequisites: 22 DEX (You do not gain a Styler)
Prerequisites: 22 CHA (You do not gain a Styler)

Advanced Feature

- Navigator
Prerequisites: 22 DEX (You do not gain a Styler)

Advanced Feature

- Rider
Prerequisites: 20 DEX (You do not gain a Styler)

Advanced Feature

- Signer
Unique to Ranger

Advanced Feature

- Special Operations Member
Unique to Ranger

Advanced Feature



- Cryptozoologist
Prerequisites: Signer, 16 INT, Encountered at least 2 Legendary Pokemon
Prerequisites: Mystic, 16 INT, Encountered at least 2 Legendary Pokemon

Advanced Feature

- Dream Doctor
Unique to Researcher

Advanced Feature

- Petrologist
Prerequisites: Type Ace (Ground, Rock or Steel), 16 INT
Prerequisites: Rune Master, 16 INT
Prerequisites: Artificer, 16 WIS

Advanced Feature

- Photographer
Prerequisites: 23 WIS, Camera (4,500)

Advanced Feature

- Professor
Unique to Researcher

Advanced Feature

- Scientist
Prerequisites: Chef, 14 INT

Advanced Feature

- Watcher
Prerequisites: 20 WIS, Drawing Pad (50)

Advanced Feature



Managing Your Pokemon

Always round down unless stated otherwise.

You'll need to know how to manage your Pokemon! The next few pages detail what you need to know to use the pokemon character sheet provided at the end of the Player's Handbook.

HP stat:

Used to keep track of your Pokemon's Hit Points. When the pokemon's Hit Points reach 0, the pokemon is unable to make any actions and is unconscious. Hit Points are calculated with this formula:

$$\text{Pokemon's Level} + (\text{HP stat} \times 3)$$

As long as the pokemon is above 50% of its full HP, an 8 hour rest will recover HP equal to 25% of its Max HP.

Attack stat:

The Attack stat is used to calculate damage when making a physical based attack. After calculating damage, add the value of your Pokemon's Attack stat to Melee attack damage and Ranged* attack damage.

Defense stat:

The Defense Stat is used when you receive damage from a Melee or Ranged* Move. Subtract the Defense stat from Damage from Melee or Ranged* Moves. You may add 1 to your Evasion bonus for every 5 points in Defense when targeted by a Physical Move.

Sp. Attack stat:

The Special Attack stat is used to calculate damage when making a special based attack. After calculating damage, add the value of your Pokemon's Special Attack stat to Ranged attack damage and Melee* attack damage.

Sp. Defense stat:

The Special Defense Stat is used when you receive damage from a Ranged or Melee* Move. Subtract the Special Defense stat from Damage from Ranged or Melee* Moves. You may add 1 Evasion bonus for every 5 points in Sp. Defense when targeted by a Special Move.

Speed stat:

The Pokemon with the highest Speed stat goes first during round. You may add 1 Evasion bonus for every 10 points in Speed when targeted by a Move.

You may only add a single Evasion bonus once when targeted.

You may only use the Speed Evasion Bonus, when being targeted by a ** Range Move.

Name your pokemon! If you call your Bulbasaur, Bulbasaur, it'd be no different from your parents giving you the name, Human. Bulbasuar is an example of the pokemon's Species, not its name.

Keep track of your pokemon's Level with experience points or XP. It's important to keep track of XP so you know when your pokemon learns new moves.

The pokemon's Type is relevant to know when your pokemon is weak or resistant against a particular Type of Moves.

Capabilities are detailed in the Bestiary/Pokedex.

Same-Type-Attack Bonus, or STAB, is a bonus die roll you gain when using a Move that deals damage and has a matching Type with one of the pokemon's Type.

This is the Stab Chart.

When you level up to a Level that ends in the number 1, your STAB value will change.

Level	Dice Used
-------	-----------

1-10	1d4
11-20	1d6
21-30	1d8
31-40	1d10
41-50	1d12
51-60	2d8
61-70	1d20
71-80	3d10
81-90	2d20
91-100	5d10

Abilities and Moves are detailed in this Player's Guide.

Combat Stages – During battle, the stats of a Pokemon can be altered to buff or debuff a pokemon, making them more formidable or less threatening. During battle, any stat can only be only be risen or lowered up to six times positively or six times negatively. This makes a scale, from -6 to +6 that can be altered as many times as the battle allows but never more than +6 Combat Stages or less than -6 Combat Stages. If a pokemon's stat is raised a Combat Stage during battle, they gain a 25% bonus the buffed stat, rounded down. If a pokemon's stat is lowered one Combat Stage during battle, they lose 12.5% of the affected stat rounded up. This means that if a stat has raised 6 Combat Stages; its affected stat should be 250% of its original value. If a stat has been lowered 6 Combat Stages, its affected stat should be 25% of its original value. For every 2 Combat Stages the Speed stat is raised, the Pokemon's Speed Capabilities are raised 1 value. For every 3 Combat Stages the Speed stat is lowered, the Pokemon's Speed Capabilities are lowered 1 value. Speed Capabilities may not be lowered below 1 and may not be raised above 10, or 5 for Burrow and Underwater.

The Egg Group(s) are important if you wish to have your pokemon produce eggs.

The Breeding Check

When attempting to mate 2 pokemon, you must roll d100 when you retrieve them.

Pokemon need at least 8 hours of privacy in order to make a Breeding Check. For each hour after 8 that the two pokemon have alone, up to 5 additional hours, you may subtract 2 from your Breeding Check's roll.

However, you must add the difference between the two pokemon's levels to the roll; this is the Level Difference penalty.

If you roll under 25, an egg is produced. Trainers may only try to make a Breeding Check once for every 24 hours.

If you roll under 10, you may flip a coin to see which parents' species is passed to the Egg. Otherwise, the Mother's species is passed on to the egg.

Any moves that the parents know that are on the baby pokemon's Egg Move list, once it hatches, are learned. Any moves that the parents know that are on the baby pokemon's TM Move list, once it hatches, are learned. Only four Moves may be passed on to the baby pokemon in these ways.

Unlike Trainers, Pokemon individually gain experience points from encounters in battle, from a Trainer’s role playing in raising their pokemon, or Contests. Keep track of EXP. It let’s you know when you gain more stat points and when you learn new Natural Moves.

Level	Exp Needed	Level	Exp Needed
1	0	51	132600
2	10	52	140600
3	20	53	148900
4	65	54	157500
5	125	55	166400
6	215	56	175600
7	345	57	185200
8	510	58	195100
9	730	59	205400
10	1000	60	216000
11	1330	61	226990
12	1730	62	238300
13	2200	63	250000
14	2745	64	262100
15	3475	65	274600
16	4100	66	287500
17	4915	67	300800
18	5830	68	314400
19	6860	69	328500
20	8000	70	343000
21	9260	71	358000
22	10650	72	373000
23	12200	73	389000
24	13800	74	405000
25	15650	75	422000
26	17600	76	439000
27	19700	77	457000
28	22000	78	475000
29	24400	79	493000
30	27000	80	512000
31	30000	81	531000
32	33000	82	551000
33	36000	83	572000
34	39300	84	593000
35	43000	85	614000
36	47000	86	636000
37	50700	87	659000
38	54800	88	681000
39	59300	89	705000
40	64000	90	729000
41	69000	91	754000
42	74000	92	779000
43	79500	93	804000
44	85200	94	831000
45	91100	95	857000
46	97300	96	885000
47	104000	97	913000
48	110600	98	941000
49	117700	99	970000
50	125000	100	1000000

How to Base Stats

How to add to a pokemon’s Stats:

Keep the Base Stats in one column on the pokemon’s character sheet. Keep the added stats, gained through level up, in another column. Keep their Actual Stats in the third column. The Actual Stats is the sum of the Base Stats and added stats.

Here is a neutral natured Charmander’s Base Stats. This Charmander is at level 1.

HP - 4
ATK - 5
DEF - 4
SPATK - 6
SPDEF - 5
SPEED - 7

When a pokemon levels up, you must put a stat point into a stat that won’t ruin the Base Relation of a pokemon’s base stats. The Base Relation of stats is the order of the stats according to the highest Base Stat of a Pokemon, followed by the seconded highest Base Stat and the next highest Base Stats after that, until you have created a list of the order of a pokemon’s Base Stats from highest to lowest. Ruining the Base Relation means when you add a Stat Point to a stat while leveling up, the Base Relation was changed.

This Charmander’s Base Relation is:
Speed, Special Attack, Attack and Special Defense, Hit Points and Defense
(7) (6) (5) (4)

This means you must put a stat point into Charmander’s SPEED at level 2. So that the Special Attack of the Charmander does not equal Speed, ruining the Base Relation.

When it comes to ties in a Pokemon’s Base Relation, you never need to keep those two stats equal. The difference between two stats, tied in the Base Relation, does not matter, as long as the next highest stats in the Base Relation is kept higher then the tied Base Stats and the next lowest stats in the Base Relation is kept lower then the tied Base Stats.

Let’s say at level 4, you added to Charmander’s ATK. This is what its stats now look like:

	Base	Added	Total
HP -	4	+ 0	= 4
ATK -	5	+ 1	= 6
DEF -	4	+ 0	= 4
SPATK –	6	+ 1	= 7
SPDEF -	5	+ 0	= 5
SPEED –	7	+ 1	= 8

In order to preserve Base Relation, at level 2, 1 point was added to SPEED. At level 3, 1 point was added to SPATK. At level 4, 1 point was added to ATK.

At level 5, for example, you may not add to HP or DEF because that will ruin Base Relation. It would tie with ATK.

Here is that Charmander at level 20, when spreading its stats evenly.

	Base	Added	Total
HP -	4	+ 3	= 7
ATK -	5	+ 3	= 8
DEF -	4	+ 3	= 7
SPATK -	6	+ 3	= 9
SPDEF -	5	+ 3	= 8
SPEED -	7	+ 4	= 11

Notice that the Stat points that are being added are almost all equal per different Stat when choosing to evenly distribute Stats.

Here is that same Charmander when its trainer is raising its prominent stats.

	Base	Added	Total
HP -	4	+ 0	= 4
ATK -	5	+ 0	= 5
DEF -	4	+ 0	= 4
SPATK -	6	+ 9	= 15
SPDEF -	5	+ 0	=5
SPEED -	7	+ 10	= 17

The Base Relation of the Base Stats is maintained here. You do not need to add stats evenly as long as the Base Stats’ Base Relation is kept.

Here is that same Charmander when its trainer is trying to make it hit harder with Melee Moves.

	Base	Added	Total
HP -	4	+ 0	= 4
ATK -	5	+ 6	= 11
DEF -	4	+ 0	= 4
SPATK -	6	+ 6	= 12
SPDEF -	5	+ 0	= 5
SPEED -	7	+ 7	= 14

This can be frustrating when you want a Charmander who is a Melee sweeper. This is where Natures come in to play.

A Brave, which adds ATK and takes SPEED, natured Charmander instead would have these base stats:
HP - 4
ATK - 7 (Instead of 5)
DEF - 4
SPATK - 6
SPDEF - 5
SPEED - 5 (Instead of 7)

A Nature will add two to a Base Stat and subtract two to another Base Stat, making a completely different Base Relation in many cases. Now you can focus more on this Charmander’s ATK without even worrying about increasing its SPEED.

IMPORTANT: The only exception is the HP stat! When a Nature adds to or takes from the Base Stats in the HP category, the HP Base Stat is only changed by 1 point.

Look at this Brave Charmander, now at level 20.

	Base	Added	Total
HP -	4	+ 0	= 4
ATK -	7	+ 10	= 17
DEF -	4	+ 0	= 4
SPATK -	6	+ 5	= 11
SPDEF -	5	+ 0	= 5
SPEED -	5	+ 5	=10

This Charmander can now potentially be a sweeper with its superior ATK and SP.ATK, plus with some SPEED it gains evasion bonuses. Though, due to its lower other stats, if this Charmander fails to defeat an opponent it is likely to be swept itself.

Like Natures, Vitamins can alter Base Stats. Vitamins are expensive items that can be fed to a Pokemon, with any combination of 5 vitamins at max, improving a Pokemon’s Base Stats in order to allow them to change how they distribute stats as they level up.

On the next page is a chart of Natures and how they effect your Pokemon’s Base Stats. Natures also effects what kinds of food your Pokemon like.

Value	Nature	Raise	Lower	Liked Flavor	Disliked Flavor
1	Hardy	HP	Attack	None	Spicy
2	Docile	HP	Defense	None	Sour
3	Proud	HP	Special Atk.	None	Dry
4	Quirky	HP	Special Def.	None	Bitter
5	Lazy	HP	Speed	None	Sweet
6	Desperate	Attack	HP	Spicy	None
7	Lonely	Attack	Defense	Spicy	Sour
8	Adamant	Attack	Special Atk.	Spicy	Dry
9	Naughty	Attack	Special Def.	Spicy	Bitter
10	Brave	Attack	Speed	Spicy	Sweet
11	Stark	Defense	HP	Sour	None
12	Bold	Defense	Attack	Sour	Spicy
13	Impish	Defense	Special Atk.	Sour	Dry
14	Lax	Defense	Special Def.	Sour	Bitter
15	Relaxed	Defense	Speed	Sour	Sweet
16	Bashful	Special Atk.	HP	Dry	None
17	Modest	Special Atk.	Attack	Dry	Spicy
18	Mild	Special Atk.	Defense	Dry	Sour
19	Rash	Special Atk.	Special Def.	Dry	Bitter
20	Quiet	Special Atk.	Speed	Dry	Sweet
21	Sickly	Special Def.	HP	Bitter	None
22	Calm	Special Def.	Attack	Bitter	Spicy
23	Gentle	Special Def.	Defense	Bitter	Sour
24	Careful	Special Def.	Special Atk.	Bitter	Dry
25	Sassy	Special Def.	Speed	Bitter	Sweet
26	Serious	Speed	HP	Sweet	None
27	Timid	Speed	Attack	Sweet	Spicy
28	Hasty	Speed	Defense	Sweet	Sour
29	Jolly	Speed	Special Atk.	Sweet	Dry
30	Naïve	Speed	Special Def.	Sweet	Bitter
31	Composed	None	None	None	None
32	Dull	None	None	None	None
33	Patient	None	None	None	None
34	Poised	None	None	None	None
35	Stoic	None	None	None	None

When you catch a pokemon, your GM will provide the pokemon’s Base Stats and Nature. Add stats accordingly up to whatever level it is. When your pokemon evolves, your GM will provide Base Stats again. Refigure it’s stats and add up to whatever level it is.

IMPORTANT: When a Nature adds to or takes from the Base Stats in the HP category, the HP Base Stat is only changed by 1 point. This means that Desperate, Stark, Bashful, Sickly and Serious only take away 1 point in the HP Base Stat. In addition to that; Hardy, Docile, Proud, Quicky and Lazy only add 1 point in the HP Base Stat.

How to read Abilities -

An Ability is something a pokemon is born with. Some Abilities are something they can’t turn off, and constantly follow them good or bad. Some of the Abilities naturally activate, under certain circumstances. Some Abilities require focus to execute; they release effects that give them and upper hand.

Abilities have a Name, a Description, an Activation, a Limit, Overworld Capabilities, and Effects, some Effects utilize Keywords.

It’s ordered as such:

Name
Description
Activation – Limit
Effect: *Keywords*
Overworld - Limit
Effect

The Name is what the Ability is called. This is useful for keeping track of what Ability your pokemon has.

The Description is a little write up that lets you know what it is your pokemon does with its Ability.

The Activation is how the Ability is used. If the Activation is Constant, the pokemon cannot disable their ability, which normally means they have no Limit on their Ability. If the Activation is a Trigger, they can only use their Ability under certain circumstances described per move; some Triggered Abilities have Limits. An Ability with the Cast Activation must be declared to use its benefits; usually Casts have Limits and can be Activated instantly.

Limits limit how often you can benefit from an Ability. Each Limit is detailed per move.

The Effect details what the Ability does. Sometimes, a Keyword is placed on the Effect line, to easily describe the Ability without jumbling up the rest of the Ability text. Some Ability Keywords derive from Move Keywords.

The Overworld Capabilities describe what the benefits, if any, are to the pokemon outside of an encounter. Overworld Abilities may or may not have limits. If an Ability does not have an Overworld effect, the Ability will not have this section.

At level 60, a Pokemon can learn its second Ability if you would like it to.

You can never have more than three Abilities on a Pokemon at any given time!

Ability Keywords –

Immune – Abilities with the keyword Immune cannot be affected by a certain status effect. This is described per Move. Immune Abilties are usually Constant.

Last Chance – Abilities with the keyword Last Chance trigger when the pokemon’s HP has been lowered to 1/3 of their full HP or less. When activated, one elemental Type, defined per Ability, receives a boost for Moves performed by the pokemon with the Last Chance Ability. All Moves that are the Type defined in the Ability receive x1.5 bonus when dealing damage. This multiplier is included during damage calculation after weakness and resistance, but before defenses.

Pickup – The Ability with the Keyword Pickup is Pickup. When Pickup is used, you might find an item on the ground. The GM decides what the item is; the roll determines what kind of items it is.

Roll	Item Type	Other
1-5	None	You find nothing
6-8	Battle Enhancers	One X Attack, or X Defense, Etc.
9-10	Berries	Any Berry
11-12	Poke Ball	Any Poke Ball
13-16	Status/Healing	Any Status healing item or HP healing item
17	Evolutionary Stones	Any Evolutionary Stone
18	Performance Enhancers	Any Vitamin
19	Hold Item	Any Hold Item
20	TM	Any TM

Sustain – Abilities with the keyword Sustain have their effects last as long as the user wants them to. Usually the pokemon must remain out to Sustain the Ability. The requirements of Sustaining an effect, if any, are defined per Ability.

Abilities

A -

Adaptability

The pokemon is used to their Moves; everything they perform that is aligned with their elemental type comes naturally, increasing the punishment they can inflict on their foes.

Constant

Effect:

When using Moves that deal damage and are the same elemental Type as the pokemon with Adaptability, roll 2 STAB dice instead of 1.

Aftermath

When finished off by an attack, the pokemon lets out a burst of wind that curses those too near to the felled pokemon.

Trigger

Effect: *Burst*

When the pokemon is reduced to 0 HP or less, they create a 5-meter Burst. Everything in the Burst loses ¼ of their full HP. Do not apply weakness or resistance. Do not apply stats.

Air Lock

The pokemon settles the area’s weather; nothing can change the weather as long as the pokemon wills it.

Cast – Hourly

Effect: *Sustain*

The weather is set to normal as long as the pokemon with Air Lock wants it to remain that way.

Anger Point

When the pokemon is hit by a life-threatening attack, they focus all of their pain into anger and become insanely powerful in doing so.

Trigger

Effect:

When a Critical Hit hits the pokemon, raise their Attack 6 Combat Stages.

Anticipation

The pokemon knows its worst threats and can tell by looking at another pokemon when that pokemon possesses them. With this knowledge in hand, the pokemon takes extra care to avoid the attacks by reading them when the foe begins to use them.

Cast – Hourly

Effect:

During an encounter you may target a pokemon. Roll **1d20**; on roll, the target reveals if they have any Moves that are Super-Effective against the pokemon with Anticipation; on 11 or better, the target reveals up to 3 moves that are Super-Effective against the pokemon with Anticipation; on 16 or better, the target reveals up to 5 moves that are Super-Effective against the pokemon with Anticipation and all of those Moves must roll +1 during Accuracy Check to hit the pokemon with Anticipation.

Arena Trap

The pokemon can throw up a wall of sand trapping everything in an encounter with it, until it dismisses the trap.

Cast – Daily

Effect:

A large wall of sand, 10-meters high surrounds the encounter. The diameter of the Arena Trap must be at least 10-meters but cannot be greater then 40-meters. There must be sufficient ground around to manipulate or the Ability cannot be used. The walls are constantly shifting making it impossible to climb. If a section of the wall is destroyed, it immediately restores itself. If the caster is felled or returned to a Poke Ball, the Arena Trap falls.

B -

Bad Dreams

The pokemon leaks soul-stealing nightmares into those who are sleeping around it whether they want to or not.
Constant
Effect:
Anything sleeping within 30-meters of the pokemon with Bad Dreams lose 1/8th of their full HP at the beginning of each round.

Battle Armor

The pokemon has such thick plating on its body it is actually unable to be hit in any vital areas.
Constant
Effect: *Immune*
Critical Hits

Blaze

In a desperate final tactic, the pokemon engulfs themselves in flame, raising their firepower.
Trigger
Effect: *Last Chance*
Fire

C -

Chlorophyll

While the sun shines brightly, the user benefits from its plant-like body and greatly increases their speed.
Trigger - Hourly
Effect:
While Sunny, the Speed stat of the pokemon is doubled.

Clear Body

The pokemon's body makes them immune to the reduction of power; this is most likely because their body is unnatural and at times, see-through.
Constant
Effect:
The pokemon's Combat Stages may not be lowered by the effect of Abilities or Moves. Status effects may still alter their Combat Stages.

Cloud Nine

The user snaps the effect of whatever weather causing pokemon or move is altering the field of battle, returning the field to a dreamy state.
Cast – Hourly
Effect:
Return the Weather of the field to Normal if the pokemon with Cloud Nine is a higher level then the pokemon who caused the weather effect.

Color Change

In order to continuously appear camouflaged, the pokemon alters their body in various ways when attacked, to blend with its surroundings and with the attacks it is targeted with.
Trigger
Effect:
Whenever the pokemon is hit by a damage-dealing Move, the pokemon with Color Change will have its Type changed to the same Type as that of the Move it was damaged by.

Compound Eyes

The user's eyes can focus at unusual levels of function to improve their accuracy and ability to follow their foes.
Cast - Daily
Effect: *Sustain*
When rolling during accuracy check, the user's Moves need -6 to hit. A roll of 1 during Accuracy Check always misses. To Sustain, the user must remain out of their Poke Ball.
Overworld - Cast - Daily
At the beginning of a wild encounter, roll **1d20**. On a roll above 5, one of the wild foes will have a held item. The higher the roll, the more rare the item is that is held by the wild foe.

Cute Charm

When impacted by a foe's attack the pokemon stares into their eyes with intoxicating looks that cause the attacker to fall in love.
Trigger - Daily
Effect:
When an opposite gendered foe attacks the pokemon with Cute Charm, they become Infatuated after damaged is dealt.
Overworld - Cast - Hourly
At the beginning of a wild encounter, roll **1d20**. On a roll above 7, at least half of the foes in the encounter are the opposite gender of the pokemon with Cute Charm if they are gendered pokemon.

D -

Damp

The user's presence moistens the area surrounding it, preventing foes from gathering enough hot air required to make an explosion.
Constant
Effect:
The Moves Selfdestruct and Explosion may not be used when a pokemon with Damp is within 20-meters of Selfdestruct or Explosion's user. The Ability Aftermath may not be activated when a pokemon with Damp is within 20-meters of the pokemon attempting to activate Aftermath.

Dark Art

After suffering a great deal of damage, the user decides to call upon dark energy to eliminate their foes.
Trigger
Effect: *Last Chance*
Dark

Download

The user's technologically improved brain can see each foe and calculate their weaknesses so the pokemon can deal the most damage it can to its foes.
Constant
Effect:
When the pokemon with Download targets with a damage-dealing Move, the target must reveal which of its defenses are lower. When the pokemon with Download attacks a foe, they are treated as if their Attack is raised 1 Combat Stage if the target's Defense is lower then the target's Special Defense. When the pokemon with Download attacks a foe, they are treated as if their Special Attack is raised 1 Combat Stage if the target's Special Defense is lower then the target's Defense.

Drizzle

The pokemon lets it rain because it is their duty.
Cast – Hourly
Effect: *Sustain, Weather*
The weather is set to Rainy as long as the pokemon with Drizzle wants it to remain that way.

Drought

The pokemon makes it scorching hot because it is their duty.
Cast – Hourly
Effect: *Sustain, Weather*
The weather is set to Sunny as long as the pokemon with Drought wants it to remain that way.

Dry Skin

The pokemon is cursed with dry, cracked skin. They require moisture to thrive while heat can easily kill them if they are left unchecked.
Constant
Effect:
If it is Sunny, the user loses 1/8 of its full HP at the beginning of each round. If it is Rainy, the user gains 1/8 of its full HP at the beginning of each round. Fire Type Moves made towards the pokemon with Dry Skin deal 125% damage. Water Type Moves heal the pokemon with Dry Skin 25% of what the Water Move would have dealt instead of dealing damage.

E -

Early Bird

When the pokemon falls asleep, they rapidly shake of their grogginess; it is in their nature to not need sleep.
Constant
Effect:
When making Sleep Checks, the Sleep Check counter starts at 11.

Effect Spore

The user stores various deadly spores on its body, each having different affects; when hit the wrong way those spores can rub off onto unwary foes.
Trigger
Effect:
When hit by a melee Move, roll **1d20**; on a result of 15-16, the attacker is Poisoned; on a result of 17-18, the attacker is Paralyzed; on a result of 19-20, the attacker falls Asleep.

F -

Filter

The user separates as much elemental damage that it can when it is hit by an attack that its defenses are weak against.

Constant

Effect:

When the user is hit by a Super-Effective attack, the attack deals 1.5x damage instead of x2 damage. If the user is hit by a Super-Super-Effective attack, the attack deals x3 damage instead of x4 damage.

Flame Body

The pokemon’s body commonly and unwillingly sparks off flame. When slapped or hit, the body if more likely to release a puff of flame.

Trigger - Daily

Effect:

When a foe hits the pokemon with Flame Body with a melee Move, they become Burned after damaged is dealt.

Flash Fire

The user needs a small push of fire, when provoked; their body becomes engulfed in an intense flame, which prevents further fire damage.

Trigger

Effect:

After taking damage from a Fire Type Move, the user becomes Immune to the Fire Type, may not be Frozen and adds two STAB to all Fire Type Moves they use.

Flower Gift

All allies surrounded by the pokemon share in the user’s joy, as they are all bathed in sunlight and the user releases a sweet pollen that empowers its friends.

Trigger - Hourly

Effect: *Burst*

If it is Sunny, Flower Gift creates a 4-meter Burst. The user and all of their allies have their Attack raised 2 Combat Stages and have their Special Defense raised 2 Combat Stages.

Focus

As the user runs out of options, they regain their composure and flex out their inner power for a final assault.

Trigger

Effect: *Last Chance*

Fighting

Forecast

The user’s body is genetically created and alters with the weather, whether it wants to or not.

Trigger

Effect:

The user’s Type changes depending on the weather. It changes to Fire Type if it is Sunny, Ice Type if it is Hailing, Water Type if it is Rainy. It returns to Normal Type if it is any other condition. If there are multiple Weather Effects on the field, choose one type for the user to be that corresponds with an existing Weather Effect.

Forewarn

The user reads the minds of their foes to reveal the most damaging move the foe conceals.

Cast - Hourly

Effect:

The Move with the highest Damage Dice Roll known by the targeted foe is revealed. If there is a tie, all tied Moves are revealed. The Moves revealed must roll +1 to hit during Accuracy Checks.

Freezing Point

Knowing that their time is near, the user lowers their body temperature below dangerous levels to get an extra push in their ice attacks.

Trigger

Effect: *Last Chance*

Ice

Frisk

The pokemon quickly pats down the target, checking for a held item.

Cast - Hourly

Effect:

The adjacent target reveals what item they are holding, if any.

G -

Gluttony

The user can’t help their curse; they must eat every food in their possession, immediately.

Trigger

Effect:

When given a consumable item, the pokemon immediately eats it.

Guts

Despite the fact that the user is afflicted with a hindering status, they gather strength from their pain to punish their enemies.

Trigger - Hourly

Effect:

When Burned, Poisoned, Paralyzed, Frozen or put to Sleep, the user’s Attack is raised 2 Combat Stages. When a pokemon loses the status, their Combat Stages are lowered what they raised.

H -

Haunt

The user throws curses that normally are dangerous for the user, but the pokemon doesn’t care; they’re already near death.

Trigger

Effect: *Last Chance*

Ghost

Heat Proof

The pokemon has a thick layer of armor that reduces the impact of a fire attack.

Constant

Effect:

The user halves the damage they would take from Fire Type Moves after they apply weakness and resistance.

Honey Gather

The user quickly sweeps a tree or a patch of flowers, taking it pollen and quickly changing it into honey.

Cast - Hourly

Effect:

The user finds Honey if they are not holding an item.

Huge Power

The balloon-like body of the pokemon allows it to appear more powerful; it’s not just for appearances, the larger body allows for bigger hits.

Constant

Effect:

The user’s Attack stat is doubled.

Hustle

The user tries to make quick work of its foes by overcompensating its attacks with an absurd amount of flashy poses before each attack.

Cast - Hourly

Effect:

The user’s Attack is raised 2 Combat Stages. The user must roll +4 during Accuracy Checks to hit with attack that consult the Attack stat.

Hydration

Water rejuvenates the pokemon, healing them of any ill status.

Trigger

Effect:

When Rainy, the user is healed of Paralysis, Burns, Poison, Freezing or Sleep.

Hyper Cutter

The pokemon’s claw or jaws are something to be admired, even though they can be improved and empowered, nothing can dull their blades and fangs.

Constant

Effect:

The user’s Attack Combat Stages may not be lowered.

I -

Ice Body

Ice heals the pokemon, ensuring its survival in the harshest sub-zero temperatures.

Trigger

Effect:

While Hailing, the user gains 1/16 of their full HP at the beginning of each of their turns.

Illuminate

The pokemon's body glows at night, attracting attention.

Overworld - Cast - Daily

The user attracts a wild Pokemon at night.

Immunity

The pokemon may take hits from deadly venom or inhale the most lethal gases but they will never succumb to poison.

Constant

Effect: *Immune*

Poisoning

Inner Focus

The pokemon may be distracted, they may be injured, they may even be on their last legs but they will never let an attack cause them to flinch.

Constant

Effect: *Immune*

Flinching

Insomnia

Both a curse and a blessing, pokemon who are insomniacs cannot sleep.

Constant

Effect: *Immune*

Sleep

Intimidate

The user lets out a low growl while looking into the eyes of a foe, discouraging a good performance during battle.

Cast - Hourly

Effect:

At the beginning of an encounter, you may lower a target's Attack 1 Combat Stage.

Overworld - Cast - Hourly

If a wild encounter is about to begin, roll **1d6** and call the result X. Wild foes must be at most X levels below the pokemon using Intimidate. Wild foes flee if they are too low of a level to meet the requirement.

Iron Fist

The pokemon's hands are unbreakable and they employ their left and right fists in battle to obliterate foes.

Constant

Effect:

Bullet Punch, Comet Punch, Dizzy Punch, Drain Punch, Dynamicpunch, Fire Punch, Meteor Mash, Shadow Punch, Sucker Punch, Ice Punch, Mega Punch, Sky Uppercut, Thunderpunch, Focus Punch, and Hammer Arm deal an additional **1d20** when the pokemon with Iron Fist uses the Move as an attack.

K -

Keen Eye

The pokemon's eyes are unhindered; nothing can separate their gaze and the target.

Constant

Effect:

The pokemon cannot have its Accuracy Rolls raised by anything except a target's Defense, Special Defense or Speed.

Overworld - Cast - Hourly

If a wild encounter is about to begin, roll **1d6** and call the result X. Wild foes must be at most X levels below the pokemon using Keen Eye. Wild foes flee if they are too low of a level to meet the requirement.

Klutz

The pokemon is cursed with slippery hands; nothing they hold onto stays there for longer then a few seconds.

Constant

Effect:

The pokemon with Klutz may not hold items. If they try to hold anything, they'll drop it immediately.

L -

Landslide

A high-risk tactic covers the pokemon with a thick layer of dirt to deal more earth damage, the reckless idea only employed when the pokemon is in danger of losing anyway.

Trigger

Effect: *Last Chance*

Ground

Last Chance

The pokemon only has a few more tries to make the foe feel what they've felt; it's time to make it count!

Trigger

Effect: *Last Chance*

Normal

Leaf Guard

By absorbing sunlight and photosynthesizing, the pokemon cures themselves of any ill status.

Trigger

Effect:

When Sunny, the user is healed of Paralysis, Burns, Poison, Freezing or Sleep.

Levitate

The user, by psychic, mystical or natural means, can fly and lift themselves off the ground.

Constant

Effect:

The pokemon is immune to Ground Type Moves.

Lightning Rod

The user has an odd protruding part of their body that magnetically attracts electric discharges.

Constant

Effect:

If any pokemon within 25-meters uses a Ranged Electric Type Move, the Move is drawn to the pokemon with Lightning Rod without fail, and it cannot miss. This negates Lock-On or Mind Reader.

Limber

The pokemon is naturally flexible and kind finds ways to move even if other parts of its body experiences paralyzation.

Constant

Effect: *Immune*

Paralysis

Liquid Ooze

The pokemon's life force and blood is made up of poisonous chemicals; the unwary would-be life drainer is in for a nasty surprise.

Constant

Effect:

When the pokemon with Liquid Ooze is damaged or looses life as a result of Absorb, Drain Punch, Giga Drain, Leech Life, Mega Drain or Leech Seed, the pokemon using one of the above Moves lose life instead of gaining life as described per Move. Do not apply weakness or resistance. Do not apply stats.

M -

Mach Speed

The pokemon begin to fly at dangerous speeds to inflict more damage, neglecting their safety since they're already about to pass out.

Trigger

Effect: *Last Chance*

Flying

Magic Guard

A mystical coat of glowing runes covers the user so their abilities and status cannot be altered, until the coat is broken through first.

Cast – Hourly

Effect:

For the remainder of the encounter, Moves that cannot deal damage cannot affect Magic Guard's user.

Magma Armor

The pokemon's body temperature is above ice's melting point; they can't be frozen.

Constant

Effect: *Immune*

Freezing.

Magnet Pull

The pokemon begins to generate a magnetic field that controls the movement of near by Steel pokemon.

Cast - Hourly

Effect:

Target Steel Type pokemon may not move more then 20-meters away from the user, or target Steel Type pokemon may not move closer then 20-meters to the user.

Overworld - Cast - Daily

Roll 1d20; on 1-5, nothing happens; on 6-20, a Steel Type pokemon is drawn towards the user, within reason.

Marvel Scale
When the pokemon is weak, their body’s scales tighten up to protect themselves from further damage.
Trigger - Hourly
Effect:
When Asleep, Paralyzed, Burned, Frozen or Poisoned, Marvel Scale raises the user’s Special Defense 2 Combat Stages and raises the user’s Defense 2 Combat Stages. The Combat Stages return to normal if the user is cured of their status affliction.

Mind Mold
Seeing no other option, the user links minds with their foes to deal greater psionic damage; a high risk tactic with impressive results.
Trigger
Effect: *Last Chance*
Psychic

Minus
A negative charge is sent throughout the field, it empowers those who have a positive field in their body.
Constant
Effect:
When an ally with the Ability Plus uses an attack that consults their Special Attack multiply the damage by x1.5 after applying weakness and resistance but before the target applies stats. The ally with Plus can only have one Minus Ability applied to its Special Attack.

Mold Breaker
The pokemon throws a curse that disables their natural talents.
Cast - Hourly
Effect:
The target’s Ability is disabled, it cannot be used until the end of the encounter.

Motor Drive
The pokemon’s heart is like a battery-charged machine; each shock increases the output; each shock empowers the pokemon.
Constant
Effect:
The pokemon is immune to damage and the effects of Electric Type Moves. Whenever an Electric Type Move hits the pokemon, raise their Speed 1 Combat Stage.

Mountain Peak
The user’s true power is revealed in their rage; the more they were hurt, the more they will return the favor.
Trigger
Effect: *Last Chance*
Rock

Multitype
Arceus can change its elemental alliance at will.
Cast
Effect:
Arceus changes its Elemental Type to any of the Elemental Types. Multitype cannot be copied or disabled.

N -
Natural Cure
When energized by a Poke Ball, forcing an illness’ negative energy away from their body can eliminate the pokemon’s ill status.
Cast - Hourly
Effect:
The pokemon is cured of Paralysis, Poisoning, Burns, Freezing and Sleep when returned to its Poke Ball.

No Guard
The pokemon focuses all of their might to their muscles, everything they do will not fail. However, their recklessness causes them ignore any oppritunity to avoid attacks.
Cast - Daily
Effect:
For the next 5 minutes, all Moves you perform cannot miss and all Moves that target you cannot miss.

Normalize
The pokemon’s attacks cannot find any elemental bond with anything; their attacks bond with plainness, simplifying the attack’s nature.
Constant
Effect:
All Moves performed by the pokemon are considered Normal Type instead of whatever Type they normally are.

O -
Oblivious
The pokemon has no interest in mates; as a result they cannot be infatuated.
Constant
Effect: *Immune*
Infatuation.
Overworld - Constant
Pokemon with the Oblivious Ability cannot breed.

Overcharge
The pokemon generates dangerous levels of electricity abandoning safety; it’s already about to go down.
Trigger
Effect: *Last Chance*
Electric

Overgrow
From the cuts and bruises that cover the pokemon, leaves and vines grow to improve offensive capability; a defense mechanism for a last ditch effort.
Trigger
Effect: *Last Chance*
Grass

Own Tempo
The pokemon is odd; confusion isn’t out of the ordinary for it.
Constant
Effect: *Immune*
Confusion

P -
Pickup
The pokemon is lucky and commonly finds random items on the floor on a daily basis.
Cast - Daily
Effect: *Pickup*
You may use Pickup at the end of any encounter. Roll **1d20**, consult the Pickup keyword to figure out what you find.

Plus
A positive charge is sent throughout the field, it empowers those who have a negative field in their body.
Constant
Effect:
When an ally with the Ability Minus uses an attack that consults their Special Attack multiply the damage by x1.5 after applying weakness and resistance but before the target applies stats. The ally with Minus can only have one Plus Ability applied to its Special Attack.

Poison Heal
Poison rejuvenates the body, no decay is found in the pokemon’s nervous system.
Constant
Effect:
When Poisoned, the pokemon gains 1/8 of its full HP each turn instead of loses any HP. When suffering from Deadly Poison, it instead suffers Poison. The pokemon does not have any Combat Stages lowered as a result of being Poisoned.

Poison Point
The pokemon secretes poison from sharp tips that cover their body.
Trigger - Daily
Effect:
When hit by a melee Move, the pokemon who attacked Poison Point’s user is Poisoned.

Pressure
The pokemon gives off a powerful spiritual pressure that reduces the continuous use of attacks.
Cast - Daily
Effect:
For the remainder of the encounter, all foes have their Move’s Frequencies reduced. If a Move is a Center move, it cannot be used; if a Move is a Battle Move, it becomes a Center Move; if a Move is an EOT Move, it becomes a Battle Move; if a Move is an At-Will Move, it becomes an EOT Move. Only one instance of Pressure can be applied to a pokemon’s Move at any time.

Pure Blooded
The pokemon’s heritage wouldn’t allow failure, their blood boils and empowers them as they are pushed towards defeat.
Trigger
Effect: *Last Chance*
Dragon

Pure Power

Some pokemon naturally have both their physical strength and their mental strength put into their physical attacks.

Constant
Effect:
The user’s Attack stat is doubled.

Q -

Quick Feet

The pokemon is prodded on by their ill status ailment into action; they move quickly and speed by their foes.

Trigger - Hourly
Effect:
When Poisoned, Burned, Frozen or put to Sleep, the user’s Speed is raised 2 Combat Stages. When Paralyzed, the user’s Speed is raised 4 Combat Stages. When a pokemon loses the status, their Combat Stages are lowered what they raised.

R -

Rain Dish

The pokemon has a large bowl on their body that collects and absorbs water and regains health.

Trigger
Effect:
While Rainy, the user gains 1/16 of their full HP at the beginning of each of their turns.

Reckless

The pokemon has no concern for their well being, as long as their attacks are dealing an absurd amount of damage, they don’t care how much recoil they suffer.

Constant
Effect:
Submission, Double-Edge, Take Down, Jump Kick, Hi Jump Kick, Volt Tackle, Wood Hammer, Flare Blitz, Brave Bird and Head Smash deal an additional **2d20** when the pokemon with Reckless uses the Move as an attack.

Rivalry

For almost no reason the pokemon begins to get furious, improving their strength; upon closer inspection, you’ll find the cause for competition is the same gendered foe.

Trigger – Hourly
Effect:
When battling a same gendered foe, the user may raise their Attack 2 Combat stages.

Rock Head

When the pokemon uses their hard head as a blunt slamming weapon in their attacks, they cannot suffer recoil from the incident; their head is just too thick.

Constant
Effect:
When the pokemon uses Volt Tackle, Wood Hammer, Submission, Take Down, Brave Bird, Double-Edge, Flare Blitz, Head Smash, Jump Kick or Hi Jump Kick they do not lose any HP as a result of the Move’s effect.

Rough Skin

The pokemon’s skin is similar to rough sandpaper, with sharp points here and there, and some small bladed edges on their skin, and also some parts that are sharper, like glass.

Constant
Effect:
When hit by a Melee Ranged Move, the attacking for loses 1/16 of their full HP. Do not apply weakness or resistance. Do not apply stats.

Run Away

The user summons energy to their feet and makes great haste as it leaves any problem it had behind.

Cast - Daily
Effect:
The pokemon escapes an encounter without fail. It can escape Traps. If Run Away’s user can hold another pokemon or their trainer, they are freed from the encounter as well.

S -

Sand Stream

The pokemon has holes in its body that sand slowly leaks from the pokemon can summon winds to force a sandstorm to follow the pokemon wherever they go.

Cast - Daily
Effect: *Burst, Sustain, Weather*
Sand Stream creates a 20-meter Burst. The Burst moves with the pokemon and the area in the Burst is considered Sandstorming. To Sustain, the pokemon must remain out of a Poke Ball and must be above 0 HP. The Sandstorming effect can be replaced by other major Weather conditions.

Sand Veil

When a sandstorm surrounds the user, they can manipulate the sand to create veils around themselves and their allies.

Cast - Hourly
Effect: *Sustain*
This Abilitiy may only be activated while it is Sandstorming. The pokemon creates a pocket of Clear Weather around itself and any other targets it wants to that is less then 15-meters away. These are Sand Bubbles. Any Move that tries to target into a Sand Bubble must roll +2 to hit during Accuracy Check. To Sustain, the pokemon must remain out of a Poke Ball and must be above 0 HP.

Overworld - Cast - Daily
Sand Bubbles make the user and its allies within 15-meters invisible while moving through Sandstorming terrain.

Scrappy

The pokemon’s body can easily enter the ethereal plane to ensure that it can get into a fight with every enemy it encoutners.

Constant
Effect:
Moves the pokemon uses against Ghost Type foes can always hit them. Do not apply extra weaknesses or resistances. Do not apply Immunities. Count Moves those Ghost Type foes would usually be Immune to as Neutral Damaging Moves.

Serene Grace

Thing just work for the pokemon, the secondary effects of their attacks come naturally, without any effort.

Constant
Effect:
When a Move’s effect has something that activates during Accuracy Check, but only if you roll high enough, all of those checks’ requirements to activate are reduced by 3.

Shadow Tag

The user’s shadow touches the target’s shadow, the pokemon materializes a cursed scroll onto the face of a foe; they are unable to flee.

Cast - Daily
Effect:
Once adjacent to the target, they are Trapped. They may still Shift, but cannot Shift more then 20-meters from Shadow Tag’s user.

Shed Skin

The pokemon’s body is layered with skin that isn’t needed; they can easily slip out of the extra skins to rid themselves of ill effects.

Cast - Hourly
Effect:
The pokemon is cured of Paralysis, Freezing, Burns, Poison, and Sleep.

Shell Armor

The pokemon has such thick plating on its body it is actually unable to be hit in any vital areas.

Constant
Effect: *Immune*
Critical Hits

Shield Dust

Some pokemon give off a magical dust when hit that prevents any extra effects of an attack to harm them.

Constant
Effect:
The effects of damage dealing Moves that target the pokemon with Shield Dust are disabled.

Simple

The pokemon’s mind works in incredible ways; they understand the simplicity of energy and can maximize the effectiveness of their own strengths.

Constant

Effect:

When the pokemon’s Combat Stages are altered, double the amount of Combat Stages they are raised or lowered.

Skill Link

The pokemon can effectively perform combos, chaining their hits with little effort.

Constant

Effect:

The pokemon’s Moves with the keyword Scatter can be used for their maximum amounts of time, even if one of the first attempts misses.

Slow Start

The pokemon, who usually remained still for decades, needs to warm up their joint before utilizing their full power.

Constant

Effect:

For 3 turns, the pokemon’s Speed and Attack Stats are halved.

Sniper

The pokemon hits hard when they hit a vital spot on a foe; their intense accuracy obliterates the target’s defense.

Constant

Effect:

When the pokemon gets a Critical Hit, the damage is doubled instead of dealing max damage. If the damage, totaled up is not max damage, just deal max damage.

Snow Cloak

When a hailstorm surrounds the user, they can manipulate the ice to create veils around themselves and their allies.

Cast - Hourly

Effect: *Sustain*

This Abilitiy may only be activated while it is Hailing. The pokemon creates a pocket of Clear Weather around itself and any other targets it wants to that is less then 15-meters away. These are Snow Bubbles. Any Move that tries to target into a Snow Bubble must roll +2 to hit during Accuracy Check. To Sustain, the pokemon must remain out of a Poke Ball and must be above 0 HP.

Overworld - Cast - Daily

Snow Bubbles make the user and its allies within 15-meters invisible while moving through Hailing terrain.

Snow Warning

The pokemon’s body temperature forces the area that surrounds to experience snow, when the pokemon forces it to, the snow instead changes to violent hail.

Cast - Daily

Effect: *Burst, Sustain, Weather*

Snow Warning creates a 20-meter Burst. The Burst moves with the pokemon and the area in the Burst is considered Hailing. To Sustain, the pokemon must remain out of a Poke Ball and must be above 0 HP. The Hailing effect can be replaced by other major Weather conditions.

Solar Power

The pokemon’s body rapidly ages in strong sunlight, but the sun also grants the pokemon great power.

Trigger

Effect:

When Sunny, the pokemon loses 1/8 of its full HP on its turn. When Sunny, its Special Attack Stat is increased by x1.5.

Solid Rock

The pokemon’s body is used the world’s damaging elements, so used to the world’s elements that it’s actually used to their natural weaknesses.

Constant

Effect:

Super Effective Moves that target the pokemon are only regularly effective and Super Super Effective Moves that target the pokemon are only Super Effective.

Soundproof

The pokemon’s ears are tuned only to their trainer’s ears, or to nothing at all, sound based moves cannot harm them.

Constant

Effect:

The pokemon is immune to damage caused by and the effects of the Moves Bug Buzz, Chatter, Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Roar of Time, Screech, Sing, Snore, Supersonic and Uproar.

Speed Boost

The user begins to accelerate, moving at mind-boggling speeds.

Cast - Hourly

Effect:

The pokemon’s Speed is raised 1 Combat Stage on each of its turns.

Static

The pokemon’s electric body gives off excess volts; when handled roughly, it can paralyze those who aggravate it.

Trigger - Daily

Effect:

When a foe hits the pokemon with Static with a melee Move, they become Paralyzed after damaged is dealt.

Overworld - Cast - Daily

Roll 1d20; on 1-5, nothing happens; on 6-20, an Electric Type pokemon is drawn towards the user, within reason.

Stall

The pokemon, for whatever reason, has it stuck in its mind to always make the last move. This can commonly backfire.

Constant

Effect:

In a round’s queue, a pokemon with Stall is always last. If a pokemon goes to the end of the queue, the pokemon with Stall is still the last to move.

Steadfast

When hit in a way that prevents the action the pokemon wanted to take, the pokemon compensates by pushing more energy to their legs to increase their speed.

Trigger

Effect:

When Flinched, the pokemon’s Speed is raised 1 Combat Stage.

Stench

The pokemon smells awful; most wilds will have nothing to do with such a putrid smell.

Cast - Daily

Roll 1d20, on a roll of 17 or better, all foes within 7 meters of Stench’s user flees without fail.

Sticky Hold

Some pokemon can’t let go of things even if they wanted to, it can take hours to remove something once they’ve gotten a hold of it.

Constant

Effect:

The pokemon’s held items cannot be stolen, switched, destroyed or dropped.

Storm Drain

The pokemon’s body works like a water vacuum, absorbing all stray puddles or blasts of water nearby.

Constant

Effect:

If any pokemon within 25-meters uses a Ranged Water Type Move, the Move is drawn to the pokemon with Storm Drain without fail, and it cannot miss. This negates Lock-On or Mind Reader.

Sturdy

It can’t be snapped without first wearing down their defenses; some pokemon are just built that way.

Constant

Effect:

The pokemon is immune to the Moves Sheer Cold, Guillotine, Horn Drill and Fissure.

Suction Cups

The pokemon’s body has suction cups on its limbs; they commonly employ the cups to stay in place and keep their ground.

Constant

Effect:

The pokemon is immune to the Moves Roar and Whirlwind. The pokemon is immune to Push effects.

Super Luck

Some pokemon are lucky and always find that vital point on a foe’s body while attacking.

Constant

Effect:

The pokemon’s Moves are Critical Hits on 18-20. If a Move already has an extended Critical Hit range, Super Luck extends that range by -2.

Swarm
When attacked into a danger zone, the user forms insect motes to aid it in what could be its final assault.
Trigger
Effect: *Last Chance*
Bug

Swift Swim
While it rains, the pokemon feels the rush of familiar water that enables it to move as if it were in the water.
Trigger - Hourly
Effect:
While Rainy, the Speed stat of the pokemon is doubled.

Synchronize
The pokemon can convince foe that they suffer the same afflictions they do, when the foe is the one who puts them in that situation.
Trigger - Hourly
Effect:
When a foe Paralyzes, Freezes, Burns, Poisons, or puts the pokemon with Synchronize to Sleep, the foe is given the same Status effect they inflicted.
Overworld - Cast - Daily
A wild pokemon’s Nature is changed to match the user’s Nature, permanently.

T -

Tangled Feet
When confused, the pokemon begins to rapidly dance about making it a difficult target, if not a humorous one to watch.
Trigger
Effect:
While Confused, the pokemon’s foes must roll +3 during Accuracy Check to hit the pokemon with Tangled Feet.

Technician
The pokemon works with light damaging attacks to optimize their damage output and make them serious threats.
Constant
Effect:
Moves with the Damage Dice Rolls **1d4**, **1d8**, **1d12**, **2d10**, or **4d6** instead use **3d10** as their Damage Dice Roll. Technician cannot be used witha Move that has Scatter.

Thick Fat
The pokemon has layers of thick blubber; to burn and freeze such thick fattened skin is very difficult.
Constant
Effect:
The pokemon is treated as if they are Resistant to Fire Type Moves and Ice Type Moves.

Tinted Lens
When attacking with a move that is ineffective, the pokemon learns how to modify their elemental output to impact a target with a neutral effect.
Trigger
Effect:
When the pokemon uses a Move that is Resisted by the target, the next time that Moves targets the same foe, the Move is Neutrally effective.

Torrent
A surge of water flows forward from the body, improving water’s effectiveness; a defense mechanism when the pokemon is in danger.
Trigger
Effect: *Last Chance*
Water

Trace
The pokemon’s body morphs and takes on the attributes of their target, they may look odd for a short while but they’ll be able to use the same abilities their target displays.
Cast - Hourly
Effect: *Sustain*
The pokemon gains the Ability of a target within 10-meters of the pokemon with Trace. To sustain, the pokemon must remain out of a Poke Ball and above 0 HP.

Truant
The lazy, disobedient pokemon rarely moves, it’s quite annoying for the trainer.
Constant
Effect:
Roll **1d20** when a pokemon with Truant tries to Shift and/or use a Move; on 1-8, the pokemon does nothing; on 9-20, the pokemon uses its turn normally.

U -

Unaware
The pokemon is too simple minded to realize the foe’s combat boosts. Its curse is also a blessing.
Constant
Effect:
The pokemon ignores Combat Stages when calculating damage dealt by the pokemon or to the pokemon.

Unbreakable
The pokemon’s body stiffens, strengthening the joints around its metal body parts, it pains the pokemon but that pain is nothing compared to what forced the pokemon into the situation.
Trigger
Effect: *Last Chance*
Steel

Unburden
The pokemon pretends an item they hold is much heavier than it truly is, that mentally helps when suddenly they are free of the item’s “extra” weight.
Trigger
Effect:
After consuming a held item, the pokemon’s Speed is raised 1 Combat Stage.

V -

Venom
The pokemon’s body begins to sweat a thick venomous acid; they need to be pushed hard for such a potent poison to begin to flow.
Trigger
Effect: *Last Chance*
Poison

Vital Spirit
The pokemon is always full of energy; it never needs to rest to restore itself.
Constant
Effect: *Immune*
Sleep
Overworld - Cast - Hourly
If a wild encounter is about to begin, roll **1d6** and call the result X. Wild foes must be at most X levels below the pokemon using Vital Spirit. Wild foes flee if they are too low of a level to meet the requirement.

Volt Absorb
Electricity feeds the pokemon; any foe that mistakenly shocks them only empowers the pokemon.
Trigger
Effect:
After calculating damage that would be dealt from an Electric Type Move that hit the pokemon, heal the pokemon half of what it would have been dealt, instead of damaging the pokemon. Do this before applying Defense but after applying weakness and resistance.

W -

Water Absorb
Touching water makes the pokemon feel refreshed and alive, forcibly smashing water onto the pokemon actually restores their energy.
Trigger
Effect:
After calculating damage that would be dealt from an Water Type Move that hit the pokemon, heal the pokemon half of what it would have been dealt instead of damaging the pokemon. Do this before applying Defense but after applying weakness and resistance.

Water Veil
Water constantly covers the pokemon, it seeps through their scales and protects them from intense burns.
Constant
Effect: *Immune*
Burns

White Smoke
A mystical smoke leaks from the pokemon, it ensures its power remains unhindered and unbroken.
Constant
Effect:
The user’s Combat Stages may not be lowered.

Wonder Guard
A ghastly shield covers the pokemon at every spot on its body; only elements that naturally can break the guard can penetrate the otherworldly coating.
Constant
Effect:
Only damaging Moves that are Super-Effective hit the pokemon with Wonder Guard, all other moves always deal 0 damage.

How to read Moves -

A Move is anything a pokemon can do on its turn after shifting on the battlefield. Once a pokemon uses a Move, they end their turn.

A Move has a Name, a Description, a Type, a Frequency, an Accuracy Check, a Range, a Damage Dice Roll, an Area of Effect, and an Effect.

It’s ordered as such:

- Name – Type**
- Description*
- Frequency – Accuracy Check
- Range
- Damage Dice Roll**
- Effect: *Targets/Keywords*
- Effect

The Name of the Move is what you use to keep track of what your attack is, list the Names of your Moves on your pokemon’s attack list.

The Type is one of the elemental types of attacks in the pokemon world. There is Bug, Dark, Dragon, Electric, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Psychic, Rock, Steel and Water.

The Description is a flavorful explanation of what your pokemon’s move does. This may give you a better idea of the task your pokemon performs for the Move.

The Frequency is the rate of use. There is four levels of Frequency for attacks. *At-Will* means your pokemon can perform the attack as often as it’d like, with no rest needed to perform the attack again. *EOT* is an abbreviation for Every Other Turn, and it means your pokemon can perform the move once every other turn. If your pokemon would like to use a move with the EOT frequency outside of battle, it would need ten seconds of rest before performing the move again. The *Battle* Frequency means that your pokemon can only perform the move once per Battle. The Battle move exerts so much power that your pokemon needs a rest about five minutes long before they can perform such a straining move again. The final Frequency is *Center*. Center moves require intense focus and strain on your pokemon’s mental and physical state of being. A move with the Center Frequency can only be performed once per Pokemon Center visit. A pokemon may not perform that move again until they have been healed or rested at a pokemon center.

The Accuracy Check is used when a pokemon uses a Move as an Attack. You need to roll a d20 equal to or higher then the Accuracy Check in order for the Attack to connect to your target. There is several ways for the Accuracy Check to be modified so be aware of these modifiers, as they may be able to increase your likelihood of a successful attack or conversely hinder your success. If there is no Accuracy Check, the Move never misses. If you roll a 1 during the check, it is a critical miss and the move fails to hit unless an effect says otherwise. If you roll a 20 during the check, it is a critical hit and the damage dealt by the attack is treated as if the player had rolled the highest possible numbers on their dice, Max Damage.

Range is used to let you know if your Move is to be used as an Attack while next to your foe or from a distance. These are sorted into *Self*, *Melee*, *Ranged* and *Field*. A Move with the *Self* Range targets the pokemon using the Move. The *Melee* Range is used to target foes or allies adjacent to you, you may also target the pokemon using the Move with a Melee attack. The *Ranged* Range targets foes or allies that are not adjacent to the pokemon using the Move. The *Field* Range drops an effect on the entire area where the battle is taking place. It is also important to note if the attack has *Ranged* or *Melee* for its Range. If a Move is *Ranged*, it consults the pokemon’s Special Attack stat. If a Move is a *Melee* attack, consult the Attack stat of a pokemon. Also, be aware of asterisks by a Range. If a *Melee* attack has an asterisk, instead of consulting the Attack stat look at the Special Attack stat instead. If a *Ranged* attack has an asterisk it means that you consult the Attack stat instead of the Special Attack stat. If an attack has two asterisks by its Range, it consults neither damage stats for a pokemon and is most likely a Move that affects the status or stats of a pokemon. If a Move is *Ranged* and does not specify the limit of its Range in the Effect of the Move, the Move may target up to twenty meters away. For every meter past twenty meters, you must roll +2 during the Accuracy Check to hit. If your target is behind hindering terrain or behind other potential targets, you must roll +3 during Accuracy Check for every piece of hindering terrain. If there is any other notes related to the Range of a Move, it would say so near the Range.

Damage Dice Check lists what dice to roll for additional damage if the Move deals damage. If there is no Damage Dice Check, the Move isn’t an attack that deals damage or the Move deals a set amount of damage detailed in the Effect.

The Target/Keyword line is next to the Effect. It defines what target or targets can be targeted, while showing Keywords, which help to condense the Effect area.

The Effect lists what the attack does in addition to the Move’s damage. Within the Effect description, an Area of Effect is detailed to show if the attack hits more then one target. The Effect also lists any status effects the Move may have caused during the Accuracy Check. The Effect also will list requirements to make the attack, knock back caused by the Move and anything else related to what the Move does. Effects do not activate unless the Move hits.

Move Keywords —

Beam – A Move with the Beam Keyword can hit multiple targets. The length of the Beam is usually specified in the Effect of the Move. To find the area affected by the Move, draw a straight line from the Move’s user and continue the line for however long the effect specifies. All Legal Targets on the drawn line is hit by the Move with the Beam keyword. Remember to add +3 to the Accuracy Check for each hindering terrain/additional target in the Beam.

Berry – A Move with the Berry keyword, is Natural Gift. Depending on the berry held, Natural Gift does different damage and has a different elemental Type.

Berry	Damage	Dice Roll	Type	Berry	Damage	Dice Roll	Type
Cheri		3d10	Fire	Watmel		5d10	Fire
Chesto		3d10	Water	Durin		5d10	Water
Pecha		3d10	Electric	Belue		5d10	Electric
Rawst		3d10	Grass	Occa		3d10	Fire
Aspear		3d10	Ice	Passho		3d10	Water
Leppa		3d10	Fighting	Wacan		3d10	Electric
Oran		3d10	Poison	Rindo		3d10	Grass
Persim		3d10	Ground	Yache		3d10	Ice
Lum		3d10	Flying	Chople		3d10	Fighting
Sitrus		3d10	Psychic	Kebia		3d10	Poison
Figy		3d10	Bug	Shuca		3d10	Ground
Wiki		3d10	Rock	Coba		3d10	Flying
Mago		3d10	Ghost	Payapa		3d10	Psychic
Aguav		3d10	Dragon	Tanga		3d10	Bug
Iapapa		3d10	Dark	Charti		3d10	Rock
Razz		3d10	Steel	Kasib		3d10	Ghost
Bluk		2d20	Fire	Haban		3d10	Dragon
Nanab		2d20	Water	Coulbur		3d10	Dark
Wepear		2d20	Electric	Babiri		3d10	Steel
Pinap		2d20	Grass	Chilan		3d10	Normal
Pomeg		2d20	Ice	Liechi		5d10	Grass
Kelpsy		2d20	Fighting	Ganlon		5d10	Ice
Qualot		2d20	Poison	Salac		5d10	Fighting
Hondeew		2d20	Ground	Petaya		5d10	Poison
Grepa		2d20	Flying	Apicot		5d10	Ground
Tamato		2d20	Psychic	Lansat		5d10	Flying
Cornn		2d20	Bug	Starf		5d10	Psychic
Magost		2d20	Rock	Enigma		5d10	Bug
Rabuta		2d20	Ghost	Micle		5d10	Rock
Nomel		2d20	Dragon	Cutsap		5d10	Ghost
Spelon		2d20	Dark	Jaboca		5d10	Dragon
Pamtre		2d20	Steel	Rowap		5d10	Dark

Blast – A Move with the Blast Keyword can hit multiple targets. The size of the Blast is usually specified in the Effect of the Move. To find the area affected by the move, draw a radius equal to the length specified per Move. Draw a circumference surrounding the target that has an equal radius throughout the circle. All Legal Targets within the drawn area is hit by the Move with the Burst keyword.

Blocking Terrain – If an object that your pokemon cannot see through is between itself and a desired target, it is Blocking Terrain. You may not attack a target behind Blocking Terrain. Some blocking terrain can be seen through, that does not make it Hindering Terrain.

Burst – A Move with the Burst keyword can hit multiple targets. The length of the radius for the Burst is usually specified in the Effect of the Move. To find the area affected by the move, draw a radius equal to the length specified per Move. Draw a circumference surrounding the user that has an equal radius throughout the circle. All Legal Targets within the drawn area is hit by the Move with the Burst keyword.

Coat – A Move with the keyword Coat covers the target in a layer of material, which reduces the effectiveness of a certain type of attack. The Move will specify which type it is a Coat for. If a target has a Coat for a certain type and they are immune, they are still immune. If a target has a Coat for a certain type and they are resistant, they are now immune. If a target has a Coat for a certain type and they have neutral resistance, they are now resistant. If a target has a Coat for a certain type and they are weak to the type, they now have a neutral resistant. If a target has a Coat for a certain type and they are doubly weak to the type, they now are only weak to the type. A target may not have more then 1 Coat per elemental type. Some Coats have effects unrelated to damage, these Coats are defined in the Effect of their Move.

Column – A Move with the Column keyword can hit multiple targets. The size of the Column is usually specified in the Effect of the Move. To find the area affected by the Move, draw a straight line from the user to the target and then draw a line perpendicular to that line equal in length to the specified amount per Move. The perpendicular line should be centered on the line connecting the user and the target. Draw lines from the perpendicular points parallel to the line connecting the user and the target. These lines stop perpendicular to the user and continue through the target 2-meters. All Legal Targets within the drawn area is hit by the Move with the Column keyword.

Combat Stage – During battle, the stats of a Pokemon can be altered to buff or debuff a pokemon, making them more formidable or less threatening. During battle, any stat can only be only be risen or lowered up to six times positively or six times negatively. This makes a scale, from -6 to +6 that can be altered as many times as the battle allows but never more then +6 Combat Stages or less than -6 Combat Stages. If a pokemon’s stat is raised a Combat Stage during battle, they gain a 25% bonus the buffed stat, rounded down. If a pokemon’s stat is lowered one Combat Stage during battle, they lose 12.5% of the affected stat rounded up. This means that if a stat has raised 6 Combat Stages; its affected stat should be 250% of its original value. If a stat has been lowered 6 Combat Stages, its affected stat should be 25% of its original value. For every 2 Combat Stages the Speed stat is raised, the Pokemon’s Speed Capabilities are raised 1 value. For every 3 Combat Stages the Speed stat is lowered, the Pokemon’s Speed Capabilities are lowered 1 value. Speed Capabilities may not be lowered below 1 and may not be raised above 10, or 5 for Burrow and Underwater.

Dash – A Move with the Dash keyword can only be used if the Move’s user has moved towards its target before choosing a target. You may move away from the target and then move back towards the target in the same turn to make them a Legal Target as long as you have the appropriate Speed to allow for the movement.

Environ – A Move with the Environ keyword look at the chart below to see what they use for their move.

Area	Nature Power Attack	Secret Power Effect
Building	Swift	Paralysis
Cave	Shadow Ball	Flinch
Rocky	Rock Slide	Confusion
Sandy	Sand-Attack	+2 needed during Accuracy Check
Grassy	Stun Spore	Poison
Thick Brush	Razor Leaf	Sleep
Water	Surf	Lowers Speed 1 Combat Stage
Underwater	Hydro Pump	Lowers Attack 1 Combat Stage
Snowy	Blizzard	Freeze
Forest	Magical Leaf	Lowers Defense 1 Combat Stage
Volcanic	Heat Wave	Burn
Sky	Whirlwind	Lowers Special Attack 1 Combat Stage
Beach	Muddy Water	Lowers Special Defense 1 Combat Stage

Exhaust – If a Move has the Exhaust keyword, the user may not do anything on their next turn. The user may still be a target of Moves or be returned.

Hazard – If a Move has the Hazard keyword, the effect covers the entire field of battle. A Hazard only affects the foes when they appear, or come out of a poke ball. You may put extra Layers of the Move with Hazard if the Move allows.

Hindering Terrain – If an object that you can see through or around is between your pokemon and its target, there is Hindering Terrain. For each piece of Hindering Terrain, you must roll 1 higher during Accuracy Check.

Interrupt – A Move with the Interrupt keyword can be declared on the foe’s turn. Moves with Interrupt each have different situations where it can be used. Once those circumstances show up, you may declare the Interrupt Move and use it. When you use an Interrupt Move out of turn, you forfeit your next attack. You may not Interrupt an Interrupt.

Legal Target – All pokemon and people, friend and foe alike, in an area that has an unblocked line of sight.

On Miss – If a Move’s effect says On Miss, the effect detailed happens and makes everything within its range a Legal Target for the Move.

Pass – A Move with the Pass keyword moves through the target. The Move’s user must move before it hits a target and continues through the target, ending their movement on the side opposite of the side of the target they attacked. If there are multiple potential targets on that line, you may pass through as many as your Speed allows, attacking every one. You may move away from the target and then move back towards the target in the same turn to make them a Legal Target as long as you have the appropriate Speed to allow for the movement. The user must be at least 2-meters away from its target after their turn ends. You may not target the same thing twice with one Pass Move.

Push – A Move with the Push keyword moves the target on hit. The distance the target is Pushed is usually specified in the Effect of the Move. The target is moved in the direction opposite of the Move’s user.

Reliable – A Move with the Reliable keyword may be used again regardless of its Frequency as long as the move has not yet hit a target successfully.

Scatter – A Move with the Scatter keyword can hit multiple targets. The amount of times you may target with the Move is usually specified in the Effect of the Move. Each time you attack, you may target a different Legal Target. After calculating total damage from hits, apply the appropriate Attack stat once to each target, then each target applies their appropriate Defense stat.

Spirit Surge – A Move with the Spirit Surge keyword will always have its Effect activate. A Move with the Spirit Surge keyword still needs to successfully hit a Legal Target to deal damage, but will still gain its effect’s benefits. Moves with the Spirit Surge keyword usually cause buffs or debuffs to Combat Stages.

Spray – A Move with the Spray keyword can hit multiple targets. The length and width of the Spray is usually specified in the Effect of the Move. To find the area affected by the Move, draw out a line from the Move’s user equal to the length and draw out another line of the same length however many degrees away from the first line. Connect the two ends of the lines in an arc that keeps a constant distance from the Move’s user, making a cone. The target should be at the center of this cone’s arc, or along the radius from the arc’s center to the user. All Legal Targets within the drawn area is hit by the Move with the Spray keyword.

Target Area – A Move that says Target Area does not target a person or a pokemon. Instead, target a particular spot on the field.

Trap – A Move with the Trap keyword prevents the target from fleeing. A Trapped target may not flee, and may not be recalled. A Trapped target may not move from the spot they were Trapped in. If the user of the Move with the Trap keyword faints, flees, or is recalled the Trapped target is freed.

Wall – A Move with the keyword Wall can place Wall terrain of the field of battle. The amount of Wall is usually specified per Move. The Move will give a length of Wall, which can be separated at 1-meter intervals. The height of the Wall, unless specified otherwise, is 2-meters. You may stack Walls to make tall shields, or cut width in many 1-meter intervals to make several Walls all over the field. Walls are only a few inches thick, unless the Move specifies otherwise. At the end of an encounter, Walls fade after a few minutes. Some walls can be passed through or have ranged attacks shot through; this is described per move.

Weather – Move with the Weather keyword affects an area, changing the rules of the battle. Damage can be altered and even the Effects of moves can change depending on the Weather in battle. Weather can replace Weather that already is in place. If a Weather effect does not replace Weather effects, it is Lesser Weather and it cannot be replaced.

Weight Class – A Move with the Weight Class Keyword refers to the following.

- Weight Class 1 – Any pokemon between 0 – 25 lbs; 0 – 11 kg
- Weight Class 2 – Any pokemon between 25 – 55 lbs; 11 – 25 kg
- Weight Class 3 – Any pokemon between 55 – 110 lbs; 25 – 50 kg
- Weight Class 4 – Any pokemon between 110 – 220 lbs; 50 – 100 kg
- Weight Class 5 – Any pokemon between 220 – 440 lbs; 100 – 200 kg
- Weight Class 6 – Any pokemon heavier than 440 lbs; 200 kg

Move List

Bug Moves

Attack Order – Bug

A swarm of tiny mites materialize and pester the target, focusing on the critical parts of the target’s body.
EOT – 2
Ranged *
3d20
Effect: *1 Target*
Attack Order is a Critical Hit on 18-20 during Accuracy Check.

Bug Bite – Bug

The target is bitten frantically while a consumable held item is searched for on the poor victim’s body.
EOT – 2
Melee
3d10
Effect: *1 Target*
If the target has a consumable Held Item, Bug Bite destroys the Item and Bug Bite’s user uses the Item’s effect.

Bug Buzz – Bug

As the user frantically rubs parts of its body together, it generates a damaging sound wave that harms those surrounding it.
Battle – 2
Ranged
3d20
Effect: *No Target, Burst*
Bug Buzz creates a 3-meter Burst.

Defend Order – Bug

A swarm of tiny mites materialize and form around the user’s body, protecting it from harm.
EOT – None
Self **
Effect: *No Target*
Raise the user’s Defense 1 Combat Stage and raise the user’s Special Defense 1 Combat Stage.

Fury Cutter – Bug

The user focuses their attack on a specific spot on the target’s body, inflicting more serious harm as the assault continues.
At-Will – 3
Melee
1d4
Effect: *1 Target*
If Fury Cutter is used successfully and consecutively on the same target, use **1d8** on the second hit instead, **2d10** on the third hit instead, **5d10** on the fourth hit instead and **7d20** on the fifth hit and any successful hits following the fifth hit instead.

Heal Order – Bug

Many tiny mites materialize around the user’s body, sacrificing their life force to heal the user.
Center – None
Self **
Effect: *No Target*
The user regains HP equal to half of its full HP.

Leech Life – Bug

The user bites the target and drains the victim of its life force.
EOT – 2
Melee
1d8
Effect: *1 Target*
After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.

Megahorn – Bug

With great effort, the user thrusts itself at the target ramming them with all of the user’s might.
Battle – 5
Melee
5d20
Effect: *1 Target, Push*
The target is Pushed 3-meters. The target takes an additional **1d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d10**.

Pin Missile – Bug

The user rapidly fires needles toward their targets.
EOT – 5
Ranged *
1d4
Effect: *1 Target, Scatter*
Pin Missile can hit up to 5 times. Once the user misses, they cannot attempt to make another Pin Missile attack on that turn. When adding stats, only add ½ Attack.

Signal Beam – Bug

A beam of light is produced by the user, illuminating the battlefield as is blasts its target.
EOT – 2
Ranged
5d10
Effect: *1 Target, Beam*
Signal Beam creates 6-meter Beam. Signal Beam confuses the target and any Legal Targets on 19-20 during Accuracy Check.

Silver Wind – Bug

A magical gust of wind, woven with the silver dust from the users wings surges towards the target; the magic wind brings harm to foes but empowers allies.
Battle – 2
Ranged
3d10
Effect: *1 Target, Column, Spirit Surge*
Silver Wind creates a Column that is 2-meters wide. If you rolled 11-20 on the Accuracy Check for Silver Wind, the user has each of its stats raised 1 Combat Stage. If you rolled 16-20 on the Accuracy Roll, all allies in the Column also have each of their stats raised 1 Combat Stage and are not damaged by Silver Wind.

Spider Web – Bug

The user forces a sticky, elaborate web into the air above the target, as it falls it traps the target, immobilizing them.
Center – None
Ranged **
Effect: *1 Target, Trap*
Spider Web never misses its target.

String Shot – Bug

Waves of silk threads are spit to cover the target, slowing them down.
At-Will – 3
Ranged **
Effect: *1 Target, Spray*
String Shot creates a Spray 3-meters long and 45° wide. All Legal Targets within the Spray lower their Speed 1 Combat Stage. If a target is hit by String Shot for 5 consecutive turns, they are Trapped. If a target’s Speed Combat Stage has already been lowered 6 times, String Shot Traps them.

Tail Glow – Bug

An inner glow in the user’s body surges with energy, storing it for use in battle.
EOT – None
Self **
Effect: *No Target*
Raise the user’s Special Attack 2 Combat Stages.

Twineedle – Bug

The user drives two of its pointed body parts into the foe attempting to drive poison into their system.
EOT – 2
Melee
1d12
Effect: *1 Target, Scatter*
Twineedle can hit up to 2 times. If Twineedle misses its first target, you may still use it a second time. If you rolled a 17-20 on either Accuracy Check, the target is Poisoned.

U-Turn – Bug

The user makes a mad dash towards the foe while being recalled, it’s physical energy impacts the foe while its replacement is sent out.
Battle – 2
Melee
2d20
Effect: *1 Target, Rush*
If U-Turn successfully hits its target, the user deals its damage and then switches out in the same turn.

X-Scissor – Bug

The user rushes towards its target while slashing their arms out wide in a large X.
EOT – 2
Melee
5d10
Effect: *1 Target, Dash*

Dark Moves

Assurance – Dark

Once the foe has been injured, the user impacts the injury; making sure the target is well damaged.

Battle – 2

Melee

4d6

Effect: 1 Target

If Assurance’s target has already been damaged by a Move on the same turn Assurance is being used, use 4d20 instead of 4d6.

Beat Up – Dark

The user siphons their ally’s strength, attacking their targets once for each of their allies.

Battle – 2

Melee

1d4

Effect: 1 Target, Scatter

Beat Up can hit to X times, where X is the amount of pokemon on the user’s roster including the user. Once the user misses, they cannot attempt to make another Beat Up attack on that turn. For each target, use a different pokemon’s Attack stat from the roster to calculate damage.

Bite – Dark

The user focuses dark energy to their fangs as they sink them into the target’s flesh.

At-Will – 2

Melee

3d10

Effect: 1 Target

Bite Flinches the target on 15-20 during Accuracy Check.

Crunch – Dark

A dark spell is placed into the user’s fangs as they bite into their target; sometimes weakening the target’s defenses.

EOT – 2

Melee

5d10

Effect: 1 Target

Crunch lowers the target’s Defense 1 Combat Stage on 17-20 during Accuracy Check.

Dark Pulse – Dark

Dark energy emanates from the user causing those within range of the pulse to twitch uncontrollably.

EOT – 2

Ranged

5d10

Effect: No Target, Burst

Dark Pulse creates a 3-meter Burst. Dark Pulse Flinches all Legal Targets on 17-20 during Accuracy Check.

Dark Void – Dark

Hope is drained as everything surrounding the user falls into a deep nightmare filled sleep.

Battle – 4

Ranged **

Effect: No Target, Burst

A 10-meter Burst is generated from Dark Void’s user, making all Legal Targets fall Asleep.

Embargo – Dark

The user casts a hex on the target’s item, rendering it useless.

Battle – 2

Ranged **

Effect: 1 Target

If the target has a held item, they cannot use it for the remainder of the battle.

Faint Attack – Dark

The user faints into nothingness and materializes next to the target while slashing at them.

EOT – None

Melee

3d10

Effect: 1 Target

Faint Attack cannot miss.

Fake Tears – Dark

The target lets its guard down as hexed tears run down the user’s face.

EOT – 2

Ranged **

Effect: 1 Target

Lower the target’s Special Defense 2 Combat Stages.

Flatter – Dark

The target is tricked with a spell woven complement, secretly jumbling the target’s thoughts.

EOT – None

Ranged **

Effect: 1 Target

Flatter Confuses the target and raises the target’s Special Attack 1 Combat Stage.

Fling – Dark

The user abandons its held item and finds a better use for it – a projectile.

Battle – 2

Ranged *

2d10

Effect: 1 Target

If a berry is thrown, the target receives the berry’s benefits as if the target, instead of taking damage, consumed the berry. If an item that causes an effect is thrown, the item’s effect is activated. If any other item is thrown the user deals 2d20 instead. All items are destroyed when used with Fling.

Knock Off – Dark

Ignoring the target, the user focuses on their held item, cruelly destroying the prized item.

EOT – 6

Melee

1d8

Effect: 1 Target

If the target has a held item, the target drops it. Knock Off destroys the item if you roll 16-20 on the Accuracy Check.

Memento – Dark

In a desperate gambit, the user puts the rest of its energy into a curse aimed at the target’s ability.

Battle – None

Ranged **

Effect: 1 Target

The user’s HP is lowered to 0. The user does not need a line of sight to the target. Each of the target’s stats are lowered 2 Combat Stages.

Nasty Plot – Dark

The user mental prepares incantations, greatly empowering their energy based attacks.

EOT – None

Self **

Effect: No Target

Raise the user’s Special Attack 2 Combat Stages.

Night Slash – Dark

A dark light oozes from the claw of the user as they pass by the target searching for vital points.

EOT – 2

Melee

2d20

Effect: 1 Target, Pass

Night Slash is a Critical Hit on 18-20 during Accuracy Check.

Payback – Dark

The user focuses cruel energy into their arms, attacking the target with the pain the user suffered at the target’s hand.

Battle – 2

Melee

4d6

Effect: 1 Target

If the target damaged Payback’s user on the last turn, deal 4d20 instead of 4d6.

Punishment – Dark

The target suffers for its power as the user attacks them with hexes that damage the target based on how much they have been charmed.

Battle – 2

Melee

3d10

Effect: 1 Target

Punishment deals an additional 2d20 for each Combat Stage the target has above 0 for each stat.

Pursuit – Dark

The user flashes next to the target, getting one last hit on them before they flee like the coward they are.

EOT – 2

Melee

2d10

Effect: 1 Target, Interrupt

If foe is fleeing or being switched, Pursuit moves the user adjacent to a fleeing foe and hits them before they escape or are switched out with an additional 2d20. Pursuit cannot be used as an interrupt unless the target of Pursuit is running away or being switched out.

Snatch – Dark

The user siphons the target’s power, stealing the target’s bonuses.

Battle – None

Ranged **

Effect: *1 Target, Interrupt*

If the target is gaining a Combat Stage, the user raises Combat Stages for each stat equal to the amount of Combat Stages for each stat the target does. The target loses all Combat Stages gained that turn.

Sucker Punch – Dark

The user psyches out the target, expecting an attack and rightly punches them with shadow energy.

Battle – 2

Melee

5d10

Effect: *1 Target, Interrupt*

If the target is targeting the user with a damaging Melee Move, Sucker Punch immediately hits first.

Switcheroo – Dark

The user and the target switch held items with sneaky pick pocketing and fast hands.

Battle – 2

Melee **

Effect: *1 Target*

The user and the target exchange held items.

Taunt – Dark

Pride gets the better of the target as a hex woven taunt is thrown at them.

EOT – 2

Ranged **

Effect: *1 Target*

Taunt’s target can only use Moves that deal damage on a successful hit for the next **1d4** + 1 turns.

Thief – Dark

A misdirected jab can distract the target as the user pickpockets the target’s held item.

Battle – 2

Melee

2d10

Effect: *1 Target*

Thief takes the target’s held item and attaches it to Thief’s user.

Torment – Dark

An unbearable pain is caused by a curse that forces the target to use different moves each turn.

Battle – 2

Ranged **

Effect: *1 Target*

Torment’s target may not use a move they have already used in their last 10 turns.

Dragon Moves

Draco Meteor – Dragon

A celestic beam of light impacts the ground severely damaging the target and its surroundings.

Center – 4

Ranged

6d20

Effect: *Target Area, Blast*

Draco Meteor creates a 4-meter Blast. On Miss use **1d20** instead for damage. Either way, the user’s Special Attack is lowered 2 Combat Stages after damage.

Dragon Claw – Dragon

The user focuses their dragon heritage to their hands while slashing at the foe.

EOT – 2

Melee

5d10

Effect: *1 Target*

Dragon Dance – Dragon

An elaborate dance is performed, summoning the strength of the user’s ancestry.

EOT – None

Self **

Effect: *No Target*

Raise the user’s Attack 1 Combat Stage and raise the user’s Speed Defense 1 Combat Stage.

Dragon Pulse – Dragon

A pulse of energy surges through their veins and pulses outward towards their surroundings.

EOT – 2

Ranged

3d20

Effect: *No Target, Burst*

A 3-meter Burst is generated from Dragon Pulse’s user.

Dragon Rage – Dragon

Hot, focused breath covers the target; magic runes woven into the breath ensures damage.

Battle – 2

Ranged **

Effect: *1 Target*

Dragon Rage always deals 30 damage of HP. Do not apply weakness or resistance. Do not apply stats.

Dragon Rush – Dragon

Dragon born power surges into the user as they rush towards the target as fast as they can.

Battle – 4

Melee

4d20

Effect: *1 Target, Dash, Push*

The target is Pushed 3-meters and it takes an additional **1d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d10**. Dragon Rush Flinches the target on 17-20 during Accuracy Check.

Dragonbreath – Dragon

Flaming, shocking breath covers the target, causing the target to have uncontrollable spasms.

Battle – 2

Ranged

3d10

Effect: *1 Target, Spray*

Dragonbreath creates a Spray 3-meters long and 45° wide. Dragonbreath Paralyzes all Legal Targets on 15-20 during Accuracy Check.

Outrage – Dragon

The user falls into a primal rage, indiscriminately attacking the nearest target.

Battle – 2

Melee

5d20

Effect: *1 Target*

Outrage’s user must make another melee attack for **1d2** more turns. The melee attack is identical to Outrage except for Outrage’s effect. After the first target is declared, Outrage targets the nearest Legal Target for its second or third round of use. If potential targets are an equal distance from the user, you choose the target. After Outrage ends, the user becomes Confused.

Roar of Time – Dragon

A godly roar rips through the fabric of time, inflicting unimaginable pain to the surrounding targets.

Center – 3

Ranged

7d20

Effect: *No Target, Burst, Trap, Exhaust*
All legal targets are Trapped until they roll an 18-20 saving throw at the start of their turn, they may attempt to make this save once per turn.

Spacial Rend – Dragon

The space around the target is distorted, temporarily allowing them to experience a world where they are not whole.

Center – 3

Ranged

4d20

Effect: *1 Target*

Spacial Rend is a Critical Hit on 11-20 during Accuracy Check.

Twister – Dragon

A deadly gust of wind rapidly grows into a large vortex, harming all trapped in the wind tunnel.

EOT – 2

Ranged

2d10

Effect: *1 Target, Blast*

A 2-meter Blast surrounds the target. Twister Flinches the target on 18-20 during Accuracy Check.

Electric Moves

Charge – Electric

The user stores electricity in its body, ready to boost its next attack.

EOT – None

Self **

Effect: *No Target*

If the user performs an Electric Move on their next turn that deals damage, the damage is doubled. Raise the user’s Special Attack 1 Combat Stage.

Charge Beam – Electric

The electric energy blasted towards the target may empower the user.

Battle – 3

Ranged

4d6

Effect: *1 Target, Beam, Spirit Surge*

Charge Beam creates 4-meter Beam. Charge Beam raises the user’s Special Attack 1 Combat Stage on 11-20 during Accuracy Check.

Discharge – Electric

The user purges the extra electricity stored in their body.

EOT – 2

Ranged

5d10

Effect: *No Target, Burst*

A 3-meter Burst is generated from Discharge’s user.

Discharge Paralyzes all legal targets on 15-20 during Accuracy Check.

Magnet Rise – Electric

Magnetic manipulation allows the user to be from of gravity’s pull.

Battle – None

Self **

Effect: *No Target*

Magnet Rise grants the user the Levitate Ability.

This does not replace the user’s normal Ability. If

the user already has Levitate, they now have two instances of Levitate.

Shock Wave – Electric

A static burst is sent towards the target, it homes in on their body ensuring a hit.

EOT – None

Ranged

3d10

Effect: *1 Target, Spray*

Shock Wave creates a spray 5-meters long and 10°

wide. Shock Wave cannot miss.

Spark – Electric

As electricity covers the user, they tackle a foe for a shocking impact.

EOT – 2

Melee

2d20

Effect: *1 Target, Dash*

Spark Paralyzes the target on 15-20 during Accuracy Check.

Thunder – Electric

A bolt of lighting appears above the target, striking down and leaving an impression on the area.

Battle – 6

Ranged

5d20

Effect: *Target Area, Blast*

A 2-meter Blast surrounds the target. Thunder

Paralyzes all Legal Targets on 13-20 during

Accuracy Check. On Miss, all targets within the

Blast’s radius is Pushed outward, away from the

target area 3-meters. If it is Sunny, Thunder’s

Accuracy Check is 11. If it is Rainy, Thunder cannot

miss.

Thunder Fang – Electric

Electricity is focused to the user’s mouth as they sink their teeth into their target.

EOT – 3

Melee

2d20

Effect: *1 Target*

Thunder Fang Paralyzes or Flinches on 19 during

Accuracy Check, flip a coin to determine whether

the foe gets Paralyzed or Finches. On 20 during

Accuracy Check, the foe is Paralyzed and Flinches.

Thunder Wave – Electric

Electricity rushes through the air, shutting down the target’s nervous system.

Center – None

Ranged **

Effect: *1 Target, Column*

Thunder Wave creates a Column that is 2-meters

wide. All Legal Targets in the Column are Paralyzed.

Thunder Wave cannot miss.

Thunderbolt – Electric

The user emits a bolt of lightning, electrocuting the target.

Battle – 2

Ranged

4d20

Effect: *1 Target, Spray*

Thunderbolt creates a Spray 5-meters long and 10°

wide. Thunderbolt Paralyzes all Legal Targets on 19-

20 during Accuracy Check.

Thunderpunch – Electric

While focusing an electric charge to the user’s fist, they punch their target sending a jolt into the target’s

body.

EOT – 2

Melee

5d10

Effect: *1 Target*

Thunderpunch Paralyzes the target on 19-20 during

Accuracy Check.

Thundershock – Electric

A shock focused on hindering the foe’s movement sends a shock through the foe’s body.

At-Will – 2

Ranged

2d10

Effect: *1 Target*

Thundershock Paralyzes the target on 17-20 during

Accuracy Check.

Volt Tackle – Electric

The user recklessly rams into a target, severely electrocuting the target.

EOT – 2

Melee

5d20

Effect: *1 Target, Dash, Push*

The target is pushed back 5-meters. The target takes

an additional **2d20** if it is Pushed into Blocking

Terrain. If the target is pushed into another Legal

Target, instead, both take **2d10**. Volt Tackle

Paralyzes the target on 19-20 during Accuracy

Check. After Volt Tackle deals damage, the user

loses ½ of the value of the total damage they dealt as

a result of Volt Tackle in HP. Do not apply weakness

or resistance to the HP lost. Do not apply stats to the

HP lost.

Zap Cannon – Electric

A wild, mad explosion of electricity is fired; it’s sure to fry a target’s nerves – if it hits.

Battle – 12

Ranged

5d20

Effect: *1 Target, Blast*

A 2-meter Blast surrounds the target, Paralyzing all

Legal Targets in the Blast.

Fighting Moves

Arm Thrust – Fighting

The user rapidly pushes out their arms in a punch.

EOT – 2

Melee

1d8

Effect: *1 Target, Scatter*

Arm Thrust can hit up to 5 times. Once the user

misses, they cannot attempt to make another Arm

Thrust attack on that turn. When adding stats only

add ½ Attack.

Aura Sphere – Fighting

The user makes a connection between their aura and their target’s aura and then sends a burst of life

energy towards them without a chance of failure.

Battle – None

Ranged

3d20

Effect: *1 Target*

Aura Sphere cannot miss.

Brick Break – Fighting

The user chops their arm through walls, shattering obstacles between their target and themselves.

EOT – 2

Melee

5d10

Effect: *1 Target*

Brick Break can destroy Walls.

Bulk Up – Fighting

The user flexes, storing energy for the battle.

EOT – None

Self **

Effect: *No Target*

Raise the user’s Attack 1 Combat Stage and raise the user’s Defense 1 Combat Stage.

Close Combat – Fighting

The user brings the fight to the target, lowering its defenses for a chance at a mad assault.

Battle – 2

Melee

5d20

Effect: *1 Target, Dash*

The user’s Defense is lowered 1 Combat Stage and the user’s Special Defense is lowered 1 Combat Stage.

Counter – Fighting

The user accepts the damage from a foe, only to turn them into a target for a massive counter-attack.

Battle – None

Ranged **

Effect: *1 Target, Interrupt*

If the user is being hit by a Move that consults Attack for damage, you may use Counter. If the user survives the hit, the target is dealt damage equal to twice the amount of damage the user received. Do not apply weakness, resistance or immunity. Do not apply stats.

Cross Chop – Fighting

The user puts their arms in an X and rushes towards the target while aiming for a vital point.

Battle – 4

Melee

4d20

Effect: *1 Target, Dash, Push*

Cross Chop is a Critical Hit on 16-20 during Accuracy Check. Cross Chop Pushes the target 1-meter. On Critical Hit, the target is Pushed 5-meters and it takes an additional **1d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d10**.

Detect – Fighting

The user recognizes the threat at hand and puts everything it can into its movement to avoid an attack.

Center – None

Self **

Effect: *No Target, Interrupt*

If the user is hit by a Move, instead you are not hit by the Move. You do not take any damage or become afflicted with any status ailment this turn.

Double Kick – Fighting

The user delivers two skillful kicks to targets.

At-Will – 2

Melee

1d12

Effect: *1 Target, Scatter*

Double Kick can hit up to 2 times. If Double Kick misses its first target, you may still use it a second time.

Drain Punch – Fighting

The user absorbs the target’s ki while punching, rejuvenating the user’s life force.

Battle – 2

Melee

3d10

Effect: *1 Target*

After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.

Dynamicpunch – Fighting

The user makes an outrageous swing with their arm sure to leave the target in a daze – if it hits.

Battle – 12

Melee

4d20

Effect: *1 Target*

Dynamicpunch Confuses the target.

Focus Blast – Fighting

The user gathers aura to their hand before firing it off at an uncontrollable speed; the target is impacted with a burst of energy intended to lower their defenses.

Battle – 6

Ranged

5d20

Effect: *1 Target*

Focus Blast lower the target’s Special Defense 1 Combat Stage on 18-20 during Accuracy Check.

Focus Punch – Fighting

The user prepares an absurdly powerful attack that requires uninterrupted focus before execution.

EOT – 2

Melee

7d20

Effect: *1 Target, Push*

Once you declare the use of Focus Punch the user’s turn ends. If you are not hit by a damaging Move until your next turn you may use Focus Punch’s damage and effects. The target is Pushed 10-meters and it takes an additional **2d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d20**. If the user is hit by a damaging Move before it’s next turn, it may not use a Move on that turn.

Force Palm – Fighting

The user thrusts their arm forward, towards a target’s pressure points, potentially disabling the target’s motor abilities.

Battle – 2

Melee

3d10

Effect: *1 Target*

Force Palm Paralyzes the target on 18-20 during Accuracy Check.

Hammer Arm – Fighting

The user misplaces their physical mass to their arm to make a stronger attack; the absurd modification lowers the user’s mobility.

Battle – 3

Melee

3d20

Effect: *1 Target*

The user lowers their Speed 1 Combat Stage.

High Jump Kick – Fighting

The user makes a flashy kick, aimed for the target’s face.

EOT – 4

Melee

4d20

Effect: *1 Target, Pass*

If High Jump Kick misses, the user loses **2d20** HP. Do not apply weakness or resistance to the HP lost by the user. Do not apply stats to the HP lost by the user.

Jump Kick – Fighting

A high-risk kick is aimed at the target’s upper body.

At-Will – 3

Melee

3d20

Effect: *1 Target, Pass*

If Jump Kick misses, the user loses **2d20** HP. Do not apply weakness or resistance to the HP lost by the user. Do not apply stats to the HP lost by the user.

Karate Chop – Fighting

The user chops their stiffened hand at the target’s head.

At-Will – 2

Melee

4d6

Effect: *1 Target*

Karate Chop is a Critical Hit on 17-20 during Accuracy Check.

Low Kick – Fighting

A low sweep under the target’s body topples the target; the bigger they are the harder they fall.
EOT – 2
Melee
See Effect
Effect: *1 Target, Weight Class*
If the target is in Weight Class 1, use **1d8** for damage. If the target is in Weight Class 2, use **2d10** for damage. If the target is in Weight Class 3, use **3d10** for damage. If the target is in Weight Class 4, use **5d10** for damage. If the target is in Weight Class 5, use **4d20** for damage. If the target is in Weight Class 6, use **5d20** for damage.

Mach Punch – Fighting

The user steps at ludicrous speeds to punch the target faster then the target can respond.
At-Will – 2
Melee
2d10
Effect: *1 Target, Interrupt*
If your foe wants to declare a Move, you instead use Mach Punch on their turn before they can use their Move.

Revenge – Fighting

The user gathers strength from the last attack they received to return the favor in a mad return.
Battle – 2
Melee
3d10
Effect: *1 Target*
If the target damaged Revenge’s user on the last turn, deal **5d20** instead of **3d10**.

Reversal – Fighting

The user puts a great deal of strength into their assault; the strength they gather is greater, the more desperate the user is.
EOT – 2
Melee
See Effect
Effect: *1 Target*
If the user has 71-100% of its total HP, use **1d8** for damage. If the user has 36-70% of its total HP, use **2d10** for damage. If the user has 21-35% of its total HP, use **5d10** for damage. If the user has 11-20% of its total HP, use **4d20** for damage. If the user has 6-10% of its total HP, use **7d20** for damage. If the user has 1-5% of its total HP, use **8d20** for damage.

Rock Smash – Fighting

The user hardens their arm to the likeness of stone and then uses it to break through rock or anything else it decides to target.
EOT – 2
Melee
2d10
Effect: *1 Target*
Rock Smash lowers the target’s Defense 1 Combat Stage on 17-20 during Accuracy Check.

Rolling Kick – Fighting

The user performs a fancy tumble, ending its show with a kick to the target.
EOT – 4
Melee
3d10
Effect: *1 Target, Dash*
Rolling Kick Flinches the target on 15-20 during Accuracy Check.

Seismic Toss – Fighting

The user grabs the target and flips with them through the air in a circle, slamming the target into the ground before the user lands softly on their feet.
Center – 2
Melee
Effect: *1 Target*
The target loses HP equal to the level of Seismic Toss’ user halved. Do not apply weakness or resistance. Do not apply stats.

Sky Uppercut – Fighting

The user focuses a great deal of strength to their legs as they spring upwards, delivering an uppercut that sends the target skyward.
EOT – 3
Melee
3d20
Effect: *1 Target, Push*
The target is Pushed 2-meters. If the target is airborne, Sky Uppercut deals an additional **1d20**.

Submission – Fighting

The user slams the target onto the ground and pins them while punching and kicking them, sacrificing their safety for a couple of extra blows.
At-Will – 6
Melee
5d10
Effect: *1 Target*
After Submission deals damage, the user loses ½ of the value of the total damage they dealt as a result of Submission in HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost.

Superpower – Fighting

The hulking user charges towards the foe while greatly strengthening their attacks, the resulting impact exhausts the user’s ability.
Battle – 2
Melee
5d20
Effect: *1 Target, Dash, Push*
Superpower raises the user’s Attack 2 Combat Stages, Superpower lowers all of the user’s other stats 1 Combat Stage. The target is Pushed 3-meters and it takes an additional **2d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **2d10**.

Triple Kick – Fighting

A spinning flash of kicks fly out from the user, picking its targets at amazing speeds.
Battle – 3
Melee
1d4
Effect: *1 Target, Scatter*
Triple Kick can hit up to 3 times. If Triple Kick misses its first or second target, you may still use it a second and third time.

Vacuum Wave – Fighting

The user remotely crushes a pocket of air around the target, resulting in a quick shock to the target’s body.
At-Will – 2
Ranged
2d10
Effect: *1 Target, Interrupt*
If your foe wants to declare a Move, you instead use Vacuum Wave on their turn before they can use their Move.

Vital Throw – Fighting

The user sacrifices its well being for a chance at a bone-shattering toss; the target is hurled through the air with little regard for others around.
Battle – None
Melee
2d20
Effect: *1 Target, Push*
Vital Throw may only be used if the user was targeted by a Move on the foe’s last turn while the foe was adjacent. Vital Throw can only target that foe. Vital Throw cannot miss. The target is Pushed 4-meters and it takes an additional **1d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d10**.

Wake-Up Slap – Fighting

An irritating wake up call to those fast asleep, the user stiffens its hand an rapidly slap the target’s face back and forth many times.
Battle – 2
Melee
3d10
Effect: *1 Target*
If the target is Asleep, Wake-Up Slap does **5d20** instead of **3d10** for damage and cures the target of Sleep.

Fire Moves

Blast Burn – Fire

An enormous ball of fire is spit with tremendous strength, creating a large explosion that consumes the area surrounding the target.
Center – 4
Ranged
7d20
Effect: *Target Area, Blast, Exhaust*
Blast Burn creates a 3-meter Blast. On Miss, Blast Burn deals the user’s Special Attack instead to all possible targets.

Blaze Kick – Fire

After focusing heat to the user’s feet, the user performs a spinning kick that ignites on contact with the target.

Battle – 4
Melee

3d20
Effect: *1 Target, Push*

Blaze Kick Pushes the target 1-meter. Blaze Kick Burns the target on 19-20 during Accuracy Check. Blaze Kick is a Critical Hit on 16-20 during Accuracy Check.

Ember – Fire

A small puff of fire is thrown at the target.
At-Will – 2

Ranged
2d10
Effect: *1 Target*
Ember Burns the target on 18-20 during Accuracy Check.

Eruption – Fire

The user unleashes an explosion of fire from the earth, scorching the area surrounding the user.
Center – 2
Ranged
7d20
Effect: *No Target, Burst*
Eruption creates a 10-meter Burst. Eruption may not be performed unless the user is at full HP.

Fire Blast – Fire

A five-star shaped blast of fire is thrown at the target, engulfing them in searing flames before the shape explodes.
Battle – 6
Ranged
5d20
Effect: *1 Target, Blast*
Fire Blast creates a 2-meter Blast. Fire Blast burns all Legal Targets on 19-20 during Accuracy Check.

Fire Fang – Fire

Flame is focused to the user’s teeth as they sink their fangs into the target.

EOT – 3
Melee
2d20
Effect: *1 Target*
Fire Fang Burns or Flinches on 19 during Accuracy Check, flip a coin to determine whether the foe gets Burned or Finches. On 20 during Accuracy Check, the foe is Burned and Flinches.

Fire Punch – Fire

Flames cover the user’s fist as they jab the target.
EOT – 2
Melee
5d10
Effect: *1 Target*
Fire Punch Burns the target on 19-20 during Accuracy Check.

Fire Spin – Fire

The user spews forth a vortex of fire that surrounds the target, preventing it from moving.
EOT – 8
Ranged
1d8
Effect: *1 Target, Trap*
Fire Spin Traps the target for **1d4** + 1 turns. At the beginning of each turn the target is Trapped, roll **1d20**, they lose that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Fire Spin may not trap more than one target at a time.

Flame Wheel – Fire

A disk of fire surrounds the user as they rotate rapidly toward the target.
At-Will – 2
Melee
3d10
Effect: *1 Target, Dash*
Flame Wheel Burns the target on 19-20 during Accuracy Check.

Flamethrower – Fire

A burst of flaming breath spews out of the user, aimed for any enemy in their path.
Battle – 2
Ranged
4d20
Effect: *1 Target, Spray*
Flamethrower creates a Spray 2-meters long and 75° wide. Flamethrower Burns the target on 19-20 during Accuracy Check.

Flare Blitz – Fire

After covering themselves with fire, the user makes a mad dash at the target inflicting heavy damage.
EOT – 2
Melee
5d20
Effect: *1 Target, Dash, Push*
The target is pushed back 5-meters. The target takes an additional **2d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **2d10**. Flare Blitz Burns the target on 19-20 during Accuracy Check. After Flare Blitz deals damage, the user loses ½ of the value of the total damage they dealt as a result of Flare Blitz in HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost.

Heat Wave – Fire

The user emits a wall of hot air, creating a blistering steam that burns those to near to the wall.
Battle – 4
Ranged
4d20
Effect: *No Target, Burst*
Heat Wave creates a 3-meter burst. Heat Wave Burns all Legal Targets on 18-20 during Accuracy Check.

Lava Plume – Fire

The user spits molten lava generated in the pit of their belly, severely burning the target.
EOT – 2
Ranged
5d10
Effect: *1 Target*
Lava Plume Burns the target on 16-20 during Accuracy Check.

Magma Storm – Fire

The user brings forth pillars of fire that fall from above, surrounding the target and making them unable to move.
Center – 8
Ranged
5d20
Effect: *1 Target, Trap*
Magma Storm Traps the target for **1d4** + 1 turns. At the beginning of each turn the target is Trapped, roll **2d20**, they lose that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Magma Storm may not trap more than one target at a time.

Overheat – Fire

By sacrificing its excess energy, the user raises its body temperature several hundred degrees, harming those nearby.
Center – 3
Ranged
6d20
Effect: *No Target, Burst*
Overheat creates a 2-meter Burst. On Miss, deal all targets in the Burst **1d20**. Either way, the user’s Special Attack is lowered 2 Combat Stages.

Sacred Fire – Fire

A large multicolored fire incinerates the area, burning everything in the way.
Center – 3
Ranged
4d20
Effect: *1 Target, Blast*
Sacred Fire creates a 7-meter Burst. Sacred Fire Burns all Legal Targets in the Burst on 11-20 during Accuracy Check.

Sunny Day – Fire

A glowing orb is summoned above the area, empowering fire and weakening water.
Battle – None
Field **
Effect: *Target Area, Weather*
For 2 minutes, the area is considered Sunny. While Sunny, Fire-Type attacks deal 1.5x damage. Water-Type attacks deal ½ the damage they normally would.

Will-O-Wisp – Fire

A small fire mote is summoned and guided into the target’s body, burning them from the inside out.

Center – None

Ranged **

Effect: *1 Target*

The target is Burned. Will-O-Wisp cannot miss.

Flying Moves

Aerial Ace – Flying

A blinding speed, the user dashes at the target, hitting them without fail.

EOT – None

Melee

3d10

Effect: *1 Target, Pass*

Aerial Ace cannot miss.

Aeroblast – Flying

A beam, formed from rapidly rotating pockets of air, is fired at the target, scarring their bodies with hurricane strength.

Center – 3

Ranged

4d20

Effect: *1 Target, Beam*

Aeroblast creates a 20-meter Beam. Aeroblast is a Critical Hit on 11-20 during Accuracy Check.

Air Cutter – Flying

The user remotely slashes at the target, creating a razor-like blade of air which flies towards the target’s vital points.

At-Will – 3

Ranged

3d10

Effect: *1 Target*

Air Cutter is a Critical Hit on 18-20 during Accuracy Check.

Air Slash – Flying

The use sweeps through the air, generating a blade of wind, which soars towards the target.

EOT – 3

Ranged

5d10

Effect: *1 Target*

Air Slash Flinches the target on 15-20 during Accuracy Check.

Bounce – Flying

The user pushes of the ground, up into the air, hopefully landing on target during the user’s next turn.

Battle – 4

Melee

3d20

Effect: *1 Target, Burst, Weight Class*

Once you declare the use of Bounce, the user is moved up to 10-meters into the air and then the user’s turn ends. On your next turn, shift while in the air, lower your height back to the ground, then use Bounce’s damage and the rest of its Effect. Bounce creates a Burst equal to half of the user’s length in meters. If the user is in Weight Class 3 or Weight Class 4, Bounce does an additional **1d20**. If the user is in Weight Class 5 or Weight Class 6, Bounce does an additional **2d20**. Bounce Paralyzes all Legal Targets on 17-20 during Accuracy Check.

Brave Bird – Flying

A mad suicidal dive is made towards the target while the user scratches, jabs and bites disregarding its safety for heavier damage.

EOT – 2

Melee

5d20

Effect: *1 Target, Dash, Push*

The target is pushed back 5-meters. The target takes an additional **2d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **2d10**. After Brave Bird deals damage, the user loses ½ of the value of the total damage they dealt as a result of Brave Bird in HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost.

Chatter – Flying

Noises that come from the user’s mouth in a focused sound wave jumble the target’s mind, hindering its ability to see straight.

EOT – 2

Ranged

3d10

Effect: *1 Target, Beam*

Chatter creates a 4-meter Beam. Chatter Confuses all Legal Targets.

Defog – Flying

By focusing great winds and gusting away all hindering weather, the user may see what they need to target.

EOT – None

Field **

Effect: *Target Area, Weather*

For 1 mintues, the area is considered Clear. Clear does not remove other Weather statuses. While Clear, all hindering terrain is no longer hindering terrain and all bonuses or penalties to Accuracy Checks are ignored. All Walls, Coats and Hazards are destroyed.

Drill Peck – Flying

While rotating the body rapidly, the user dives at the target, hoping to drill an attack into them with their beak.

EOT – 2

Melee

5d10

Effect: *1 Target, Dash*

Featherdance – Flying

The user covers the target in feathers, reducing their ferocity while making them look ridiculous.

EOT – 2

Ranged **

Effect: *1 Target, Blast*

Feather Dance creates a 1-meter Blast. All Legal Targets in the Blast have their Attack lowered 2 Combat Stages.

Fly – Flying

Using wings, the user takes to the sky, diving onto the target one turn later.

EOT – 3

Melee

3d20

Effect: *1 Target, Dash*

Once you declare the use of Fly, the user is moved 25-meters into the air and then the user’s turn ends. While in the air on that round, foes must roll +6 to hit Fly’s user during Accuracy Check. On your next turn, shift while in the air, lower your height back to the target, then use Fly’s damage.

Gust – Flying

A puff of air is shot at the target.

At-Will – 2

Ranged

2d10

Effect: *1 Target*

Mirror Move – Flying

The user calls on the powers of magical imitation to emulate the exact move they just saw.

Center – None

Ranged **

Effect: *1 Target*

Use a Move the user has seen the target use on their last turn. You may choose new targets for the Move. They may only use the Move once.

Peck – Flying

A violent thrust with the user’s beak is made towards the target.

At-Will – 2

Melee

2d10

Effect: *1 Target*

Pluck – Flying

The user snipes the target’s berry, harming the foe while stealing their hope of recovery.

EOT – 2

Melee

3d10

Effect: *1 Target*

If the target is holding a Berry, Pluck deals **5d20** and Pluck destroys the Berry then Pluck’s user uses the Berry’s effect.

Roost – Flying

The user perches and finds their center mentally while rejuvenating their life force.

Center – None

Self **

Effect: *No Target*

The user regains HP equal to half of its full HP. The user looses any resistances or immunities to Ground-type attacks until the end of their next turn.

Sky Attack – Flying

After gathering energy and searching for a vital point, the user charges at full speed towards the target.

Battle – 4

Melee

6d20

Effect: *1 Target, Pass*

Once you declare the use of Sky Attack, the user is moved 10-meters into the air and then the user’s turn ends. On your next turn, shift while in the air, lower your height back to the target and then use Sky Attack’s damage. Sky Attack Flinches the target on 17-20 during Accuracy Check.

Tailwind – Flying

A favorable wind is summoned to help the user and their allies.

At-Will – None

Field

Effect: *Target Area, Column*

Tailwind creates a Column 5-meters wide. For **1d4** + 1 turns, Tailwind’s user and all of the user’s allies in the Column have their Speed raised 1 Combat Stage. When the user or the user’s allies leave the Column or when the Column fades, their Speed is lowered 1 Combat Stage.

Wing Attack – Flying

While flying by quickly, the user strikes the target with their wing.

At-Will – 2

Melee

3d10

Effect: *1 Target, Pass*

Ghost Moves

Astonish – Ghost

While striking the target, the user pulls a scary thought to the front the victim’s mind – it mentally damages the target and shocks them.

EOT – 2

Melee

1d12

Effect: *1 Target*

Astonish Flinches the target on 18-20 during Accuracy Check.

Confuse Ray – Ghost

The user torments the targets by fragmenting their mind and jumbling their sight.

Center – None

Ranged **

Effect: *1 Target, Beam*

Confuse Ray creates a 15-meter Beam. Confuse Ray cannot miss. All targets are Confused.

Destiny Bond – Ghost

By bonding souls with the target, the user can pull them down too while the user faints.

Center – None

Ranged **

Effect: *1 Target, Interrupt*

When the user faints after taking damage from a Move, you may declare Destiny Bond and roll 1d20. On a roll of 13 or better the target is lowered to 0 HP.

Grudge – Ghost

The user falls, but ensures no ally falls to the same trick by placing a curse on the target’s ability.

Center – None

Ranged **

Effect: *1 Target, Interrupt*

When the user faints, you may declare Grudge. The Move that caused the user to drop to 0 HP or less has its Frequency changed to Center for 1 hour.

Lick – Ghost

The user drops their disgusting tongue and covers the target in ectoplasm, which can cause them to lose feeling in their body.

At-Will – 2

Melee

1d8

Effect: *1 Target*

Lick Paralyzes the target on 15-20 during Accuracy Check.

Night Shade – Ghost

Spiritual pressure is pushed onto the target, the stronger the user the more powerful the push.

Battle – 6

Ranged **

Effect: *1 Target*

The target loses HP equal to the level of Night Shade’s user halved. Do not apply weakness or resistance. Do not apply stats.

Nightmare – Ghost

When the user places their hand on the sleeping target’s head, they are given a horrid dream that drains their life force.

EOT – 2

Melee **

Effect: *1 Target*

Nightmare makes the target lose ¼ of its full HP per turn if it’s sleeping. When the target wakes up, they stop losing the HP per turn.

Ominous Wind – Ghost

A dark wind blows by the field of battle, which surges once it reaches the user; it brings a dark feeling over the enemies while empowering the user.

Battle – 2

Ranged

3d10

Effect: *1 Target, Column, Spirit Surge*

Ominous Wind creates a Column that is 2-meters wide. If you rolled 11-20 on the Accuracy Check for Ominous Wind, the user has each of its stats raised 1 Combat Stage. If you rolled 16-20 on the Accuracy Roll, all allies in the Column also have each of their stats raised 1 Combat Stage and are not damaged by Ominous Wind.

Shadow Ball – Ghost

Ectoplasmic mass is focused into a sphere that is shot at the target to lower their mental shields.

EOT – 2

Ranged

5d10

Effect: *1 Target*

Shadow Ball lowers the foe’s Special Defense 1 Combat Stage on 17-20 during Accuracy Check.

Shadow Claw – Ghost

After focusing ghastly energy to their claws, the user jumps past the target while slicing at them.

EOT – 2

Melee

2d20

Effect: *1 Target, Pass*

Shadow Claw is a Critical Hit on 18-20 during Accuracy Check.

Shadow Force – Ghost

The user disappears into the shadow realm then reemerges into the real world near the target to surprise attack them.

Center – 2

Melee

5d20

Effect: *1 Target*

Once you declare the use of Shadow Force, the user is removed from the field and the user’s turn ends. On the next turn, Shadow Force’s user appears adjacent to the target and then uses Shadow Force’s damage.

Shadow Punch – Ghost

The user materializes a fist near he target and connects a punch without fail.

EOT – None

Ranged *

3d10

Effect: *1 Target*

Shadow Punch cannot miss.

Shadow Sneak – Ghost

While blinking between tangibility and intangibility, the user strikes the target faster then they can react.

At-Will – 2

Melee

2d10

Effect: *1 Target, Pass, Interrupt*

If your foe wants to declare a Move, you instead use Shadow Sneak on their turn before they can use their Move.

Spite – Ghost

The user curses the target’s last used move to reduce how often they see it.

Battle – 2

Ranged **

Effect: *1 Target*

Spite lowers the target’s last move’s Frequency for the remainder of the encounter. EOT Frequency Moves are changed into Battle Frequency. At-Will Frequency Moves are changed into EOT Frequency. Spite may not target the same target’s attack more then once per battle.

Grass Moves

Absorb – Grass

The user siphons the foe’s energy through their touch,
At-Will – 2
Melee *
1d8
Effect: *1 Target*
After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.

Aromatherapy – Grass

A sweet scent flows through the air filled with curing herbs that heal a target’s ability.
Battle – 2
Ranged
Effect: *1 Target*
The target has 1 status effect of their choice removed. Aromatherapy cannot miss.

Bullet Seed – Grass

Seeds are fired off in a continuous and annoying assault.
At-Will – 2
Ranged *
1d4
Effect: *1 Target, Scatter*
Bullet Seed can hit up to 5 times. Once the user misses, they cannot attempt to make another Bullet Seed attack on that turn. When adding stats only add ½ Attack.

Cotton Spore – Grass

Entangling spores are shot into the air, latching onto the target and slowing their movement.
At-Will – 6
Ranged **
Effect: *1 Target, Blast*
Cotton Spore creates a 2-meter Blast. All Legal Targets have their Speed lowered 2 Combat Stages.

Energy Ball – Grass

Solar energy is quickly gathered and is hurled at the target to decrease their defenses.
EOT – 2
Ranged
5d10
Effect: *1 Target*
Energy Ball lowers the foe’s Special Defense 1 Combat Stage on 17-20 during Accuracy Check.

Frenzy Plant – Grass

A mad surge of energy is downward which causes an absurd amount of plant life to emerge from the ground and entangle the target.
Center – 4
Ranged
7d20
Effect: *Target Area, Blast, Exhaust*
Frenzy Plant creates a 3-meter Blast. On Miss, Frenzy Plant deals the user’s Special Attack instead to all possible targets.

Giga Drain – Grass

A great deal of life force is drained from the target; the user siphons the target’s essence remotely.
Battle – 2
Ranged
3d10
Effect: *1 Target*
After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.

Grass Knot – Grass

Weeds grow at the target’s feet, pulling them back down to earth and covering them in thorny whips.
EOT – 2
Ranged
See Effect
Effect: *1 Target, Weight Class*
If the target is in Weight Class 1, use **1d8** for damage. If the target is in Weight Class 2, use **2d10** for damage. If the target is in Weight Class 3, use **3d10** for damage. If the target is in Weight Class 4, use **5d10** for damage. If the target is in Weight Class 5, use **4d20** for damage. If the target is in Weight Class 6, use **5d20** for damage.

Grasswhistle – Grass

The user places blades of grass near their mouth and plays a tune which can lull foes into a deep sleep.
EOT – 11
Ranged **
Effect: *No Target, Burst*
Grasswhistle creates a 5-meter Burst. All Legal Targets fall Asleep.

Ingrain – Grass

By digging roots into the ground, the user trades mobility for a steady gain of energy.
Battle – None
Self
Effect: *No Target, Coat*
Ingrain is a Coat with the following abilities: The user cannot be forced to switch but they can still be willingly switched. At the beginning of each of the user’s turns, the user gains 1/16th of its full HP.

Leaf Blade – Grass

The user extends an edge of a leaf from their body and stiffens it to provide a sharp blade to cut the target with.
EOT – 2
Melee
3d20
Effect: *1 Target, Pass*
Leaf Blade is a Critical Hit on 18-20 during Accuracy Check.

Leaf Storm – Grass

Bladed leaves are summoned from the user by putting some of their own energy into the leaves and they are fired violently at the target.
Center – 4
Ranged
6d20
Effect: *Target Area, Column*
Leaf Storm creates a 3-meter Column. On Miss use **1d20** instead for damage. Either way, the user’s Special Attack is lowered 2 Combat Stages.

Leech Seed – Grass

A seed, harmless in appearance, is launched at the target, on contact, it violent grows vines that dig into the target’s skin and steal their energy for the user.
Center – 4
Ranged **
Effect: *1 Target*
At the beginning of each of the user’s turns, Leech Seed’s target loses 1/8th of their full HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Leech Seed’s user then gains HP equal to the amount the target lost. Leech Seed cannot hit a Grass type Pokemon.

Magical Leaf – Grass

Magical leaf motes are summoned which home onto a target, guaranteeing a hit.
EOT – None
Ranged
3d10
Effect: *1 Target*
Magical Leaf cannot miss.

Mega Drain – Grass

Life force is drained from the target; the user siphons the target’s essence remotely.
EOT – 2
Melee*
2d10
Effect: *1 Target*
After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.

Needle Arm – Grass

The user slams their barbed arms onto the target, causing the target to twitch.
EOT – 2
Melee
3d10
Effect: *1 Target*
Needle Arm Flinches the target on 15-20 during Accuracy Check.

Petal Dance – Grass

By rapidly spinning, the user throws bladed flower petals to harm those surrounding it, naturally they are going to get dizzy.
EOT – 2
Ranged
3d20
Effect: *No Target, Burst*
Petal Dance lasts for **1d2** + 1 turns. Petal Dance creates a 3-meter Burst. At the stat of a turn where Petal Dance is continuing, you may shift before you use Petal Dance the second or third time. At the end of the turn that Petal Dance ends, the user becomes Confused.

Power Whip – Grass

Several large vines emerge from the user, braiding together to make a large whip to strike with.
Battle – 5
Ranged *
5d20
Effect: *1 Target*

Razor Leaf – Grass

Bladed leaves are hurled from the user’s body, slicing up the target.

At-Will – 2

Ranged *

3d10

Effect: *1 Target*

Razor Leaf is a Critical Hit on 18-20 during Accuracy Check.

Seed Bomb – Grass

An exploding seed is launched above the target, showering smaller seeds that explode on impact.

EOT – 2

Ranged *

5d10

Effect: *1 Target, Blast*

Seed Bomb creates a 2-meter Blast.

Seed Flare – Grass

A seed is fired which explodes in the target’s face, flashing lights rapidly while engulfing the target in hot solar energy.

Center – 5

Ranged

5d20

Effect: *1 Target, Blast*

Seed Flare creates a 3-meter Blast. All Legal Targets have their Special Defense lowered 1 Combat Stage.

Sleep Powder – Grass

A spore is fired into the air that rains down on the target, causing lethargy and puts them to sleep.

EOT – 6

Ranged **

Effect: *1 Target, Blast*

Sleep Powder creates a 1-meter Blast. All Legal Targets fall Asleep.

Solarbeam – Grass

After gathering energy, a large beam of burning light is fired at the target.

Battle – 2

Ranged

5d20

Effect: *1 Target, Beam*

Once you declare the use of Solarbeam, the user’s turn ends. On its next turn, the user may shift and use Solarbeam’s damage. If it is Sunny, Solarbeam uses its damage on the turn you declare its use. If it is Rainy or Sand Storming Solarbeam’s user must end their turn immediately at the start of their second turn after declaring Solarbeam’s use, only getting to use Solarbeam’s damage on the third turn. If it is Hailing, Solarbeam’s damage is **3d10**. Solarbeam creates a 20-meter Beam. On Miss, Solarbeam deals the user’s Special Attack instead to all possible targets.

Spore – Grass

The user summons sleep-inducing spores to the target’s eyes without fail.

Center – None

Ranged **

Effect: *1 Target*

The target falls Asleep.

Stun Spore – Grass

A cloud of numbing spores are fired into the air, the target will lose feeling in their body effectively paralyzing them.

At-Will – 11

Ranged **

Effect: *1 Target, Blast*

Stun Spore creates a 1-meter Blast. Stun Spore paralyzes al Legal Targets.

Synthesis – Grass

Sunlight or moonlight is gathered and put into recovering the user’s life force.

Center – None

Self **

Effect: *No Target*

The user regains HP equal to half of its full HP. If it is Sunny, the user gains 2/3 of its full HP. If it is Rainy, Sand Storming or Hailing the user gains ¼ of their full HP.

Vine Whip – Grass

A vine emerges from the user, striking the target of their choice.

EOT – 2

Ranged *

2d10

Effect: *1 Target*

Wood Hammer – Grass

A sudden reckless rush towards the target is made while the user slams their thick limbs out to cause a great deal of harm to the target.

EOT – 2

Melee

5d20

Effect: *1 Target, Dash, Push*

The target is pushed back 5-meters. The target takes an additional **2d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **2d10**. After Wood Hammer deals damage, the user loses ½ of the value of the total damage they dealt as a result of Wood Hammer in HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost.

Worry Seed – Grass

A seed is planted on the target’s head, which immediately burrows into the skin and implants paranoia.

Battle – 2

Ranged **

Effect: *1 Target*

The target’s Ability is replaced with Insomnia. If the target has multiple Abilities, Worry Seed only replaces one.

Ground Moves

Bone Club – Ground

The user strikes the foe with their club, causing the target to fall back.

EOT – 5

Melee

2d20

Effect: *1 Target*

Bone Club Flinches the target on 18-20 during Accuracy Check.

Bone Rush – Ground

The user slams the target with their elbows and knees for a barrage of devastating blows.

Battle – 4

Melee

1d12

Effect: *1 Target, Scatter*

Bone Rush can hit up to 5 times. Once the user misses, they cannot attempt to make another Arm Thrust attack on that turn. When adding stats only add ½ Attack.

Bonemerang – Ground

The user throws their bone club at the target in a way that brings the club back to their hand after smacking the target in the head, twice.

Battle – 3

Ranged *

4d6

Effect: *1 Target, Scatter*

Bonemerang can hit up to 2 times. If Bonemerang misses its first target, you may still use it a second time.

Dig – Ground

The user disappears underground, emerging one turn later to strike the target.

Battle – 2

Melee

5d10

Effect: *1 Target, Dash*

Once you declare the use of Dig, the user is moved underground and their turn ends. On the next turn, Dig’s user may shift, using their Overland or Burrow Speed then use Dig’s damage. While underground, Dig’s user may not be the target of Moves.

Earth Power – Ground

A burst of intense pressure is released under the target, breaking their defenses.

Battle – 2

Ranged

3d20

Effect: *1 Target, Blast*

Earth Power creates a 3-meter Blast. Earth Power lowers the Special Defense of all Legal Targets 1 Combat Stage on 16-20 during Accuracy Check.

Earthquake – Ground

A powerful, but compact, quake is blasted outward from the user, shaking the ground out from under the targets.

Battle – 2

Ranged *

4d20

Effect: *No Target, Burst*

Earthquake creates a 5-meter Burst.

Fissure – Ground

A deep cut into the earth appears under the target, which vacuums everything above the crack downward, the hole closes in on the target, crushing them.

Center – 15

Ranged **

Effect: *1 Target, Column*

Fissure creates a Column that is 3-meters wide. All

Legal Targets have their HP set to 0.

Magnitude – Ground

A random, localized earthquake is generated that varies power when measured on the Richter scale.

At-Will – 2

Ranged *

See Effect

Effect: *No Target, Burst*

Magnitude creates a 2-meter Burst. Roll **1d10**. On a result of 1 or 2, use **1d4** for damage. On a result of 3 or 4, use **1d12** for damage. On a result of 5 or 6, use 4d6 for damage. On a result of 7, use **2d20** for damage. On a result of 8, use **3d20** for damage. On a result of 9, use **5d20** for damage. On a result of 10, use **7d20** for damage. The user loses HP equal to twice the roll during the initial d10 roll. Do not apply weakness or resistance to the HP the user loses. Do not apply stats to the HP the user loses.

Mud Bomb – Ground

A mud ball is thrown into the air; after reaching the target it explodes covering the victim's eyes.

Battle – 4

Ranged

4d6

Effect: *1 Target, Blast*

Mud Bomb creates a 1-meter Blast. All Legal Targets must roll +1 during Accuracy Checks for the remainder of the encounter on 17-20 during Accuracy Check.

Mud Shot – Ground

The user throws mud onto the target, slowing them down.

EOT – 3

Ranged

3d10

Effect: *1 Target, Spray*

Mud Shot creates a Spray 3-meters long and 45° wide. All Legal Targets have their Speed lowered 1 Combat Stage.

Mud Sport – Ground

After covering the target, or themselves, in mud electricity becomes significantly less effective.

EOT – None

Ranged **

Effect: *1 Target, Coat*

Mud Sport makes a Coat resisting Electric Moves.

Mud-Slap – Ground

The user splashes mud towards the target's eyes, blinding them.

Battle – 2

Ranged

1d8

Effect: *1 Target, Spray*

Mud-Slap creates a Spray 2-meters long and 45° wide. All Legal Targets must roll +1 during Accuracy Checks for the remainder of the encounter on 17-20 during Accuracy Check.

Sand Tomb – Ground

A great deal of sand is summoned above the target's head, trapping them as it falls.

EOT – 6

Ranged *

1d8

Effect: *1 Target, Trap*

Sand Tomb Traps the target for **1d4** + 1 turns. At the beginning of each turn the target is Trapped, roll **1d20**, they lose that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Sand Tomb may not trap more than one target at a time.

Sand-Attack – Ground

The user kicks up sand into the eyes of the target, hindering their view.

EOT – 2

Ranged **

Effect: *1 Target, Spray*

Sand-Attack creates a Spray 2-meters long and 75° wide. All Legal Targets must roll +1 during Accuracy Checks for the remainder of the encounter.

Spikes – Ground

The user quickly forges tiny caltrops to toss around the battlefield. These caltrops are special, only harming those who oppose the user.

At-Will – None

Field

Effect: *No Target, Hazard*

Spikes cause all foes to lose 1/8th of their full HP when joining the encounter or getting sent out. If there are 2 Layers of Spikes, the foes lose 1/6th of their full HP. If there are 3 Layers of Spikes, the foes lose 1/4th of their full HP.

Ice Moves

Aurora Beam – Ice

A multicolored freeze ray is decreasing the target's offensive ability.

EOT – 2

Ranged

2d20

Effect: *1 Target, Beam*

Aurora Beam creates a 6-meter Beam. Aurora Beam lowers the target's Attack 1 Combat Stage on 18-20 during Accuracy Check.

Avalanche – Ice

Freezing chunks of mass and other cold bunches of ice tumble towards the foes, doubling in power when the target starts the whole mess.

Battle – 2

Ranged *

3d10

Effect: *1 Target, Spray*

Avalanche creates a Spray 5-meters long and 35° wide. If the user was hit by a Move that did damage on the target's last turn Avalanche deals **5d20** instead and Avalanche creates a Spray 5-meters long and 75° wide instead.

Blizzard – Ice

A freezing pillar of snow is dropped towards the target, causing great harm to those unfortunate enough to be in its path.

Battle – 7

Ranged

5d20

Effect: *1 Target, Column*

Blizzard creates a Column that is 5-meters wide. Blizzard Freezes all legal targets on 16-20 during accuracy Check. If it is Hailing, Blizzard cannot miss.

Hail – Ice

A ball of cold energy is fired above the field of battle, large bits of hail begin to fall, and those who are not one with ice begin to suffer.

Battle – None

Field **

Effect: *Target Area, Weather*

For 2 minutes, the area is considered Hailing. At the beginning of each round, all non-Ice types lose 1/16th of their full HP.

Haze – Ice

A thick haze leaks from the user's mouth, returning the ability of those on the field to their original level.

At-Will – None

Field **

Effect: *Target Area, Weather*

For 30 seconds, the area is considered Hazy. Hazy does not replace other Weather Statutes. In Hazy Weather, all Combat Stages are returned to 0.

Ice Ball – Ice

By summoning snow and gathering it together while rolling at high speeds, the user steadily gathers a large sphere of ice to run through their targets.

EOT – 4

Melee

1d12

Effect: *1 Target, Pass*

The user must use Ice Ball until it misses, or fails to be able to move for their next 5 turns. On the second turn, Ice Ball uses **3d10** for damage. On the third turn, Ice Ball uses **3d20** for damage. On the fourth turn, Ice Ball uses **5d20** for damage. On the fifth and final turn, Ice Ball uses **7d20** for damage. If the User is hit while in the process of using Ice Ball, Ice Ball ends.

Ice Beam – Ice

A freezing ray is shot from the user’s mouth; the sub-zero energy could freeze the target.

Battle – 2
Ranged

4d20

Effect: *1 Target, Beam*

Ice Beam creates an 8-meter Beam. Ice Beam

Freezes all Legal Targets on 19-20 during Accuracy Check.

Ice Fang – Ice

After focusing frigid energy to the user’s teeth, a deep bite freezes the target.

EOT – 3

Melee

2d20

Effect: *1 Target*

Ice Fang Freezes or Flinches on 19 during Accuracy Check, flip a coin to determine whether the foe gets Frozen or Finches. On 20 during Accuracy Check, the foe is Frozen and Flinches.

Ice Punch – Ice

By focusing ice to the fist, the user can freeze the target with a well-placed punch.

EOT – 2

Melee

5d10

Effect: *1 Target*

Ice Punch Freezes the target on 19-20 during Accuracy Check.

Ice Shard – Ice

A piece of ice materializes on the target, then snaps, harming them.

At-Will – 2

Ranged *

2d10

Effect: *1 Target, Interrupt*

If your foe wants to declare a Move, you instead use Ice Shard on their turn before they can use their Move.

Icicle Spear – Ice

Sharp rods forged of ice are fired from the user, raining spears on the target.

At-Will – 2

Ranged *

1d4

Effect: *1 Target, Scatter*

Icicle Spear can hit up to 5 times. Once the user misses, they cannot attempt to make another Icicle Spear attack on that turn. When adding stats only add ½ Attack.

Icy Wind – Ice

A weak gust sends chills through the target’s body slowing their movement.

EOT – 3

Ranged

3d10

Effect: *1 Target, Column*

Icy Wind creates a Column 1-meter wide. All Legal Targets have their Speed lowered 1 Combat Stage.

Mist – Ice

A thin spray of mist surrounds the target, protecting their abilities from things that would weaken them.

At-Will – None

Ranged **

Effect: *1 Target, Coat*

The target with Mist’s Coat may not have their Combat Stages lowered.

Powder Snow – Ice

A layer of magic snow is pelted onto the target; it digs into their skin, trying to freeze them.

At-Will – 2

Ranged

2d10

Effect: *1 Target, Spray*

Powder Snow creates a Spray 3-meters long and 30° wide. Powder Snow Freezes all Legal Targets on 19-20 during Accuracy Check.

Sheer Cold – Ice

The target has their body temperature lowered below sub-zero; they will be in need of emergency medical attention.

Center – 16

Ranged **

Effect: *1 Target, Blast*

Sheer Cold creates 3-meter Blast. All Legal Targets have their HP set to 0.

Normal Moves

Acupressure – Normal

The user randomly stings themselves, or the target, in a way, which actually improves their ability, but they don’t know which ability they are improving.

EOT – 2

Melee **

Effect: *1 Target*

Roll **1d6**. On a result of 1, raise the target’s Attack 2 Combat Stages. On a result of 2, raise the target’s Defense 2 Combat Stages. On a result of 3, raise the target’s Special Attack 2 Combat Stages. On a result of 4, raise the target’s Special Defense 2 Combat Stages. On a result of 5, raise the target’s Speed 2 Combat Stages. On a result of 6, the target needs -2 to hit during Accuracy Checks.

Assist – Normal

The user summons a corporal image of an ally, and then uses one of their moves.

Battle – None

Self **

Effect: *No Target*

Randomly select another pokemon on the user’s roster and then randomly select a Move. Assist’s user uses that Move exactly. Assist may not copy a move with the Center Frequency.

Attract – Normal

By showing their seductive, or debonair, sides, the user can make the target fall in love.

EOT – 2

Ranged **

Effect: *1 Target*

Attract Infatuates the target. Attract may not affect something that is the same gender as the user or something that is genderless.

Barrage – Normal

The user materializes round spheres and chucks them at the target.

EOT – 4

Ranged *

1d8

Effect: *1 Target, Scatter*

Barrage can hit up to 5 times. Once the user misses, they cannot attempt to make another Barrage attack on that turn. When adding stats only add ½ Attack.

Baton Pass – Normal

The user magically energizes their benefits into the shape of a baton, then throws them into the air while they magically replace themselves with an ally, who catches the baton.

At-Will – None

Self **

Effect: *No Target*

The user is replaced with another pokemon from their trainer’s roster. Combat Stages are retained during the switch. Coats are passed. Dolls are passed. Baton Pass can ignore Traps, but the replacement is then Trapped.

Belly Drum – Normal

The user slams their stomach in a powerful rhythm; they take even hit in stride as their strength greatly multiplies.

Battle – None

Self **

Effect: *1 Target*

Belly Drum’s user loses HP equal to half of its full HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Belly Drum sets the user’s Attack to +6 Combat Stages.

Bide – Normal

The user spends two turns magically binding their body’s feeling to the target’s, in a few rounds the user will feel twice the pain they’ve endured.

Battle – None

Ranged **

Effect: *1 Target, Interrupt*

After declaring the use of Bide, the user ends their turn. At the start of their next turn, end their turn. On the turn after that, add up all of the damage the user has taken in the past 2 turns, call that X. Bide’s Target loses HP equal to twice the value of X. Do not apply weakness or resistance to the HP lost as a result of Bide. Do not apply stats to the HP lost as a result of Bide. Bide cannot miss.

Bind – Normal

The user holds the target in a grip that renders them both immobile.

EOT – 6

Melee

1d8

Effect: *1 Target, Trap*

Bind Traps the target and the user for **1d4** + 1 turns. At the beginning of each turn the target is Trapped, roll **1d20**, the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Bind may not trap more than one target at a time.

Block – Normal

The user drops themselves on the target while magnetizing themselves to the ground. Both the user and the target are stuck.

Battle – 2

Melee **

Effect: *1 Target, Trap*

Both the user and the target are Trapped.

Body Slam – Normal

The user slams their body into the target, numbing them.

EOT – 2

Melee

2d20

Effect: *1 Target, Weight Class*

If the user is in Weight Class 3 or 4, they deal an additional **1d20**. If the user is in Weight Class 5 or 6, they deal an additional **2d20**. Body Slam Paralyzes the target on 15-20 during Accuracy Check.

Camouflage – Normal

By adapting the properties of the environment, the user changes their elemental type.

EOT – None

Self **

Effect: *1 Target*

The user changes their Type to match the field.

Forests and grassy areas change the user into Grass-Type. Watery areas change the user into Water-Type.

Caves and Mountains could change the user into Rock-Type or Ground-Type. An icy would turn the user into Ice- Type.

A building may change the user into Steel-Type or Normal-Type. Weather affects what Type the user becomes.

Use common sense; the GM has the final say. Out of encounters, this Move makes the user blend with their surrounding objects.

You are invisible as long as you stay still, If you move, it takes 20 seconds to regain the camouflage

with surroundings.

Captivate – Normal

The user gets the target to drop their offense, to not harm their new infatuation.

EOT – 2

Ranged **

Effect: *1 Target*

Captivate lowers the target’s Special Attack 2

Combat Stages. Captivate may not affect something that is the same gender as the user or something that is genderless.

Charm – Normal

The user approaches the target with a cute face, tricking them into losing their fighting spirit.

EOT – 2

Ranged **

Effect: *1 Target*

Charm lowers the target’s Attack 2 Combat Stages.

Comet Punch – Normal

A rapid, stardust-covered rain of punches blast dents into the target’s body.

EOT – 4

Melee

1d8

Effect: *1 Target, Scatter*

Comet Punch can hit up to 5 times. Once the user misses, they cannot attempt to make another Comet Punch attack on that turn. When adding stats only add ½ Attack.

Constrict – Normal

By tightening their grip on a small part of the target’s body, the user cripples their agility.

At-Will – 2

Melee

1d4

Effect: *1 Target*

Constrict lowers the target’s Speed 1 Combat Stage.

Conversion – Normal

After looking through their available tricks, the user transforms their body to advance the ability of one of their moves.

At-Will – None

Self **

Effect: *No Target*

The user becomes the elemental Type of their choice as long as they have a Move that is the same elemental Type. Replace all other Types.

Conversion2 – Normal

The user studies the impact the most recently suffered and alters their form to avoid further punishment.

At-Will – None

Self **

Effect: *1 Target*

The user becomes the elemental Type of their choice as long as the Type resists the elemental Type of the Move it last took damage from. Replace all other Types.

Copycat – Normal

The user magically imitates a move they have recently seen; the magic the summon is great, but limited to few uses.

Center – None

Ranged **

Effect: *1 Target*

Immediately use a Move the user has seen the target use on their last turn. You may choose new targets for the Move. They may only use the Move once.

Covet – Normal

The user cutely begs for the item their target holds then steals it while the target considers the offer.

At-Will – 2

Melee

2d10

Effect: *1 Target*

Covet takes the target’s held item and attaches it to Covet’s user.

Crush Claw – Normal

While slamming both arms, with claws extended, onto the target’s body, the user breaks the target’s defense.

Battle – 3

Melee

5d10

Effect: *1 Target, Dash*

Crush Claw lowers the target’s Defense 1 Combat Stage on 11-20 during Accuracy Check.

Crush Grip – Normal

The user grabs their target then slowly closes their grip on them, crushing the foe.

Battle – 2

Melee

5d20

Effect: *1 Target*

Crush Grip can only hit targets at full HP.

Cut – Normal

Claw, teeth, scythes, blades – all of these can be used to cut down targets.

At- Will – 3

Melee

4d6

Effect: *1 Target*

Defense Curl – Normal

The user scrunches up into a ball, improving their defenses.

At-Will – None

Self **

Effect: *No Target*

Defense Curl raises the user’s Defense 1 Combat Stage. If the user uses the Move Ice Ball or Rollout later in the encounter without having been switched out, the number of dice rolled in their Damage Dice Roll is doubled while using the attack.

Disable – Normal

The user hexes the mind, making them temporarily forget how to do something.

EOT – 5

Ranged **

Effect: *1 Target*

Name a Move. The target for the remainder of the encounter may not use that Move; the Move is considered Disabled. A target may not have more than 1 Move Disabled, if a new move is Disabled, the last Disabled Move is no longer Disabled.

Dizzy Punch – Normal

The user does a corkscrew dive while punching; the spinning momentum is moved to the target, dizzying them.

Battle – 2

Melee

2d20

Effect: *1 Target, Push*

The target is Pushed 2-meters. Dizzy Punch Confuses the target on 17-20 during Accuracy Check.

Double Hit – Normal

With some flashy footwork, the user get in two separate strikes at the target.

Battle – 3

Melee

2d10

Effect: *1 Target, Scatter*

Double Hit can hit up to 2 times. If Double Hit misses its first target, you may still use it a second time.

Double Team – Normal

The user moves at blinding speeds, making it appear as if there are more than one of them.

Center – None

Self **

Effect: *No Target*

The user makes three copies of themselves and places them into the encounter adjacent to the user. The user must place some sign under the token of the original copy to mark it as the original. If a copy is hit by a damaging Move, it is destroyed. If the original is hit by a damaging Move, all copies are destroyed. Any copy can perform a Move but the user is still only allowed one Move per turn. All copies may shift each turn. When the user and its copies are targeted by a Move, foes must roll +2 during Accuracy Check to hit for the remainder of the encounter. When a copy disappears, the user loses **1d10** HP. Do not apply weakness or resistance to HP lost. Do not apply stats to HP lost.

Double-Edge – Normal

The user performs a life risking tackle, putting its own life behind taking down the target in priority.

EOT – 2

Melee

5d20

Effect: *1 Target, Dash, Push*

The target is pushed back 5-meters. The target takes an additional **2d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **2d10**. After Double-Edge deals damage, the user loses ½ of the value of the total damage they dealt as a result of Double-Edge in HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost.

Doubleslap – Normal

The user slaps then backhand slaps the target, several times.

Battle – 4

Melee

1d8

Effect: *1 Target, Scatter*

Double Slap can hit up to 5 times. Once the user misses, they cannot attempt to make another Double Slap attack on that turn. When adding stats only add ½ Attack.

Egg Bomb – Normal

An exploding egg is hurled at the target, hitting the area around the target.

Battle – 6

Ranged *

4d20

Effect: *1 Target, Blast*

Egg Bomb creates a 2-meter Blast.

Encore – Normal

The target is magically egged on to perform the same thing they did on their last turn, over and over again.

Battle – 2

Ranged **

Effect: *1 Target*

The target uses the same Move for **1d4** + 2 turns. If the Frequency of the move doesn’t allow the Move to be used so often, the target instead cannot use a Move.

Endeavor – Normal

The user ties the target to their energy then brings the target down a notch.

Center – 2

Melee **

Effect: *1 Target, Dash*

The target’s HP is set to equal the user’s HP if the user’s HP is less then the target’s HP. If the user’s HP is equal to or greater than the target’s HP nothing happens.

Endure – Normal

The user forsakes all of their energy to ensure they survive one more hit.

Center – None

Self **

Effect: *No Target, Interrupt*

If the user is being hit by a damaging Move, you may Endure. If the Move would bring Endure’s user down to 0 HP or less, Endure’s user instead is set to 1 HP.

Explosion – Normal

After finding no other options, the user combusts and explodes, causing a great deal of damage to the immediate area.

Center – 2

Ranged *

10d20

Effect: *No Target, Burst*

Explosion creates a 7-meter Burst. The user’s HP is set to -100% of their full HP.

Extremespeed – Normal

With a feat of extreme dexterity and agility, the user moves in and attacks and then moves again.

Battle – 2

Melee

5d10

Effect: *1 Target, Dash, Interrupt*

If your foe wants to declare a Move, you instead use Extremespeed on their turn before they can use their Move. After the user finishes the damage step of their turn, they may shift again.

Façade – Normal

A regular looking attack that always deceptively looks normal has an extra edge on its power when the user is afflicted with a problem.

EOT – 2

Melee

2d20

Effect: *1 Target*

If the user is afflicted with a Status effect, use **6d20** for damage instead of **2d20**. If the user is afflicted with a Status effect, Façade’s Frequency drops from EOT to Battle or At-Will to EOT.

Fake Out – Normal

The user flashes in front of the target, and psyches them out, ensuring a first hit.

Battle – 2

Melee

2d10

Effect: *1 Target, Interrupt*

If it is the beginning of an encounter, you may use Fake Out. Fake Out Flinches the target.

False Swipe – Normal

A crippling attack never meant to finish the target – they could be more useful alive then dead.

At-Will – 2

Melee

2d10

Effect: *1 Target, Pass*

If False Swipe would lower the target to 0 HP or less, the target is instead set to 1 HP.

Feint – Normal

Meant to brake the most flawless of defenses, this strike deceives the foe and makes them waste their most precious moves.

Center – 2

Melee

4d6

Effect: *1 Target, Interrupt*

Feint can Interrupt an Interrupt. Feint can only deal damage to a target using Protect or Detect. The target flips a coin, if they win the flip, they may retain the use of Protect or Detect for the encounter. If the target loses the flip, they waste their use of Protect and Detect.

Flail – Normal

A random flailing motion is made, dealing more damage to the target if the user is weak.
EOT – 2
Melee
See Effect
Effect: *1 Target*
If the user has 71-100% of its total HP, use **1d8** for damage. If the user has 36-70% of its total HP, use **2d10** for damage. If the user has 21-35% of its total HP, use **5d10** for damage. If the user has 11-20% of its total HP, use **4d20** for damage. If the user has 6-10% of its total HP, use **7d20** for damage. If the user has 1-5% of its total HP, use **8d20** for damage.

Flash – Normal

A blinding light is released from the user, disrupting the target's ability to aim correctly.
EOT – 2
Ranged **
Effect: *No Target, Burst*
Flash creates a 4-meter Burst. Flash makes all Legal Targets need +1 to hit during Accuracy Checks.

Focus Energy – Normal

A quick meditation focuses the user's body, to execute more devastating attacks.
At-Will – None
Self **
Effect: *No Target*
The user's Moves are Critical Hits on 17-20. If a Move already has an extended Critical Hit range, Focus energy extends that range by -3. Focus Energy's effect cannot be used more then once per encounter unless the user somehow loses the benefit of Focus Energy.

Follow Me – Normal

The user accepts their fate as a diversion and become the focus of all of the foe's attacks.
EOT – None
Self **
Effect: *No Target*
Foes may only target the user when using a Move until the user is knocked out or switched out.

Foresight – Normal

By focusing energy to the eyes, and then their body, nothing escapes their attack's effectiveness.
At-Will – None
Self **
Effect: *No Target*
The user's Normal-Type and Fighting-Type Moves can now hit and affect Ghost-Type targets. Foresight's user is unaffected by the effects of Moves which make them have to roll higher during Accuracy Checks to hit. Targets may not use their Speed stat to modify Accuracy Checks. Foresight's user can see through illusions.

Frustration – Normal

The user blindly takes out their hate of their owner and allies on the target instead of aiming their anger where it belongs.
EOT – 2
Melee
3d20
Effect: *1 Target*
The user may only use Frustration if they dislike their owner.

Fury Attack – Normal

Rapid flurries of stabs bombard the target.
EOT – 3
Melee
1d8
Effect: *1 Target, Scatter*
Fury Attack can hit up to 5 times. Once the user misses, they cannot attempt to make another Fury Attack attack on that turn. When adding stats only add ½ Attack.

Fury Swipes – Normal

By rapidly sweeping their claws, the user covers the target in cuts.
EOT – 4
Melee
1d8
Effect: *1 Target, Scatter*
Fury Swipes can hit up to 5 times. Once the user misses, they cannot attempt to make another Fury Swipes attack on that turn. When adding stats only add ½ Attack.

Giga Impact – Normal

The user gathers an absurd amount of energy into their body a leaves a crater at their chosen point of impact.
Center – 4
Melee
7d20
Effect: *Target Area, Dash, Burst, Exhaust*
Giga Impact creates a 3-meter Burst around the target. On Miss, Giga Impact deals the user's Attack instead to all possible targets.

Glare – Normal

By locking eyes with the target, the user transmits a magical spell that disables the target's mobility.
At-Will – 6
Ranged **
Effect: *1 Target*
Glare Paralyzes the target.

Growl – Normal

The user lets out a warning growl; it contains a hex that restrains the hearing target's offense.
At-Will – 2
Ranged **
Effect: *No Target, Burst*
Growl creates a 5-meter Burst. Growl lowers all Legal Targets Attack 1 Combat Stage.

Growth – Normal

The user experiences growth in ability after placing a charm on themselves.
At-Will – None
Self **
Effect: *No Target*
Raise the user's Special Attack 1 Combat Stage.

Guillotine – Normal

The user cuts a large gash in the target's body causing the target to need serious medical attention.
Center – 15
Melee **
Effect: *1 Target*
The target is set to 0 HP.

Harden – Normal

The user's skin stiffens, increasing their defense.
At-Will – None
Self **
Effect: *No Target*
Raise the user's Defense 1 Combat Stage.

Headbutt – Normal

The user chooses their head as their striking object. Hopefully their head is hard enough for the punishment.
EOT – 2
Melee
2d20
Effect: *1 Target, Dash*
Headbutt Flinches the target on 15-20 during Accuracy Check.

Heal Bell – Normal

A ringing noise is made while the user releases a charm that heals statuses.
Battle – None
Ranged **
Effect: *No Target, Burst*
Heal Bell creates a 3-meter Burst. All targets are cured of any Status ailments. Heal Bell cannot miss.

Helping Hand – Normal

The user aids an ally by siphoning their energy through their ally's body.
EOT – None
Melee **
Effect: *1 Target*
The ally targeted with Helping Hand will have their Move deal an additional **1d20** during their damage dealing Move. Helping Hand cannot miss.

Hidden Power – Normal

Each pokemon and person holds a different hidden ability deep inside, and they unleash it in a burst of power.
EOT – 2
Ranged
See Effect
Effect: *No Target, Burst*
Hidden Power makes a 3-meter Burst. When a pokemon first obtains the Move Hidden Power, roll **1d4** and **1d20**. For the **1d4** roll, a result of 1 makes the Damage Dice Roll **2d10**; a result of 2 makes the Damage Dice Roll **4d6**; a result of 3 makes the Damage Dice Roll **3d10**; a result of 4 makes the Damage Dice Roll **2d20**. For the **1d20** roll, the Type is Bug on a result of 1; Dark on 2; Dragon on 3; Electric on 4; Fighting on 5; Fire on 6; Flying on 7; Ghost on 8; Grass on 9; Ground on 10; Ice on 11; Normal on 12; Poison on 13; Psychic on 14; Rock on 15; Steel on 16; Water on 17; and on a result of 18-20, reroll the d20. Those become the permanent stats.

Horn Attack – Normal

The user thrusts its horn at the target.

At-Will – 2

Melee

2d20

Effect: *1 Target, Dash*

Horn Drill – Normal

The user begins to rapidly rotate their body and dives, horn first, to drill a deep gash into the target, felling them.

Center – 15

Melee **

Effect: *1 Target*

The target is set to 0 HP.

Howl – Normal

A loud howl boosts the user’s moral and attack strength.

At-Will – None

Self **

Effect: *No Target*

Raise the user’s Attack 1 Combat stage.

Hyper Beam – Normal

A beam of light is generated by the user and blasts the target with incredible force.

Center – 4

Ranged

7d20

Effect: *1 Target, Beam, Exhaust*

Hyper Beam creates a 20-meter Beam. On Miss, Hyper Beam deals the user’s Special Attack instead to all possible targets.

Hyper Fang – Normal

A great deal of power is focuses to the jaw as the user clamps down on the target’s body.

EOT – 4

Melee

5d10

Effect: *1 Target*

Hyper Fang Flinches the target on 19-20 during Accuracy Check.

Hyper Voice – Normal

A burst of solid sound is screamed at the target, impacting them and moving them backward.

Battle – 2

Ranged

3d20

Effect: *1 Target, Column, Push*

Hyper Voice creates a Column 4-meters wide. All Legal Targets are Pushed back 3-meters.

Judgement – Normal

A multicolored beam of light shines down from the sky onto the target.

Center – 2

Ranged

4d20

Effect: *1 Target, Blast*

Judgement makes a 5-meter Blast. Judgment’s Type can change.

Last Resort – Normal

The user executes a series of attacks, and when all else fails they unleash this devastating ramming attack.

Battle – 2

Melee

5d20

Effect: *1 Target, Dash*

Last Resort can only be used after the user has performed 7 other different moves.

Leer – Normal

A hex sent through locked eyes weakens the foe’s defenses.

At-Will – 2

Ranged **

Effect: *1 Target*

The target’s Defense is lowered 1 Combat Stage.

Lock-On – Normal

The user’s mind works like a calculator, determining the target’s next location to ensure a hit.

Battle – None

Ranged **

Effect: *1 Target*

The target is Locked. On the user’s next turn, if they target the Locked target, the Move they use cannot miss. Lock-On cannot miss.

Lovely Kiss – Normal

A kiss, sealed with a charm, makes the target fall unconscious.

Battle – 2

Melee **

Effect: *1 Target*

The target falls Asleep.

Lucky Chant – Normal

A spell is woven that protects the user and their allies from major hits.

At-Will – None

Ranged **

Effect: *No Target, Burst*

Lucky Chant creates a 4-meter Burst. All allies in the Burst, user included, take damage from Critical Hits as if they are not Critical Hits for **1d4** + 1 turns.

Me First – Normal

The user steals the target’s move and does an example of the attack before the target gets to.

Center – None

Self **

Effect: *1 Target, Interrupt*

If the target declares a Move that can deal damage on hit and Me First’s user is faster then the target, you may use Me First. Me First will use the same Move the target was about to use on that target.

Mean Look – Normal

A mysterious glare locks the target into battle, making them unable to leave.

Battle – None

Ranged **

Effect: *1 Target*

The target may not flee or be switched for the remainder of the encounter.

Mega Kick – Normal

A fierce kick is launched at the target’s body.

Center – 6

Melee

5d20

Effect: *1 Target, Dash, Push*

The target is Pushed 6-meters. The target takes an additional **1d20** if it is Pushed into Blocking Terrain.

If the target is pushed into another Legal Target, instead, both take **1d10**.

Mega Punch – Normal

A fierce punch is launched at the target’s body.

EOT – 4

Melee

5d10

Effect: *1 Target*

Metronome – Normal

The user begins to wag their arms back and forward with perfect timing, then something magically and spontaneously happens.

Battle – None

Self **

Effect: *No Target*

Metronome randomly uses any other Move except for Assist, Copycat, Counter, Covet, Destiny Bond, Detect, Endure, Feint, Focus Punch, Follow Me, Helping Hand, Metronome, Me First, Mimic, Mirror Coat, Mirror Move, Protect, Sketch, Sleep Talk, Snatch, Switcheroo, Thief or Trick. The GM helps to pick the random Move.

Milk Drink – Normal

A refreshing beverage materializes in front of the user, who quickly downs the substance.

Center – None

Self **

Effect: *No Target*

The user regains HP equal to half of its full HP.

Mimic – Normal

The user temporarily obtains the foe’s move and uses it against them.

Battle – None

Ranged **

Effect: *1 Target*

Choose a Move that the target has used in the encounter. For the remainder of the encounter, that Move replaces Mimic. Mimic cannot miss.

Mind Reader – Normal

The user taps into the target’s mind, finding out where their next location will be.

Battle – None

Ranged **

Effect: *1 Target*

The target is Locked. On the user’s next turn, if they target the Locked target, the Move they use cannot miss. Mind Reader cannot miss.

Minimize – Normal

The user shrinks slightly, improving their ability to dodge.

EOT – None

Self**

Effect: *No Target*

Foes need an additional +1 during Accuracy Check to hit Minimize’s user.

Moonlight – Normal

Power from the moon is drawn in to revitalize the user.

Center – None

Self **

Effect: *No Target*

The user regains HP equal to half of its full HP. If it is Sunny, the user gains 2/3 of its full HP. If it is Rainy, Sand Storming or Hailing the user gains ¼ of their full HP.

Morning Sun – Normal

Power from the sun is drawn in to revitalize the user.

Center – None

Self **

Effect: *No Target*

The user regains HP equal to half of its full HP. If it is Sunny, the user gains 2/3 of its full HP. If it is Rainy, Sand Storming or Hailing the user gains ¼ of their full HP.

Natural Gift – Normal

The user converts their held berry into an elemental attack and blasts it at the target.

EOT – 2

Ranged

See Effect

Effect: *1 Target, Berry*

Refer to the Berry list. Natural Gift deals damage according to the Berry list and Natural Gift’s Type is also defined there. The user’s Berry is destroyed and is not consumed.

Nature Power – Normal

The user summons the powers of their surrounding to execute a variety of moves depending on the place of use.

EOT – See Effect

See Effect

See Effect

Effect: *Environ*

Nature Power uses a Move defined by Environ.

Odor Sleuth – Normal

The user identifies the target’s scent and finds how to injures it when it was previously untouchable.

At-Will – None

Ranged **

Effect: *1 Target*

The target is Identified. Normal-Type and Fighting-Type Moves can hit the Identified target. Pokemon or people targeting the Identified do not need to roll any higher then their regular Accuracy Checks to hit asa result of effects. The Identified may not use their Speed stat to modify Accuracy Checks. The Identified’s illusions are broken. Odor Sleuth cannot miss.

Pain Split – Normal

The target and the user bond souls and mix their health and pains and divide them equally.

Battle – None

Ranged **

Effect: *1 Target*

Add the user’s and the target’s current HP and divide the value by 2. The target’s HP is set this total. If the total exceeds a target’s or user’s full HP, the excess is ignored and they are set to full HP.

Pay Day – Normal

The user fires off coins from their face and deals damage to those that it impacts; the real trick is that coins are redeemable for credits.

Center – 2

Ranged *

2d10

Effect: *1 Target*

Pay Day scatters coins equal in value to 5 times the user’s level. The winner of the battle picks up the coins.

Perish Song – Normal

A cursed song is sung to the field of battle, those unaware of the curse fall in little time.

Battle – None

Ranged **

Effect: *No Target, Burst*

Perish Song creates a 15-meter Burst. Perish Song cannot miss. Perish Song can affect only pokemon. All targets, including the user, receive a Perish Count of 3. At the beginning of each of the target’s turns, their Perish count is lowered to 2, then 1, then 0. Once a Perish Count reaches 0, set the pokemon’s HP to 0. A Perish Count ends if a Pokemon returns to their Poke Ball.

Pound – Normal

The user pounds the target with whatever body part they see fit.

At-Will – 2

Melee

2d10

Effect: *1 Target*

Present – Normal

The user throws a magically summoned present that either explodes or heals the target.

EOT – 3

Ranged *

See Effect

Effect: *1 Target*

Roll **1d4**. On a result of 1, use **2d10** for damage; on a result of 2, use **3d10** for damage; on a result of 3, use **5d20** for damage; on a result of 4 the target gains 80 HP.

Protect – Normal

The user curls up their defenses to takes as little damage as possible.

Center – None

Self **

Effect: *No Target, Interrupt*

If the user is hit by a Move, instead you are not hit by the Move. You do not take any damage or become afflicted with any status ailment this turn.

Psych Up – Normal

The user imitates all of the target’s bonuses in an instant.

Battle – None

Ranged **

Effect: *1 Target*

The user’s Combat Stages are changed to match the target’s Combat Stages. Psych Up cannot miss.

Quick Attack – Normal

A speedy attack impacts the target before the target can act.

At-Will – 2

Melee

2d10

Effect: *1 Target, Interrupt*

If your foe wants to declare a Move, you instead use Quick Attack on their turn before they can use their Move.

Rage – Normal

The user enters a rage and builds their power while continuing their assault on anything they can get their hands on.

At-Will – 2

Melee

1d8

Effect: *1 Target, Spirit Surge*

The user’s Attack is raised 1 Combat Stage as long as they used Rage on their previous turn. If the user is damaged by an attack before it’s next turn, its Attack is raised 1 Combat Stage.

Rapid Spin – Normal

The user spins at ludicrous speeds and throws off anything stuck on them while striking the foe.

At-Will – 2

Melee

1d8

Effect: *1 Target*

On hit, Rapid Spin destroys Hazards, removes Leech Seeds, and removes the user’s Trapped status.

Razor Wind – Normal

The user stays still and focuses energy to their body before striking at the air and forming a blade of energy that sails toward the target.

Battle – 2

Ranged

5d10

Effect: *1 Target*

Once you declare the use of Razor Wind, the user’s turn ends. On its next turn, the user may shift and use Razor Wind’s damage. Razor Wind is a Critical Hit on 18-20 during Accuracy Check.

Recover – Normal

The user meditates, converts their ki and aura into a healing cloak of energy.

Center – None

Self **

Effect: *No Target*

The user regains HP equal to half of its full HP.

Recycle – Normal

The user recalls a spectral image of an item they just used, to gain its benefits one last time.

Center – None

Self **

Effect: *No Target*

The effect of a consumable item used earlier in the encounter is used again.

Refresh – Normal
The user cures their own ailments by purging all negative energies from their body.
Battle – None
Self **
Effect: *No Target*
The user is cured of all Status ailments.

Return – Normal
The user’s care for their trainer is what compels them to make this devastating charge.
EOT – 2
Melee
3d20
Effect: *1 Target*
The user may only use Return if they like their owner.

Roar – Normal
A monstrous roar sends a bout of fear into the target’s heart, causing it to need a break from the battle.
Battle – 11
Ranged **
Effect: *1 Target*
The target flees, or runs behind their trainer, requiring a switch.

Rock Climb – Normal
The user spawns rocks on the ground to use as a grip that helps them rush towards their target at dizzying speeds.
EOT – 5
Melee
3d20
Effect: *1 Target, Dash*
Rock Climb Confuses the target on 17-20 during Accuracy Checks.

Safeguard – Normal
The user forms shields to protect those behind the magical fields.
At-Will – None
Ranged **
Effect: *No Target, Wall*
Place 10-meters of Wall that can be passed through and attacked through. If an effect of a move is shot through the Safeguard Wall that causes a Status ailment, it cannot cause a Status ailment. The Walls sustain for 5 rounds.

Scary Face – Normal
The user puts on their ugliest mug and makes the target hesitant while moving.
EOT – 4
Ranged **
Effect: *1 Target*
The target’s Speed is lowered 2 Combat Stages.

Scratch – Normal
The user throws out their clawed arm, scraping the target’s body.
At-Will – 2
Melee
2d10
Effect: *1 Target, Pass*

Screech – Normal
The user emits an irritating yell, which shatters the target’s defenses.
EOT – 4
Ranged **
Effect: *No Target, Burst*
Screech creates a 4-meter Burst. All Legal Targets have their Defense lowered 2 Combat Stages.

Secret Power – Normal
While calling on the powers of the environment, the target experiences various effects at the hand of the user.
EOT – 2
Ranged*
2d20
Effect: *1 Target, Environ*
Secret Power’s effect depends on Environ. Secret Power’s effect activates on 17-20 during Accuracy Check.

Selfdestruct – Normal
The user stabs at themselves until they explode, damaging all surroundings.
Center – 2
Ranged *
8d20
Effect: *No Target, Burst*
Selfdestruct creates a 4-meter Burst. The user’s HP is set to -100% of their full HP.

Sharpen – Normal
The user raises their polygon count to look crisper while sharpening their edges.
At-Will – None
Self **
Effect: *1 Target*
Raise the user’s Attack 1 Combat Stage.

Sing – Normal
A magical lullaby causes those nearby to fall asleep.
EOT – 11
Ranged **
Effect: *No Target, Burst*
Sing creates a 4-meter Burst. All Legal Targets fall Asleep.

Sketch – Normal
The user paints an elaborate charm, which imitates the ability they just witnessed; the user keeps the spell forever to imitate it whenever they’d like.
Center – None
Ranged **
Effect: *1 Target*
Sketch cannot miss. Once Sketch has been used, remove Sketch from the user’s Move list. The last Move that the target used is added to the user’s Move list permanently.

Skull Bash – Normal
After lowering their head and setting their course, the user makes a mad charge to send the target rolling back after the impact.
Battle – 2
Melee
4d20
Effect: *1 Target, Dash, Push*
Once you declare the use of Skull Bash, the user’s turn ends. On its next turn, the user may shift and use Skull Bash’s damage and effect. The target is Pushed 4-meters. The target takes an additional **2d10** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **1d8**.

Slack Off – Normal
After a quick rest, the user regains the strength they may have lost.
Center – None
Self **
Effect: *No Target*
The user regains HP equal to half of its full HP.

Slam – Normal
Using whatever part of their body they want, the user attacks the target with a brutal, smashing slam.
EOT – 6
Melee
5d10
Effect: *1 Target, Dash*

Slash – Normal
Using a blade or claw, the user dashes past the target, opening a deep wound in their body.
EOT – 2
Melee
2d20
Effect: *1 Target, Pass*
Slash is a Critical Hit on 18-20 during Accuracy Check.

Sleep Talk – Normal
Randomly, the user grabs at one of their abilities and blindly uses it while in a sleep walking trance.
Battle – None
Self **
Effect: *No Target*
The user randomly uses one of their other Moves, ignoring Frequencies. Sleep Talk can only be used while the user is Asleep.

SmellingSalt – Normal
The user slaps the target’s body all over, hitting many vital joints; the assault is more devastating to the stiffened foe.
Battle – 2
Melee
3d10
Effect: *1 Target*
If the target is Paralyzed, SmellingSalt does **5d20** instead of **3d10** for damage and cures the target of Paralysis.

Smokescreen – Normal
The user throws up a smokescreen, covering them in hindering terrain.
EOT – None
Ranged **
Effect: *No Target, Wall*
Place 5-meters of Wall that can be passed through and attacked through. Smokescreen’s Walls must be placed within 3-meters of the user. If anyone’s Move tries to target through a Smokescreen wall, they must roll +3 during Accuracy Check to hit. The walls sustain for 10 rounds. Smokescreen’s Walls cannot be broken by Brick Break.

Snore – Normal

The user lets out a loud snore, which mentally shocks the nearby target.
EOT – 2
Ranged
2d10
Effect: *No Target, Burst*
Snore creates a 5-meter Burst. Snore Flinches all legal targets on 15-20 during Accuracy Check. Snore can only be used by a Sleeping pokemon.

Softboiled – Normal

The user consumes a summoned egg mote, healing themselves with its magic.
Center – None
Melee **
Effect: *No Target*
The target regains HP equal to half of its full HP. The user may target themselves with Softboiled.

Sonicboom – Normal

A loud blast is made after air molecules slam back together when the user shoots out a spit of lightning.
EOT – 6
Ranged **
Effect: *1 Target, Column*
Sonicboom creates a Cloumn 2-meters wide. Sonicboom always deals 15 damage of HP to Legal Targets. Do not apply weakness, resistance or immunity. Do not apply stats.

Spike Cannon – Normal

The user expels the spikes on their body to harm those that would harm them.
EOT – 2
Ranged *
1d8
Effect: *1 Target, Scatter*
Spike Cannon can hit up to 5 times. Once the user misses, they cannot attempt to make another Spike Cannon attack on that turn. When adding stats only add ½ Attack.

Spit Up – Normal

The user violently vomits all that they’ve been storing at the target, humiliating and harming them.
Battle – 2
Ranged
See Effect
Effect: *1 Target*
If the user is Stockpiled 1, use **4d20** for damage; if the user is Stockpiled 2, use **7d20** for damage; if the user is Stockpiled 3, use **10d20** for damage. After using Spit Up, the user’s Stockpiled count is set to 0. If the user has no Stockpiled count, Spit Up does nothing.

Splash – Normal

The user flops around on the ground while being extra useless.
At-Will – None
Self **
Effect: *No Target*

Stockpile – Normal

The user randomly grabs everything around them and consumes the items, building their defenses.
EOT – None
Self **
Effect: *No Target*
The user adds 1 to their Stockpiled count. For each number a Stockpiled count is above 0, raise the user’s Defense 1 Combat Stage and raise the user’s Special Defense 1 Combat Stage. If a Stockpiled count is set to 0, the Combat Stages gained from the Stockpiled count are lost.

Stomp – Normal

The user jumps into the air and slams their feet onto the target’s body.
EOT – 2
Melee
2d20
Effect: *1 Target, Dash*
Stomp Flinches the target on 15-20 during Accuracy Check.

Strength – Normal

The user compresses all of their muscles then releases all of their power in a focused push.
EOT – 4
Melee
5d10
Effect: *1 Target, Push*
The target is Pushed 8-meters.

Substitute – Normal

The user takes out some of their life energy and forms a small magic doll that will absorb damage for the user by placing itself between the user and harm.
Battle – None
Self **
Effect: *No Target*
The user loses ¼ of their full HP. A Doll is made which has HP equal to the HP lost when using this move + 1. If the user would be damaged by a Move, instead the Doll takes damage. Apply weakness and resistance to the Doll. Apply stats to the Doll. Substitute cannot be used if the user has less then ¼ of their full HP.

Super Fang – Normal

By focusing incredible ability to the user’s mouth, the user halves the target’s life force by cursing them with their bite.
Battle – 4
Melee **
Effect: *1 Target*
The target’s HP is halved. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. When halving the target’s HP with Super Fang, round up.

Supersonic – Normal

A horrible screech is sent towards the target, when successful the user’s target loses their send of direction.
EOT – 11
Ranged **
Effect: *1 Target, Column*
Supersonic creates a Column 2-meters wide. Supersonic Confuses all Legal Targets.

Swagger – Normal

The user compliments the target while slipping a curse into their words, the target feels stronger but is left baffled.
EOT – 4
Ranged **
Effect: *1 Target*
The target’s Attack is raised 2 Combat Stages. Swagger Confuses the target.

Swallow – Normal

The user digests the loads of food they’ve been hording; they are healed greatly.
Center – None
Self **
Effect: *No Target*
If the user is Stockpiled 1, they are healed 25% of their full HP; if the user is Stockpiled 2, they are healed half of their full HP; if the user is Stockpiled 3, they are healed back to full HP. After using Swallow, the user’s Stockpiled count is set to 0. If the user has no Stockpiled count, Swallow does nothing.

Sweet Kiss – Normal

The user blows a charmed kiss that baffles the target.
Battle – 6
Ranged **
Effect: *1 Target*
Sweet Kiss Confuses the target.

Sweet Scent – Normal

An alluring smell is emitted from the user, attracting foes and lowering their evasion.
Battle – 2
Ranged **
Effect: *No Target, Burst*
Sweet Scent creates a 5-meter Burst. For the remainder of the encounter, when targeting any Legal Targets that were hit by Sweet Scent, you need -3 to hit that target during Accuracy Check.

Swift – Normal

The user summons magical stars that follow the target until impact.
EOT – None
Ranged
3d10
Effect: *1 Target*
Swift cannot Miss.

Swords Dance – Normal

The user performs an elaborate dance which summons power deep within to improve their battle.
EOT – None
Self **
Effect: *No Target*
The user’s Attack is raised 2 Combat Stages.

Tackle – Normal

The user throws themselves at the target, their whole weight impacting them.

At-Will – 3
Melee

2d10

Effect: *1 Target, Dash, Weight Class*

For each Weight Class the user is above the target, they deal additional **1d10** damage.

Tail Whip – Normal

The user casts a charm and spins around, the ridiculous-looking performance distracts the target from noticing their defenses weakening.

At-Will – 2
Ranged **

Effect: *1 Target*

The target’s Defense is lowered 1 Combat Stage.

Take Down – Normal

The user downs the target by grabbing them in a mad tackle.

EOT – 5

Melee

3d20

Effect: *1 Target, Dash*

After Take Down deals damage, the user loses ½ of the value of the total damage they dealt as a result of Take Down in HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost.

Teeter Dance – Normal

A rapid-spinning dance curses all around the target; the world they now see is topsy-turvy.

Battle – None

Ranged **

Effect: *No target, Burst*

Teeter Dance creates a 7-meter Burst. Teeter Dance Confuses all targets.

Thrash – Normal

The user slams their arms, legs, or whatever they can grab on the target, then does it again to the nearest thing.

EOT – 2

Melee

3d20

Effect: *1 target*

Thrash’s user must make another melee attack for **1d2** more turns. The melee attack is identical to Thrash except for Thrash’s effect. After the first target is declared, Thrash targets the nearest Legal Target for its second or third round of use. If potential targets are an equal distance from the user, you choose the target. After Thrash ends, the user becomes Confused.

Tickle – Normal

A magical tickle causes the target to laugh uncontrollably, causing them to lower their battle focus.

EOT – 2

Melee **

Effect: *1 Target*

Lower the target’s Attack 1 Combat Stage and lower the target’s Defense 1 Combat Stage.

Transform – Normal

The user takes on the form of a pokemon they see, learning all of their abilities and gaining all of their knowledge.

Battle – None

Ranged **

Effect: *No Target*

The user assumes the form of any pokemon it sees and learns all of that specific pokemon’s Moves, gains its ability, copies its weight and height and knows everything the pokemon knows for the encounter, or until the user chooses to revert to its original form, or the user uses Transform to change into something else. The user’s Stats do not change.

Tri Attack – Normal

The user forms then launches a 2-dimensional triangle with yellow, blue and red points; the attack can have various effects.

Battle – 2

Ranged

5d10

Effect: *1 target*

Tri Attack gives the target a Status ailment on 17-20 during Accuracy Check. If you rolled 17-20, roll **1d4**; on 2 the target is Paralyzed; on 3 the target is Burned; on 4 the target is Frozen; on 1 reroll the die.

Trump Card – Normal

The more the user activates this power in their mind while attacking, the more power they unleash.

EOT – 2

Ranged

See Effect

Effect: *1 Target*

If the user has only used Trump Card once this encounter, deal **2d10**. If it is the second time the user is using Trump Card, deal **4d6**. If it is the third time the user is using Trump Card, deal **3d10**. If it is the fourth time the user is using Trump Card, deal **3d10**. If it is the fifth time the user is using Trump Card, deal **8d20** and Trump Card’s Frequency changes to Center for the rest of the encounter.

Uproar – Normal

The user begins to release a great deal of yelling that harms eardrums and makes it unable for anyone to fall asleep.

Battle – 2

Ranged

4d6

Effect: *No Target, Burst*

Uproar creates a 5-meter Burst that sustains for **1d4** +1 turns. At the beginning of the user’s turn where Uproar is continuing, they may shift then immediately use Uproar again. Anyone in Uproar’s Burst on any turn Uproar is continuing is cured of Sleep.

Vicegrip – Normal

Using large pinchers, the user clamps the target to injure them.

At-Will – 2

Melee

3d10

Effect: *1 Target*

Weather Ball – Normal

A ball is summoned that represents the current state of weather, it is hurled at the foe.

Battle – 2

Ranged

4d6

Effect: *1 Target*

If it is Sunny, Weather Ball is Fire-Type. If it is Rainy, Weather Ball is Water-Type. If it is Hailing, Weather Ball is Ice-Type. If it is Sandstorming, Weather Ball is Rock-Type. When a weather effect is on the field, Weather Ball’s Damage Dice Roll is **4d20**. If there are multiple Weather Effects on the field, choose one type for Weather Ball to be that corresponds with an existing Weather Effect.

Whirlwind – Normal

By generating a large amount of wind, the foe it thrown away from the field of battle.

Center – 2

Ranged **

Effect: *1 Target, Push*

The target is Pushed 40-meters expelling them from the encounter if the terrain allows, they may rejoin the encounter if they want to. During a trainer battle, the target’s owner must recall the Pushed target and replace them.

Wish – Normal

The user casts a charm on the target to heal them, but the nature of the charm takes time to activate.

Center – None

Ranged **

Effect: *1 Target*

At the end of the target’s next turn, the target regains HP equal to half of its full HP. If the user targets themselves and are replaced in battle, the replacement is healed.

Wrap – Normal

The user wraps their body around the target, holding them in place while squeezing the life out of them.

EOT – 5

Melee

1d8

Effect: *1 Target, Trap*

Wrap Traps the target and the user for **1d4** + 1 turns. At the beginning of each turn the target is Trapped, roll **1d20**, the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Wrap may not trap more than one target at a time.

Wring Out – Normal

The user squeezes out the target’s life force, weakening them.
Battle – 2
Melee *
1d20
Effect: *1 Target*
If the target is at full HP, deal an additional **2d20** damage.

Yawn – Normal

A contagious yawn is released from the user causing those nearby to fall asleep after yawning themselves.
Battle – None
Ranged **
Effect: *No Target, Burst*
Yawn creates a 4-meter Burst. All targets fall Asleep at the end of their next turn. Yawn cannot miss.

Poison Moves

Acid – Poison

A bubbling liquid is spit at the target; it eats through the target’s defenses.
At-Will – 2
Ranged
2d10
Effect: *1 Target*
Acid lowers the target’s Defense 1 Combat Stage on 18-20 during Accuracy Check.

Acid Armor – Poison

The user coats themselves in a liquid that eats at what would attack the user, raising their defenses.
EOT – None
Self **
Effect: *No Target*
Raise the user’s Defense 2 Combat Stages.

Cross Poison – Poison

A thick secretion of poison leaks from the user’s skin as they slash at the target.
EOT – 2
Melee
2d20
Effect: *1 Target, Pass*
Cross Poison is a Critical Hit on 18-20 during Accuracy Check. Cross Poison Poisons the target on 19-20 during Accuracy Check.

Gastro Acid – Poison

A disgusting liquid covers the target; it disables their natural talent.
Battle – 2
Ranged **
Effect: *1 Target*
The target’s ability is disabled until the end of the encounter. If the target has more than one ability, Gastro Acid disables one of them.

Gunk Shot – Poison

The target and its surroundings are covered in a disgusting poison that devastates their health.
Center – 7
Ranged
5d20
Effect: *Target Area, Blast*
Gunk Shot creates a 3-meter Blast. Gunk Shot Poisons all Legal Targets on 11-20 during Accuracy Check. On Miss, Gunk Shot deals the user’s Special Attack to potential targets but cannot Poison.

Poison Fang – Poison

Venom is secreted from the user’s fangs as they sink their teeth into the target.
EOT – 2
Melee
4d6
Effect: *1 Target*
Poison Fang Badly Poisons the target on 17-20 during Accuracy Check.

Poison Gas – Poison

A nauseous gas is released from the user, poisoning the surrounding area.
At-Will – 11
Ranged **
Effect: *No Target, Burst*
Poison Gas makes a 4-meter Burst. Poison Gas Poisons all Legal Targets.

Poison Jab – Poison

A chemical covered punch can break the target’s skin and poison them.
EOT – 2
Melee
5d10
Effect: *1 Target*
Poison Jab Poisons the target on 15-20 during Accuracy Check.

Poison Sting – Poison

A small, poisoned barb is shot at the target.
At-Will – 2
Ranged *
1d8
Effect: *1 Target*
Poison Sting Poisons the target on 17-20 during Accuracy Check.

Poison Tail – Poison

The user sweeps their tail at the target while releasing toxic fumes.
At-Will – 2
Melee
4d6
Effect: *1 Target, Pass*
Poison Tail is a Critical Hit on 18-20 during Accuracy Check. Poison Tail Poisons the target on 19-20 during Accuracy Check.

Poisonpowder – Poison

Poisonous spores are released into the air; the target lets out a cough as the poison sinks in.
EOT – 6
Ranged **
Effect: *1 Target, Blast*
Poisonpowder creates a 1-meter Blast. Poisonpowder Poisons all Legal Targets.

Sludge – Poison

Disgusting sludge is thrown at the target.
EOT – 2
Ranged
2d20
Effect: *1 Target, Beam*
Sludge creates a 6-meter Beam. Sludge poisons all Legal Targets on 15-20 during Accuracy Check.

Sludge Bomb – Poison

A ball of sludge is thrown into the air; it explodes above the target, showering gross liquids on them.
Battle – 2
Ranged
3d20
Effect: *1 Target, Blast*
Sludge Bomb creates a 3-meter Blast. Sludge Bomb poisons all Legal Targets on 15-20 during Accuracy Check.

Smog – Poison

A thick gas is released into the air that poisons the target.
EOT – 5
Ranged
1d8
Effect: *1 Target, Blast*
Smog creates a 3-meter Blast. Smog Poisons all Legal Targets on 13-20 during Accuracy Check.

Toxic – Poison

The user spits deadly venom that seems minor to the target at first, but quickly realizes they are suffering more than they can handle.
Battle – 4
Melee **
Effect: *1 Target*
The target is Badly Poisoned.

Toxic Spikes – Poison

By scattering many tiny poisonous barbs on the field, the foes become poisoned while unwittingly joining the battle.
EOT – None
Field **
Effect: *Target Area, Hazard*
Toxic Spikes Poisons a foe when joining the encounter or getting sent out. If there are 2 Layers of Toxic Spikes, it Deadly Poisons the foes instead.

Psychic Moves

Agility – Psychic

The user taps into their latent ability and begins to rapidly move, raising their speed.
EOT – None
Self **
Effect: *No Target*
Raise the user’s Speed 2 Combat Stages.

Amnesia – Psychic

The user locks away a thought temporarily to expand their mental capabilities.
EOT – None
Self **
Effect: *No Target*
Raise the user’s Special Defense 2 Combat Stages.

Barrier – Psychic

The user covers their skin in a psychic light that creates a shield and then soaks the shield into their skin.

EOT – None

Self **

Effect: *No Target*

Raise the user’s Defense 2 Combat Stages.

Calm Mind – Psychic

The user finds peace in their mind in the middle of battle to raises their spiritual awareness.

EOT – None

Self **

Effect: *No Target*

Raise the user’s Special Attack 1 Combat Stage and raise the user’s Special Defense 1 Combat Stage.

Confusion – Psychic

The user mentally twists the target’s mind.

At-Will – 2

Ranged

4d6

Effect: *1 Target*

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

Cosmic Power – Psychic

A celestial aura descends on the user, raising their defensive power.

EOT – None

Self **

Effect: *No Target*

Raise the user’s Defense 1 Combat Stage and raise the user’s Special Defense 1 Combat Stage.

Dream Eater – Psychic

By consuming the target’s thoughts, the user restores their life force while ripping the target’s mind apart.

EOT – 2

Melee *

4d20

Effect: *1 Target*

Dream Eater can only target someone Asleep. After the target takes damage, the user gains HP equal to half of the damage they dealt to the target.

Extrasensory – Psychic

The user enhances the target’s senses so they over experience the world, mentally damaging them.

At-Will – 2

Ranged

5d10

Effect: *1 Target*

Extrasensory Flinches the target on 19-20 during Accuracy Check.

Future Sight – Psychic

A strange beam is summoned in the user’s mind; it takes awhile to be realized on the battlefield.

EOT – 4

Ranged

5d10

Effect: *1 Target, Beam*

Future Sight does nothing on the turn it is used.

At the end of the second turn after Future Sight’s use, use Future Sight’s damage and effect. Future Sight creates a Beam 5-meters long that starts from anywhere on the field. Future Sight is Typeless.

Gravity – Psychic

The user changes the earth’s properties in the immediate area, bring the airborne to ground level.

Battle – None

Ranged **

Effect: *Target Area, Weather*

For 1 minute the area is considered Warped. While Warped, Moves that involve the user being airborne may not be used. Flying-Types are no longer immune to Ground-Type Moves.

Guard Swap – Psychic

With a touch, the user trades their skin’s durability with their target’s durability; the trade is made psychically, the target probably won’t notice until it’s too late.

Battle – None

Melee **

Effect: *1 Target*

The user trades the stat value of their Defense and Special Defense, for the target’s Defense and Special Defense for the rest of the encounter. Combat Stages are not traded. Guard Swap cannot miss.

Heal Block – Psychic

The user places a psychic block in the target’s mind so they cannot access their ability to heal themselves or others.

EOT – 2

Ranged **

Effect: *1 Target*

For **1d4** + 1 turns, the target may not gain HP by itself or be healed.

Healing Wish – Psychic

In a desperate gambit the user sacrifices the remainder of their energy to give life to their ally.

Center – None

Ranged **

Effect: *1 Target, Interrupt*

If the user’s HP is lowered to 0 or less, you may use Healing Wish. Roll **1d20**, if you rolled 13 or higher, Healing Wish is successful. The target is treated as if it had been healed at a Pokemon Center. Healing Wish may target a pokemon in a poke ball as long as they immediately join the encounter or are sent out.

Heart Swap – Psychic

The targets have their mind switch rapidly, each time they visit the other’s body, they leave some of themselves behind.

Center – None

Ranged **

Effect: *2 Targets*

The targets trade their Combat Stages, both positive and negative.

Hypnosis – Psychic

After locking eyes with the target, the user enters their mind and shuts it down, putting the target to sleep.

Battle – 6

Ranged **

Effect: *1 Target*

The target falls Asleep.

Imprison – Psychic

By knowing how to use the moves the target knows, the user shuts down the parts of the brain that the target needs to access to perform the same moves.

Battle – None

Ranged **

Effect: *1 Target*

The target is Locked. A Locked target may not use any Moves the user knows. Each user may only make 1 target Locked at a time. Using Imprison on a new target transfers Locked to the new target. Imprison cannot miss.

Kinesis – Psychic

The user throws up a cloud of debris, hindering the battlefield.

EOT – None

Ranged **

Effect: *No Target, Wall*

Place 5-meters of Wall that can be passed through and attacked through. If anyone’s Move tries to target through a Kinesis Wall, they must roll +3 during Accuracy Check to hit. The Walls sustain for 10 rounds.

Light Screen – Psychic

The user throws up walls made of solid light; they become clear and look like glass but are much tougher.

EOT – None

Melee **

Effect: *No Target, Wall*

The user may shift while placing Light Screen Walls if their Speed allows for the extra movement. Place 5-meters of Wall that cannot be passed through but may be attacked through. If a Move tries to attack through Light Screen Walls, treat the target as if their Special Defense is raised 2 Combat Stages. This bonus cannot be awarded more then once. The walls sustain for **1d4** + 1 turns.

Lunar Dance – Psychic

A heavenly dance is performed as the user places their remaining life force into a beautiful, shifting orb; the orb is given to whomever the user wants to heal.

Center – None

Ranged **

Effect: *1 Target*

Set the user’s HP to 0. The target is treated as if it had been healed at a Pokemon Center. Lunar Dance may target a pokemon in a poke ball as long as they immediately join the encounter or are sent out.

Luster Purge – Psychic

After a burst of light emerges from the user, they focus the energy into a beam, using it to devastate those who mark themselves as foes.

Center – 2

Ranged

2d20

Effect: *1 Target, Beam, Blast*

Luster Purge creates a 20-meter Beam, Luster Purge creates a 5-meter Blast. Luster Purge lowers all Legal Targets Special Defense 1 Combat Stage on 11-20 during Accuracy Check.

Magic Coat – Psychic

The user quickly covers themselves in a thin layer of a psychic cocoon, they teleport that cocoon onto the user so they can have the ill effect intended for the user.

Center – None

Ranged **

Effect: *1 Target, Interrupt*

If the user is about to get a Status ailment, they may use Magic Coat. The target instead acquires the Status ailment.

Meditate – Psychic

The user focuses for an instant in the middle of battle to improve their fighting capability.

At-Will – None

Self **

Effect: *No Target*

Raise the user’s Attack 1 Combat Stage.

Miracle Eye – Psychic

The target is no long immune to psionic assault and they’ll need to find new methods of evasion once the user activates their inner eye.

At-Will – None

Self **

Effect: *No Target*

The user’s Psychic-Type Moves can now hit and damage Dark-Type targets. Miracle Eye’s user is unaffected by the effects of Moves which make them have to roll higher during Accuracy Checks to hit. Targets may not use their Speed stat to modify Accuracy Checks. Miracle Eye’s user can see through illusions.

Mirror Coat – Psychic

The user accepts the damage from a foe, only to turn them into a target for a massive counter-attack.

Battle – None

Ranged **

Effect: *1 Target, Interrupt*

If the user is being hit by a Move that consults Special Attack for damage, you may use Mirror Coat. If the user survives the hit, the target is dealt damage equal to twice the amount of damage the user received. Do not apply weakness, resistance or immunity. Do not apply stats.

Mist Ball – Psychic

The user focuses various particles in the air into a ball that soars towards the target, dismantling their mental aggression.

Center – 2

Ranged

2d20

Effect: *1 Target, Beam, Blast*

Mist Ball creates a 20-meter Beam, Mist Ball creates a 5-meter Blast. Mist Ball lowers all Legal Targets Special Attack 1 Combat Stage on 11-20 during Accuracy Check.

Power Swap – Psychic

With a touch, the user trades offensive capability with their target’s aggressive ability; the trade is made psychically, the target probably won’t notice until it’s too late.

Battle – None

Melee **

Effect: *1 Target*

The user trades the stat value of their Attack and Special Attack, for the target’s Attack and Special Attack for the rest of the encounter. Combat Stages are not traded. Power Swap cannot miss.

Power Trick – Psychic

The user inverts their offense and defense, their body isn’t physically changed at all, but a trick of the mind convinces the user otherwise.

Battle – None

Self **

Effect: *No Target*

The user’s Attack stat and Defense stat are switched for 10 minutes.

Psybeam – Psychic

The user unleashes a line of psychic energy that confuses those in its way.

EOT – 2

Ranged

2d20

Effect: *1 Target, Beam*

Psybeam creates a 7-meter Beam. Psybeam Confuses all Legal Targets on 19-20 during Accuracy Check.

Psychic – Psychic

By employing telekinesis to violently crush and toss the target, the user devastates the target’s state of mind while severely injuring them.

Battle – 2

Ranged

4d20

Effect: *1 Target, Push*

The target is Pushed 5-meters in any direction.

Psychic lowers the target’s Special Defense 1 Combat Stage on 17-20 during Accuracy Check.

Psycho Boost – Psychic

The user implodes an area, greatly damaging those caught in the attack; the amount of mental stress used to execute the move weakens the user.

Center – 4

Ranged

6d20

Effect: *Target Area, Blast*

Psycho Boost creates a 4-meter Blast. On Miss use **3d20** instead for damage. Either way, the user’s Special Attack is lowered 2 Combat Stages after damage.

Psycho Cut – Psychic

The user mentally slices the foe with an invisible blade.

EOT – 2

Ranged *

2d20

Effect: *1 Target*

Psycho Cut is a Critical Hit on 18-20 during Accuracy Check.

Psycho Shift – Psychic

The user transmits their ailment to the foe by touching them and mentally ridding themselves of the disease.

Center – None

Melee **

Effect: *1 Target*

The user is cured of a Status ailment and the target is given that Status ailment. Psycho Shift cannot miss. Psycho Shift can only be used if the user has a Status ailment and the target does not have the status ailment that is being transferred.

Psywave – Psychic

A wave of psionic energy is thrown in front of the user.

Battle – 5

Ranged **

Effect: *1 Target, Spray*

Psywave creates a Spray 4-meters long and 60° wide. Roll **1d4**; on 1 and 2 all Legal Targets lose HP equal to half the user’s level; on 3, all Legal Targets lose HP equal to the user’s level; on 4 all Legal Targets lose HP equal to 1.5x the user’s level. Do not apply weakness, resistance or immunity. Do not apply stats.

Reflect – Psychic

The user throws up walls made of solid psychic energy; they become clear and look like glass but are much tougher.

EOT – None

Melee **

Effect: *No Target, Wall*

The user may shift while placing Reflect Walls if their Speed allows for the extra movement. Place 5-meters of Wall that cannot be passed through but may be attacked through. If a Move tries to attack through Reflect Walls, treat the target as if their Defense is raised 2 Combat Stages. This bonus cannot be awarded more then once. The walls sustain for **1d4** + 1 turns.

Rest – Psychic

The user enters a psychic cocoon of energy and sleeps to recover health.

Center – None

Self **

Effect: *No Target*

The user’s HP is set to their full HP. The user is cured of any Status ailments. Then, the user falls Asleep. The user cannot make Sleep Checks at the beginning of their turn. They are cured of the Sleep at the end of their turn, in 2 turns.

Role Play – Psychic

The user imitates the target’s natural ability by scanning their mind and adds it to their body.

Battle – None

Ranged **

Effect: *1 Target*

Add the target’s Ability to the user’s Abilities for 10-minutes. Role Play cannot miss.

Skill Swap – Psychic

The user mentally opens locks in the target’s brain while doing the same to themselves; in order to do this the user locks natural abilities while unlocking new ones.

Battle – None

Melee **

Effect: *1 Target*

The user loses their Ability and gains the target’s Ability for the remainder of encounter. The target loses their Ability and gains the user’s Ability for the remainder of the encounter.

Teleport – Psychic

The user vanishes and reappears in a nearby area.

Battle – None

Self **

Effect: *No Target, Interrupt*

Teleport can be used at any time. If used as an Interrupt, roll **1d20** and if you don’t roll 7 or higher, Teleport fails to activate. The user is moved **1d10** + 10 meters. They can move through blocking terrain and hindering terrain as if it is regular terrain. Moves that targeted Teleport’s user continue through the desired target’s space if the Move allows for it. If Teleport fails, treat it as if you have not activated it in the past 10 mintues.

Trick – Psychic

The user telekinetically switches the items the targets are holding, causing all sorts of mischief.

Battle – 2

Ranged **

Effect: *2 Targets*

Both targets must be hit for Trick to succeed. If Trick targets the user, you do not need to roll an Accuracy Check for the user. Both targets lose their Held Item, and gain the other target’s Held Item. If a target has no Held Item, the still can gain the other target’s Held Item.

Trick Room – Psychic

The user strains themselves greatly as they alter everything involved in the encounter; the speed of several combatants are reversed, shocking the fast and helping the slow.

Center – None

Field **

Effect: *Target Area, Weather*

For 1 Minute, the area is considered Rewinding. While Rewinding, the order in which combatants go during a round isn’t ordered from highest Speed to lowest Speed; instead it is order from lowest Speed to Highest Speed. Rewinding does not replace other Weather.

Zen Headbutt – Psychic

The use levitates and throws themselves, head first, at the target.

EOT – 4

Melee

5d10

Effect: *1 Target, Dash*

Zen Headbutt Flinches the target on 15-20 during Accuracy Check.

Rock Moves

Ancientpower – Rock

The user summons great strength an many corporeal rocks that rush forward at the target.

Battle – 2

Ranged

3d10

Effect: *1 Target, Column, Spirit Surge*

Ancientpower creates a Column that is 2-meters wide. If you rolled 11-20 on the Accuracy Check for Ancientpower, the user has each of its stats raised 1 Combat Stage. If you rolled 16-20 on the Accuracy Roll, all allies in the Column also have each of their stats raised 1 Combat Stage and are not damaged by Ancientpower.

Head Smash – Rock

The user employs their face as a breaking tool as they slam the target as hard as their body allows.

Battle – 5

Melee

7d20

Effect: *1 Target, Dash, Push*

The target is pushed back 5-meters. The target takes an additional **2d20** if it is Pushed into Blocking Terrain. If the target is pushed into another Legal Target, instead, both take **2d10**. After Head Smash deals damage, the user loses ½ of the value of the total damage they dealt as a result of Head Smash in HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost.

Power Gem – Rock

Crystals emerge from the earth and scrape past the target before vanishing into thin air.

EOT – 2

Ranged

2d20

Effect: *1 Target*

Rock Blast – Rock

The user chucks rocks at the target, covering them in earth.

Battle – 4

Ranged *

1d12

Effect: *1 Target, Scatter, Trap*

Rock Blast can hit up to 5 times. Once the user misses, they cannot attempt to make another Rock Blast attack on that turn. When adding stats only add ½ Attack. If Rock Blast hits the same target 3 times, they are Trapped for 1 turn.

Rock Polish – Rock

The user scrapes excess dirt that has been building up on themselves, raising their movement capabilities.

EOT – None

Self **

Effect: *No Target*

Raise the user’s Speed 2 Combat Stages.

Rock Slide – Rock

The user digs into the ground, then pulls up an avalanche of rock which roll by the target after covering them in boulders.

Battle – 4

Ranged *

5d10

Effect: *1 Target, Column*

Rock Slide creates a Cloumn 4-meters wide. Rock Slide Flinches all Legal Targets on 17-20 during Accuracy Check.

Rock Throw – Rock

The user picks up a rock and chucks it at the target.

EOT – 4

Ranged *

4d6

Effect: *1 Target*

Rock Tomb – Rock

The user drops rocks on the target’s body, crippling their movement.

Battle – 5

Ranged *

4d6

Effect: *1 Target, Blast*

Rock Tomb creates a 3-meter Blast. Rock Tomb lowers all Legal Targets Speed 1 Combat Stage.

Rock Wrecker – Rock

The user runs through as much as they can, obliterating those they pass while swinging their arms blindly.

Center – 4

Melee

7d20

Effect: *1 Target, Pass, Exhaust*

On Miss, Rock Wrecker deals the user’s Attack instead to all possible targets.

Rollout – Rock

The user rolls towards the foe, picking up dirt and gravel as they go along while getting larger and larger.

EOT – 4

Melee

1d12

Effect: *1 Target, Pass*

The user must use Rollout until it misses, or fails to be able to move for their next 5 turns. On the second turn, Rollout uses **3d10** for damage. On the third turn, Rollout uses **3d20** for damage. On the fourth turn, Rollout uses **5d20** for damage. On the fifth and final turn, Rollout uses **7d20** for damage. If the User is hit while in the process of using Rollout, Rollout ends.

Sandstorm – Rock

The user kicks up a glowing brown orb that begins to release sand that circle around the arena, cutting those who aren’t prepared.

Battle – None

Field **

Effect: *Target Area, Weather*

For 2 minutes, the area is considered Sandstorming. At the beginning of each round, all non-Ground, Rock, or Steel types lose 1/16th of their full HP. Rock Pokemon are treated as if their Special Defense is raised 2 Combat Stages while Sandstorming.

Stealth Rock – Rock

The user places sharp rock onto the field that dash towards approaching foes; discouraging switching.

Battle – None

Field **

Effect: *No Target, Hazard*

Stealth Rock causes a foe to lose 1/8th of their full HP when joining the encounter or getting sent out. Stealth Rock is considered to be dealing damage. Apply Weakness and Resistance. Do not apply stats. Additional Layers may not be added.

Stone Edge – Rock

The user rushes at the target with a body part extended, they solidify their limb of choice to rock like properties then strike.

Battle – 5

Melee

4d20

Effect: *1 Target, Dash*

Stealth Rock is a Critical Hit on 17-20 during Accuracy Check.

Steel Moves

Bullet Punch – Steel

The user instantly throws out a punch so quickly that it shatters even the hardest rocks.

At-Will – 2

Melee

2d10

Effect: *1 Target, Interrupt*

If your foe wants to declare a Move, you instead use Bullet Punch on their turn before they can use their Move.

Doom Desire – Steel

The user recites a spell that obliterates the foe with blinding lights and metal dust – after about twenty seconds.

Center – 4

Ranged **

5d20

Effect: *1 Target, Beam*

Doom Desire does nothing on the turn it is used. At the end of the second turn after Doom Desire’s use, use Doom Desire’s damage and effect. Doom Desire creates a 5-meter Beam that starts from anywhere on the field. Doom Desire is Typeless.

Flash Cannon – Steel

An orb of metallic light is blasted towards the target, obliterating their defenses.

Battle – 2

Ranged

5d10

Effect: *1 Target*

Flash Cannon lowers the target’s Special Defense 1 Combat Stage on 17-20 during Accuracy Check.

Gyro Ball – Steel

A steel bullet is summoned and fired at an incredible speed, the faster the foe is, the less prepared they are for the incredible trick from such a slow foe.

Center – None

Ranged

See Effect

Effect: *1 Target*

For every 10 Speed the target is above the user, add **1d10** to the damage dealt. Gyro Ball cannot miss.

Iron Defense – Steel

The user releases steel plating through their skin, readying for incoming attacks.

EOT – None

Self **

Effect: *No Target*

Raise the user’s Defense 2 Combat Stages.

Iron Head – Steel

The user slams their steel head on the target.

EOT – 2

Melee

5d10

Effect: *1 Target, Dash*

Iron Head Flinches the target on 15-20 during Accuracy Check.

Iron Tail – Steel

By dropping a metal tail on the target, the user may crack open a vulnerable spot.

EOT – 6

Melee

4d20

Effect: *1 Target, Pass*

Iron Tail lowers the target’s Defense 1 Combat Stage on 19-20 during Accuracy Check.

Magnet Bomb – Steel

A magnetized exploding orb homes in on the target.

EOT – None

Ranged *

3d10

Effect: *1 target*

Magnet Bomb cannot miss.

Metal Burst – Steel

The user accepts some pain to take the time to summon metal spikes outward from the ground.

Battle – 2

Ranged *

See Effect

Effect: *No Target, Burst*

Metal Burst creates a 3-meter Burst. Metal Burst may only be used if the user didn’t move first in the round, and the user has taken damage from a Move this round. Metal Burst’s Damage Dice Roll equals the Damage Dice Roll of the Move that damaged the user this round. Multiply the damage total by 1.5 before dealing damage.

Metal Claw – Steel

The user focuses energy to their claws as they sweep by the target.

At-Will – 3

Melee

4d6

Effect: *1 Target, Pass, Spirit Surge*

Raise the user’s Attack 1 Combat Stage on 18-20 during Accuracy Check.

Metal Sound – Steel

The user scratches metal against metal, which shatters the target’s minds.

EOT – 4

Ranged **

Effect: *No Target, Burst*

Metal Sound creates a 4-meter Burst. All Legal Targets have their Special Defense lowered 2 Combat Stages.

Meteor Mash – Steel

The user slams themselves on the target like a meteor impact to raise their power.

Battle – 4

Melee

4d20

Effect: *1 Target, Dash, Spirit Surge*

Raise the user’s Attack 1 Combat Stage on 15-20 during Accuracy Check.

Mirror Shot – Steel

The user materializes a metal sheet and a light emerges from it, heading for the target.

Battle – 5

Ranged

2d20

Effect: *1 Target, Beam*

Mirror Shot creates a 7-meter Beam. All Legal Targets must roll +2 during Accuracy Checks to hit on 16-20 during Accuracy Check.

Steel Wing – Steel

The user hits a target with its heavy wing while passing by quickly.

At-Will – 3

Melee

2d20

Effect: *1 Target, Pass, Spirit Surge*

Raise the user’s Defense 1 Combat Stage on 15-20 during Accuracy Check.

Water Moves

Aqua Jet – Water

The user expels a large amount of water behind them to blast forward and ensure a first strike.

At-Will – 2

Melee

2d10

Effect: 1 Target, Interrupt

If your foe wants to declare a Move, you instead use Aqua Jet on their turn before they can use their Move.

Aqua Ring – Water

The user coats themselves with healing water that restores energy over time.

Center – None

Self **

Effect: No Target, Coat

Aqua Ring covers the user in a Coat that heals the user at the beginning of each of their turns. The user is healed 1/16th of their full HP each turn.

Aqua Tail – Water

The user slams a water-covered tail on the user.

Battle – 4

Melee

3d20

Effect: 1 Target, Pass

Brine – Water

Magical water, which grows in space in the target’s wounds, deals more damage to the damaged target.

Battle – 2

Ranged

2d20

Effect: 1 Target

If the target is Injured, Brine uses 5d20 for damage instead.

Bubble – Water

The user spits bubbles that explode on the target covering them in froth.

At-Will – 2

Ranged

1d8

Effect: 1 Target

Bubble lowers the target’s Speed on 16-20 during Accuracy Check.

Bubblebeam – Water

A stream of bubbles, pop on impact releasing bursts of water that covers the target.

EOT – 2

Ranged

2d20

Effect: 1 Target, Beam

Bubblebeam creates a 9-meter Beam. Bubblebeam lowers the target’s Speed on 18-20 during Accuracy Check.

Clamp – Water

The user digs into the ground and bite down on the target, keeping them still with the user.

EOT – 6

Melee

2d10

Effect: 1 Target, Trap

Clamp Traps the target and the user for 1d4 + 1 turns. At the beginning of each turn the target is Trapped, roll 1d20, the target loses that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Clamp may not trap more then one target at a time.

Crabhammer – Water

The user slams their oddly shaped claws onto the target.

Battle – 4

Melee

3d20

Effect: 1 Target, Push

Crabhammer Pushes the target 2-meters. Crabhammer is a Critical Hit on 18-20 during Accuracy Check.

Dive – Water

The user dives underwater, bursting out afterward to surprise the target.

Battle – 2

Melee

5d10

Effect: 1 Target, Dash

Once you declare the use of Dive, the user is moved underwater and their turn ends. On the next turn, Dive’s user may shift then use Dive’s damage. While underwater, Dive’s user may not be the target of Moves. There must be a body of water around the battlefield to use Dive.

Hydro Cannon – Water

A small drop of water bullets at the target, on contact, the drop explodes into an absurd amount of water that shouldn’t have fit into such a small area.

Center – 4

Ranged

7d20

Effect: Target Area, Blast, Exhaust

Hydro Cannon creates a 3-meter Blast. On Miss, Hydro Cannon deals the user’s Special Attack instead to all possible targets.

Hydro Pump – Water

Water surges from the user in an attempt to drown the target, but the crazy surge can be unreliable.

Battle – 4

Ranged

5d20

Effect: 1 Target, Beam

Hydro Pump creates a 10-meter Beam.

Muddy Water – Water

Water, summoned from deep underground, surges forward, covering the target in muddy sludge.

Battle – 5

Ranged

4d20

Effect: 1 Target, Column

Muddy Water makes a Column 4-meters wide. All Legal Targets must roll +2 during Accuracy Checks to hit on 16-20 during Accuracy Check.

Octazooka – Water

An ink blob is fired from the sea fairing user, it covers the target’s face.

Battle – 4

Ranged

2d20

Effect: 1 Target

All Legal Targets must roll +1 during Accuracy Checks to hit on 11-20 during Accuracy Check.

Rain Dance – Water

A rainstorm is summoned by the user’s elaborate dance and call for rain.

Battle – None

Field **

Effect: Target Area, Weather

For 2 minutes, the area is considered Rainy. While Rainy, Water-Type attacks deal 1.5x damage. Fire-Type attacks deal ½ the damage they normally would.

Surf – Water

The user pushes forth all the water they can gather in the immediate area, overwhelming the targets.

Battle – 2

Ranged

4d20

Effect: 1 Target, Column

Surf makes a Column 4-meters wide.

Water Gun – Water

The target shoots water from its mouth, hoping to irritate the target.

At-Will – 2

Ranged

2d10

Effect: 1 Target

Water Pulse – Water

A burst of water is spread outwards from the user, as it passes by targets, various loud noises can be heard, confusing them.

EOT – 2

Ranged

3d10

Effect: No Target, Burst

Water Pulse creates a 3-meter Burst. Water Pulse Confuses all Legal Targets on 17-20 during Accuracy Check.

Water Sport – Water

The user covers them in water to better defend themselves from fire power.

EOT – None

Ranged **

Effect: 1 Target, Coat

Water Sport makes a Coat resisting Fire Moves.

Water Spout – Water

A burst of water is shot from the user’s back; the surge is more powerful when they are undamaged.

Center – 2

Ranged

7d20

Effect: No Target, Burst

Water Spout creates a 10-meter Burst. Water Spout may not be performed unless the user is at full HP.

Waterfall – Water

The user launches the target up with an uppercut powered by water.

EOT – 2

Melee

4d20

Effect: *1 Target, Push*

The target is Pushed 2-meters. If the target is airborne, Waterfall deals an additional **1d20**.

Waterfall Flinches the target on 17-20 during Accuracy Check.

Whirlpool – Water

The user creates a whirlpool on the ground, trapping the target.

EOT – 6

Ranged

1d8

Effect: *1 Target, Trap*

Whirlpool Traps the target for **1d4** + 1 turns. At the beginning of each turn the target is Trapped, roll **1d20**, they lose that much HP. Do not apply weakness or resistance to the HP lost. Do not apply stats to the HP lost. Whirlpool may not trap more than one target at a time.

Withdraw – Water

The user retreats into their shell to raise their guard.

At-Will – None

Self **

Effect: *No Target*

Raise the user’s Defense 1 Combat Stage.

Special Case Moves

Curse – Typeless

The user curses themselves, sacrificing their agility for other greater powers; or the user stabs themselves, transferring the injury to the target, so they bleed to death.

If: User is Ghost Type

EOT – None

Ranged **

Effect: *1 Target*

The user loses ½ of their full HP and the target is Cursed. A Cursed target loses ¼ of their full HP at the beginning of each of their turns. Do not apply weakness or resistance to the lost HP. Do not apply stats to the lost HP.

If: Use is Not Ghost Type

EOT – None

Self **

Effect: *No Target*

The user’s Speed is lowered 1 Combat Stage. The user’s Attack is raised 1 Combat Stage and the user’s Defense is raised 1 Combat Stage.

COMBAT



During an Encounter, there are several things one can do on their turn. Each in game round is approximatley 10 seconds and during this time, your Trainer may perform various actions, while issuing a command to one of their active pokemon.

Trainer’s Turns:

During the start of each round, Trainers have their turns first. Generally, your party of Trainers may go in any order you’d like, however if their is a dispute the Trainers with the highest Dexterity goes first.

During their turn, a trainer can make one Trainer Action, Issue a Command and Shift.

Trainer Actions :

During a Trainer’s turn there are many different things they can do; they may use one of their Trainer Features, use their Pokedex, use an Item, switch their active pokemon, or attack another trainer or pokemon.

Trainer Features:

When using a Trainer Feature, follow any simply rules regarding the Feature’s effects. Some Features may be Moves that allow you to attack. Some Features manipulate pokemon or other trainers on the field. Simply follow the effects of whatever Feature you are using.

Trainer Attacks:

If you wish to make an unarmed attack, attack with an imprpovised weapon, or attack while using an Arms Feature. The Accuracy Check for a Trainer attack, unless stated otherwise, is 6.

Switching Active Pokemon:

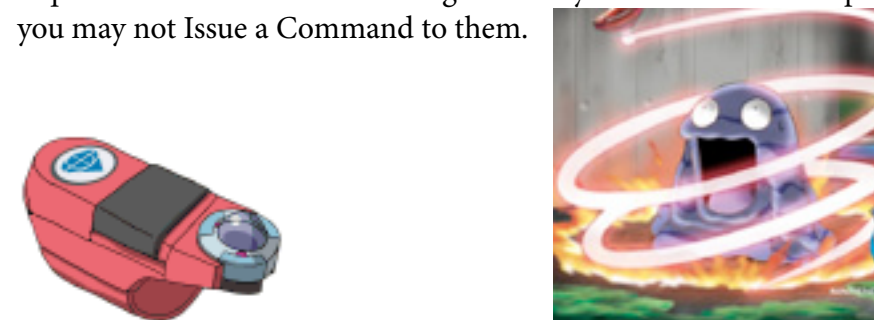
In place of a Trainer Action, a Trainer may send out two pokemon, return two pokemon, send out one pokemon and return one pokemon, send out one pokemon or return one pokemon.

Pokedex:

Using the Pokedex is an important part of any trainer’s life. In Pokemon: Tabletop Adventures, when a trainer uses a Pokedex on a pokemon they have never identified with their Pokedex before, they gain “DexExp.” As a reminder, for every twenty-five different pokemon that are identified with a trainer’s Pokedex, that Trainer gains one level. When someone uses their Pokedex on a pokemon, they gain access to the pokemon’s entry in the Bestiary/Pokedex. However, when a Trainer uses their Pokedex, they are not immediatley informed of what pokemon their Pokedex just identified. It takes thirty seconds, or three Rounds, for the Pokedex to load all relevant information. Until then, you’re still in the dark about what Pokemon you’ve just identified, unless you have a trusty Researcher on your team who can recognize the pokemon by appearance without the help of their Pokedex.

Items:

Several consumable items are best used in battle in order to keep one of your pokemon in battling shape or prevent them from being knocked out during battle. Using them usually requires you to be adjacent to your pokemon. However, some Items, such as the Ranger’s Styler, or the Poke Ball, have special rules that require extra attention when using them. If you use an Item on a pokemon during a round in an encounter, you may not Issue a Command to them.



Ranger Stylers have 10 units of energy. A Ranger who activates their Styler uses one unit of energy and then may make a Restraint roll by rolling 1d100. If they lower then the pokemon’s capture rate +20, the pokemon is restrained. At this point, the Feature they used the Styler with will dictate what happens to the restrained pokemon.

Poke Balls have various special abilities that modify how effective they are when capturing a pokemon. Whenever you throw a Poke Ball, you use both your Trainer Action and your Issuing a Command during that round of the Encounter. You may still Shift in that round. When you throw a Poke Ball, roll 1d100 . Your GM will be able to tell you if you have succesfully rolled under the target pokemon’s Capture Rate. If you succeed, that pokemon will be yours and added to your belt, or teleported to a storage PC. You can increase your chance of success when trying to capture a pokemon by weakening it, giving it a Status Affliction or lowering it’s Stats.

Issuing a Command:

When you Issue a Command, you are telling one of your active pokemon how to Shift and which of their Moves, Abilities or Capabilities to use during that round of the Encounter. Unless you have the Feature, Dual Wielding, you may only issue one command per turn. If you have any additional instructions to give to your pokemon, you would do so during your Issue a Command part of your turn during that round.

Shifting:

Shifting is how far the Trainer moves on the field that turn. In official battles, Trainer tend to stay in place for the entire battle, issuing command from the side of the battlefield, however in the wild, Trainers might have to keep on their toes and Move every turn to avoid aggressive, wild pokemon.

Trainers can Shift 5 meters or 5 spaces per round, adding (or subtracting) their DEX modifier.

In emergencies, where you, the Trainer, are getting targeted by an attack one of that Trainer’s Pokemon who has nor Shifted during that round may make a check on 1d20 to try and Shift into the line of sight in order to intercept the attack. If the pokemon’s Speed stat is 20 or below they must roll 11 or better on the d20 check to be allowed to Shift into the way of the attack. If their Speed stat exceeds 20, they need only to roll 6 or better on the d20 Check. If a pokemon’s Speed stat exceeds 35, they do not need to make a check and may always Shift into the way of an attack targeting their Trainer if they have not Shifted yet that round.

Pokemon:

After hearing your command, and all Trainers have taken their turns during a round, the Pokemon act on your commands. The Pokemon’s order is determined by the Speed stats of each active pokemon. Pokemon Shift and use Moves according to whatever orders you issued. Pokemon can Shift and then use a Move or use a Move and then Shift, or only Shift, or only Move. To determine how much a pokemon can Shift, check a pokemon’s Speed Capabilities. Pokemon may also use Abilities or Capabilities during their turn in a round instead of using a Move if their Trainer has ordered them to do so.

Encounters with other Trainers are generally nonthreatening and are occasionally made with wagers. It is important to decide before the battle what you'll be wagering or their could be disagreement after the fact. However, it is not unheard of for Trainers to agree on a change of the wager during a Battle. Usually, Trainers in these kind of battles will only have one active pokemon at a time to issue commands to. These battles can easily be expanded into two versus two, three versus three or even four versus four if the party of Trainer happen to find other willing trainers. The amount of pokemon each trainer will use is also usually agreed upon before battle so that Trainers with only a few pokemon do not feel overwhelmed by their opponent who has a team of six powerful pokemon,

Gyms may have their own special rules depending on the setting your GM is handling so it's important to ask during the start of a campaign the format in which Gym Battles take place. Usually Gym Battles are tests of skills in one on one battles against a Gym Leader to prove your worth but with the limitless campaign settings, anything could be different. Once thing that will always remain the same is that once you beat a Gym Leader, you will receive a Gym Badge. Collect eight of these and you could enter a regional Championship.



Wild encounters are a different story. Wild Pokemon will commonly see Trainers as a threat to their home, or tasty food. In these cases, Wilds will swarm your Party and for this reason, when you are travelling in the wild, you should always try to have an alert, active pokemon. It's unusually to come across a Wild by itself, unless it is a predator out on the hunt by itself, but even then many predatory pokemon will hunt in packs. Wild Pokemon whose territory you've entered will usually try to flee when weakened or defeated in battle, losing their will to fight. This is your chance to capture a pokemon! Pokemon who are hunting your party might also try to flee if you defeat them, or they just might fight until they are felled. Rangers and Law Enforcement usually do not mind when you kill an aggressive pokemon, however if you leave a trail of dead pokemon who wanted to disengage from battle, you'll likely get arrested.

After any battle encounter, your pokemon should receive experience points.

Status Effects: (You may suffer multiple Status afflictions at the same time)

Paralysis

The Pokemon's Speed Stat is halved. On the first round of Paralysis, roll 6 or better on 1d20 to act as usual. On the rounds following that, you must roll one higher, capping at 16 (6,7,8,9,10,11,12,13,14,15,16). On a failed roll, no Move may be used. You may not Shift either. Dragon and Electric type Pokemon may attempt to self-cure paralysis, only a roll of 20 will cure during their turn instead of shifting and/or moving. When a Paralyzed Pokemon is sent out of its Poke Ball, the Paralysis check starts at 11. On Turns following that, you must roll one higher, capping at 16.

Asleep

On the first round of Sleep, a 16 or better will wake you. On following turns, you must roll two less than the previous turn to wake up, capping at 6 (16,14,12,10,8,6). On a failed roll, the Pokemon may not use a Move or Shift unless they have a special Move. When a pokemon uses Rest, it remains asleep to two turns no matter what, no longer no shorter. When a Sleeping Pokemon is sent out of its Poke Ball, the Sleep check starts at 12. On Turns following that, you must roll two lower, capping at 6.

Burned

The Pokemon's Defense Stat is treated as if it has been lowered 2 Combat Stages. Once per turn, you may try to roll for self-curing the Burn in place of a Pokemon's Move. On d20, the check is a 17. Fire-Type Pokemon only need to roll a 13 when attempting to self-cure burn. At the end of every round, the Burned loses 1/10th of its Max HP.

Poisoned

The Pokemon's Special Defense Value is treated as if it has been lowered 2 Combat Stages. Once per turn, you may try to roll for self-curing the Poison in place of a Pokemon's Move. You may not try this for Badly Poisoned. On d20, the check is a 17. Poison and Steel type Pokemon are immune to becoming Poisoned. At the end of every round, the Poisoned loses 1/10th of its total HP. When Badly poisoned, the afflicted loses 5 HP, then twice that, 10 HP, then twice that, 20 HP, then twice that, 40 HP, etc. at the end of each round. A Pokemon does not suffer the effects of Poison while in a Poke Ball.

Frozen

The Frozen Pokemon may not use a Move or Shift. Once per turn, you may try to roll for self-curing the Freeze in place of a Pokemon's Move. On d20, the check is a 16. This roll is only 11 for Ice, Fighting, and Fire Pokemon. If you are hit with a Fire, Fighting, Rock, or Steel attack, which damages you, you are Defrosted.

Flinch

You may not Shift or use a Move during your next turn.

Confused

Before using a Move or Shifting roll 1d20. On 1-10, you deal STAB to yourself. Do not apply Weakness, Resistance, Defense or Special Defense. On 11-15, you may use a Move and Shift as normal. On 16-20, you are cured of confusion.

Infatuation

Before using a Move or Shifting roll 1d20. On 1-10, you may not target the Pokemon you are Infatuated towards with a Move. On 11-19 you may use a Move and Shift as normal. On 20, you are cured of the Infatuation.

Critical hit

A Critical Hit deals damage as if the foe has rolled the highest they could have - max damage.

Terrain:

Basic Terrain -

Basic Terrain affects which Speed Capability you use to Shift.

Earth Terrain -

Earth Terrain is underground terrain that has no existing tunnel that you are trying to Shift through. You may only Shift through Earth Terrain if you have a Burrow Capability.

Regular Terrain -

Regular Terrain is dirt, short grass, cement, smooth rock, indoor building etc. Shift through Regular Terrain, per meter or space as normal.

Surface Terrain -

Surface Terrain is Water that is deep enough for a Pokemon or Trainer to stand waist level in. A Pokemon Shifting through Surface Terrain uses its Surface Capability for its Shift value. What is Surface Terrain for one person or Pokemon might not necessarily be Surface terrain for all Pokemon or Trainers, depending on their height.

Underwater -

Underwater Terrain is any water that a Pokemon or Trainer can be submerged in. You may not move through Underwater Terrain during an encounter if you do not have an Underwater Capability.

Hindering Terrain -

Hindering Terrain modifies both how Pokemon Shift and how Pokemon Target anything.

Blocking Terrain -

Blocking Terrain is any wall, mountain or structure in general that you would not be able to naturally walk through. You cannot Shift through Blocking Terrain, you cannot target through Blocking Terrain. If the object creating Blocking Terrain allows, you may travel over Blocking Terrain or target over Blocking Terrain.

Rough Terrain -

Rough Terrain is anywhere with enough debris or brush around so that Trainers are up to their waists in terrain. Some examples of Rough Terrain is scorched earth, building debris, forests, mountainsides, etc. When Shifting through Rough Terrain, Trainers and their Pokemon treat every meter, or space, as two meters, or two spaces. When targeting through Rough Terrain, you must roll +2 during Accuracy Check to hit. Space occupied by other Pokemon is considered Rough Terrain.

Difficult Terrain -

Difficult Terrain only modifies how Pokemon Shift during their turn. More rules for Difficult Terrain will be added in the future.

Icy Terrain -

Pokemon moving on Icy Terrain do not stop moving in the direction they start moving until they hit Blocking Terrain or leave Icy Terrain. If a Pokemon Shifts towards a Target on Icy Terrain, they stop adjacent to the Target and the Target is Shifted in the direction opposite of the Shifting Pokemon until they hit Blocking Terrain or leave Icy Terrain. A Pokemon may choose to make a Stop Check instead of using a Move during their turn to stop Shifting as a result of Icy Terrain’s effect. The check on 1d20 must be 14 or higher.

Sandy Terrain -

Sandy Terrain is not basic sand on the ground. Sandy Terrain is loose, grainy sand that you’d find in a desert. While moving on Sandy Terrain, Pokemon who do not have a Burrow Capability or the Sand Veil Ability treat all of their Speed Capabilities as if they are Shifting through Rough Terrain.

More Terrain Types and rules for them will be added in the future.

Items:

There are various Items for use in the Pokemon world. Each of these may not necessarily be available in the campaign you’re playing an may be priced different from campagin to campaign.

Potions:

Potions are a useful way for Trainers to keep their Pokemon in fighting shape without needing to return to a pokemon center every single time they run into an angry wild pokemon. Potions are sold in small, one time use spray bottles that when sprayed on a pokemon, sterilize and heal wounds. Potions are meant for Pokemon use. When used on humans, it will sterilize a wound, but it cannot repair damage tissue and seal wounds. If the entire bottle of Potion isn’t used, it cannot take effect on the pokemon.

Potion	Heals 10+1d10 HP when used.
Super Potion	Heals 20 +1d20 HP when used.
Hyper Potion	Heals 20+2d20 HP when used.
Max Potion	Heals a pokemon to their Max HP.
Full Restore	Heals a pokemon to their Max HP and eliminates any Status Afflictions.
Ether	Restores a Battle or Center Frequency Move for another use.
Elixir	Restores all Battle and Center Frequency Moves for more uses.

Status Ailment:

Pokemon have developed various ways to turn a battle into a one sided fight. By Poisoning, Paralysing, putting foes to Sleep, Burning or Freezing foes, pokemon can ensure victory. However, Status Ailment items can heal specific affliction your pokemon may be suffering. Like Potions, these Items usually come in spray bottles that can be applied on the pokemon’s body to take effect, curing your pokemon and evening the battle once again. While meant for Pokemon, Status Ailment Items will also treat human wounds or at least stabilizes a human’s affliction until they can receive hospital treatment. If the entire bottle of Status Ailment curing item isn’t used, it cannot take effect on the pokemon.

Antidote	Cures Poison.
Paralyze Heal	Cures Paralysis.
Awakening	Cures Sleep.
Burn Heal	Cures Burns.
Ice Heal	Cures Freezing.
Full Heal	Cures all Status Afflictions simultaneously.

Repels:

Repels can be sprayed on one’s self in order to ward of wilds with a subtle smell that greatly annoys pokemon. It’s best to not make your own pokemon endure the smell while using Repels yourself. Only really desperate, wild pokemon will bother with attacking you when you spray Repel on yourself.

Repel	Lasts 1d4 hours.
Super Repel	Lasts 1d12 hours.
Max Repel	Lasts 1d20 Hours.

Technical Medicine and Horizon Medicine Syringes:

The TMs and HMs in Pokemon: Tabletop Adventures work unlike the TMs and HMs in other Pokemon canon. TMs are syringes, usually kept in a small protective case that bear the TM/HM number. HMs are similar fashion, but unlike TMs, they are reusable jet injectors that are about a foot long. These do not actually have needles on their end and instead fire a high-pressure stream of the injection for the pokemon. TMs and HMs are numbered so that the Move inside the injection can be identified, for example TM 01 and HM01 both can teach Focus Punch. HMs continuously replenish their supply but need at least two days between their uses or else the HM’s supply will deplete.

Once injected, the TM or HM begins to grow an organ, or modify an existing organ, necessary for the pokemon to perform the Move associated with the TM. The process is usually painful so it is best to use TMs and HMs at a Pokemon Center where a nurse can help inject the pokemon after giving them anesthetics. After using the TM/HM the pokemon should know the related Move, unless the pokemon was incompatible with the TM/HM in which case nothing will happen. Like pokemon who are incompatible with particular Moves, an injection of TM or HM into a human will do nothing.

- 01 Focus Punch - Fighting - Tough

02 Dragon Claw - Dragon - Cool

03 Water Pulse - Water - Beauty

04 Calm Mind - Psychic - Smart

05 Roar - Normal - Cool

06 Toxic - Poison - Smart

07 Hail - Ice - Beauty

08 Bulk Up - Fighting - Beauty

09 Bullet Seed - Grass - Cool

10 Hidden Power - Normal - Smart

11 Sunny Day - Fire - Beauty

12 Taunt - Dark - Smart

13 Ice Beam - Ice - Beauty

14 Blizzard - Ice - Beauty

15 Hyper Beam - Normal - Cool

16 Light Screen - Psychic - Beauty

17 Protect - Normal - Cute

18 Rain Dance - Water - Tough

19 Giga Drain - Grass - Smart

20 Safeguard - Normal - Beauty

21 Frustration - Normal - Cute

22 Solarbeam - Grass - Cool

23 Iron Tail - Steel - Cool

24 Thunderbolt - Electric - Cool

25 Thunder - Electric - Cool

26 Earthquake - Ground - Tough

27 Return - Normal - Cute

28 Dig - Ground - Smart

29 Psychic - Psychic - Smart

30 Shadow Ball - Ghost - Smart

31 Brick Break - Fighting - Cool

32 Double Team - Normal - Cool

33 Reflect - Psychic - Smart

34 Shock Wave - Electric - Cool

35 Flamethrower - Fire - Beauty

36 Sludge Bomb - Poison - Tough

37 Sandstorm - Rock - Tough

38 Fire Blast - Fire - Beauty

39 Rock Tomb - Rock - Smart

40 Aerial Ace - Flying - Cool

41 Torment - Dark - Tough

42 Facade - Normal - Cute

43 Secret Power - Normal - Smart

44 Rest - Psychic - Cute

45 Attract - Normal - Cute

46 Thief - Dark - Tough

47 Steel Wing - Steel - Cool

48 Skill Swap - Psychic - Smart

49 Snatch - Dark - Smart

50 Overheat - Fire - Beauty

51 Roost - Flying - Cool

52 Focus Blast - Fighting - Cool

53 Energy Ball - Grass - Beauty

54 False Swipe - Normal - Cool

55 Brine - Water - Smart

56 Fling - Dark - Tough

57 Charge Beam - Electric - Beauty

58 Endure - Normal - Tough

59 Dragon Pulse - Dragon - Smart

60 Drain Punch - Fighting - Beauty

61 Will-O-Wisp - Fire - Beauty

62 Silver Wind - Bug - Beauty

63 Embargo - Dark - Cute

64 Explosion - Normal - Beauty

65 Shadow Claw - Ghost - Cute

66 Payback - Dark - Cool

67 Recycle - Normal - Smart

68 Giga Impact - Normal - Beauty

69 Rock Polish - Rock - Tough

70 Flash - Normal - Beauty

71 Stone Edge - Rock - Tough

72 Avalanche - Ice - Cool

73 Thunder Wave - Electric - Cool

74 Gyro Ball - Steel - Beauty

- 75 Swords Dance - Normal - Beauty

76 Stealth Rock - Rock - Cool

77 Psych Up - Normal - Smart

78 Captivate - Normal - Beauty

79 Dark Pulse - Dark - Cool

80 Rock Slide - Rock - Tough

81 X-Scissor - Bug - Beauty

82 Sleep Talk - Normal - Cute

83 Natural Gift - Normal - Cool

84 Poison Jab - Poison - Smart

85 Dream Eater - Psychic - Smart

86 Grass Knot - Grass - Smart

87 Swagger - Normal - Cute

88 Pluck - Flying - Cute

89 U-Turn - Bug - Cute

90 Substitute - Normal - Smart

91 Flash Cannon - Steel - Smart

92 Trick Room - Psychic - Cute

93 Cut - Normal - Cool

94 Fly - Flying - Smart

95 Surf - Water - Beauty

96 Strength - Normal - Tough

97 Defog - Flying - Beauty

98 Rock Smash - Fighting - Tough

99 Waterfall - Water - Tough

100 Rock Climb - Normal - Cool

101 Whirlpool - Water - Beauty

Held Items:

During battle, a Pokemon may hold and make use of a single Item. Some Items are activated as long as a Pokemon is holding it while others must be activated on purpose. Berries are holdable items that can eaten on command, however they can also be used outside of Encounters. Held Items are activated as free actions during a pokemon’s turn during a round of combat.

Big Root	While held, Moves that steal HP gain double the HP they normally would.
Black Sludge	While held, Poison-Type Pokemon recover 1/10th of their HP per turn. While held, Non-Poison-Type Pokemon lose 1/10th of the HP per turn.
Bright Powder	When activated, once per encounter, foes must roll +3 to hit Bright Powder’s holder during the next round.
Choice Band	While held, the pokemon’s Attack Stat starts at +2 Combat Stages. While held, the Pokemon may only use one Move. If the Move’s Frequency does not allow At-Will use, you must wait until you may legally use the Move again. Returning the Pokemon to its Poke Ball resets the Move the Pokemon must use.
Choice Scarf	While held, the pokemon’s Speed Stat starts at +2 Combat Stages. While held, the Pokemon may only use one Move. If the Move’s Frequency does not allow At-Will use, you must wait until you may legally use the Move again. Returning the Pokemon to its Poke Ball resets the Move the Pokemon must use.
Choice Specs	While held, the pokemon’s Special Attack Stat starts at +2 Combat Stages. While held, the Pokemon may only use one Move. If the Move’s Frequency does not allow At-Will use, you must wait until you may legally use the Move again. Returning the Pokemon to its Poke Ball resets the Move the Pokemon must use.
Damp Rock	When activated, once per day, when Damp Rock’s holder uses the Move Rain Dance, the Weather lasts for 5 minutes, instead of 2.
Deepsea Items	The Deepseascale and Deepseatooth, when held by a pokemon battling underwater, grant +1 Combat stage to Special Defense or Special Attack respectively.

Destiny Knot	When held, if Destiny Knot’s holder becomes Attracted, the Pokemon who gave it the Attracted status affliction to Destiny Knot’s holder becomes Attracted to Destiny Knot’s holder.
Everstone	While held, Everstone’s holder cannot Evolve.
Flame Orb	While held, Flame Orb’s holder is Burned.
Focus Band	When activated, once per day, roll 1d20. On a result of 16 or higher, Focus Band’s holder has its HP set to 1 if damage from an attack would put its HP below 1.
Focus Sash	When activated, once per day, if damage from a Move would take Focus Sash’s holder’s HP from max to 0 or less, Focus Sash’s holder instead has 1 HP remaining.
Grip Claw	While held, Grip Claw’s holder uses a Move that can Trap targets, the Trapped target is always Trapped for an additional 2 turns.
Heat Rock	When activated, once per day, when Heat Rock’s holder uses the Move Sunny Day, the Weather lasts for 5 minutes, instead of 2.
Icy Rock	When activated, once per day, when Icy Rock’s holder uses the Move Hail, the Weather lasts for 5 minutes, instead of 2.
King’s Rock/Razor Fang	When activated, once per encounter, the next Move used by King’s Rock’s holder will Flinch the target on 18-20.
Lagging Items	The Lagging Items; Lagging Tail, Lagging Fist, Lagging Eyes, each half a stat of the pokemon who holds them. The Lagging Tail halves Speed, the Lagging Fist halves Attack and the Lagging Eyes halves Special Attack.
Leftovers	When activated the user will consume the Leftovers, destroying it. For the remainder of the encounter the user will gain 1/16th of its Max HP during the start of each round in the encounter.
Life Orb	When held, Life Orb’s holder deals an additional STAB roll every time they deal damage with a Move. Life Orb’s holder then subtracts the value of their STAB die they rolled from their HP.
Light Items	Light Items are special held items that double the value of two specific stats and only work with a specific Species of Pokemon. An example is the Light Ball which doubles the value of a Pikachu’s Attack and Special Attack while held.
Lucky Egg	When activated the user will consume the Lucky Egg, destroying it. For the next 24 hours, the pokemon will gain double the experience points it usually would.
Quick Claw	When activated, once per day, Quick Claw’s holder has +5 Speed for the remainder of the encountner.
Razor Claw	When activated, once per encounter, the next Move used by Razor Claw’s holder will Critical Hit the target on 18-20.

Shell Bell	When activated, once per day, the next Move Shell Bell’s holder uses will heal the holder HP equal to half of the damage they deal with that Move.
Smooth Rock	When activated, once per day, when Smooth Rock’s holder uses the Move Sandstorm, the Weather lasts for 5 minutes, instead of 2.
Toxic Orb	While held, Toxic Orb’s holder is Badly Poisoned.

Held Item Type Boosters:

The Held Item Type Boosters are held items that could help deal extra damage to any Elemental Type of attack. These Held Items are various and add extra STAB rolls for damaging Moves. They add STAB rolls to that particular type, even if the pokemon holding the Item isn’t the same type as the Item’s benefacting type.

Plates	Plates are ancient tiles, the size of a bussiness card that add 2 STAB rolls to a specific Type.
Other	Various items can grant an additional STAB roll to a specific Type of Move, depending on what it means to the pokemon holding it, or what kind of item it is.

Berries:

Berries, or fruits, cover the Pokemon world’s trees and brush with flavorful food, tasty to humans and useful to pokemon. Berries may be consumed, or held to be consumed during battle as a free action. Tastes correspond to the different types of Contests in the pokemon world. Spicy foods are for Cool contests; Sour for Tough; Dry for Beauty; Bitter for Smart; Sweet for Cute. Berries can be mixed into bready Poffin cakse, cold Shakes or candy-like Pokeblocks. More about those in the Contest section of the Player Handbook.

01 Cheri Berry	Spicy	Heals Paralysis.
02 Chesto Berry	Dry	Heals Sleep.
03 Pecha Berry	Sweet	Heals Poison.
04 Rawst Berry	Bitter	Heals Burns.
05 Aspear Berry	Sour	Heals Freeze.
06 Leppa Berry	Spicy, Sweet, Bitter, Sour	Restores a Battle or Center use Move.
07 Oran Berry	Spicy, Dry, Bitter, Sour	Heals 1d8 HP.
08 Persim Berry	Spicy, Dry, Sweet, Sour	Heals Confusion.
09 Lum Berry	Spicy, Dry, Sweet, Bitter	Heals any Status Affliction.
10 Citrus Berry	Dry, Sweet, Bitter, Sour	Heals 2d8 HP.
11 Figy Berry	Spicy	Recovers 1/8th of pokemon’s Max HP.
12 Wiki Berry	Dry	Confuses Pokemon who don’t like Spicy food. Recovers 1/8th of pokemon’s Max HP. Confuses Pokemon who don’t like Dry food.

13 Mago Berry	Sweet	Recovers 1/8th of pokemon's Max HP.	39 Rindo Berry	Spicy, Bitter	If hit by a super-effective Grass-Type Move, the attack deals neutral damage instead. If hit by a super-effective Ice-Type Move, the attack deals neutral damage instead. If hit by a super-effective Fighting-Type Move, the attack deals neutral damage instead. If hit by a super-effective Poison-Type Move, the attack deals neutral damage instead. If hit by a super-effective Ground-Type Move, the attack deals neutral damage instead. If hit by a super-effective Flying-Type Move, the attack deals neutral damage instead. If hit by a super-effective Psychic-Type Move, the attack deals neutral damage instead. If hit by a super-effective Bug-Type Move, the attack deals neutral damage instead. If hit by a super-effective Rock-Type Move, the attack deals neutral damage instead. If hit by a super-effective Ghost-Type Move, the attack deals neutral damage instead. If hit by a super-effective Dragon-Type Move, the attack deals neutral damage instead. If hit by a super-effective Dark-Type Move, the attack deals neutral damage instead. If hit by a super-effective Steel-Type Move, the attack deals neutral damage instead. If hit by a Normal-Type Move, the attack deals damage as if the pokemon resists it instead. When below 50% HP, raise Attack 1 Combat Stage. When below 50% HP, raise Defense 1 Combat Stage. When below 50% HP, raise Speed 1 Combat Stage. When below 50% HP, raise Special Attack 1 Combat Stage. When below 50% HP, raise Special Defense 1 Combat Stage. When below 50% HP, pokemon's Moves are Critical Hits on 19-20 for 3 rounds. When below 50% HP, raise a random stat, other than HP, 1 Combat Stage. If hit by a super-effective Move, recover 1/4th of pokemon's Max HP. When below 50% HP, the pokemon needs -2 to hit with any Move for 3 rounds. When below 10% HP, grant the Effect Keyword "Interrupt" to any of the user's Move for 1 round. When hit by a Melee attack, the attacker loses 1/2 the damage delt to Jaboca Berry's user. When hit by a Ranged attack, the attacker loses 1/2 the damage delt to Jaboca Berry's user.
 14 Aguav Berry	Bitter	Confuses Pokemon who don't like Sweet food. Recovers 1/8th of pokemon's Max HP.	 40 Yache Berry	Dry, Sour	
 15 Iapapa Berry	Sour	Confuses Pokemon who don't like Bitter food. Recovers 1/8th of pokemon's Max HP.	 41 Chople Berry	Spicy, Bitter	
 16 Razz Berry	Spicy, Dry	Confuses Pokemon who don't like Sour food. No Effect.	 42 Kebia Berry	Dry, Sour	
 17 Bluk Berry	Dry, Sweet	No Effect.	 43 Shuca Berry	Spicy, Sweet	
 18 Nanab Berry	Sweet, Bitter	No Effect.	 44 Coba Berry	Dry, Bitter	
 19 Wepear Berry	Bitter, Sour	No Effect.	 45 Payapa Berry	Sweet, Sour	
 20 Pinap Berry	Spicy, Sour	No Effect.	 46 Tanga Berry	Spicy, Sour	
 21 Pomeg Berry	Spicy, Sweet, Bitter	Only if you want it to, it will lower the Pokemon's HP Base Stat 1.	 47 Charti Berry	Spicy, Dry	
 22 Kelpsy Berry	Dry, Bitter, Sour	Only if you want it to, it will lower the Pokemon's Attack Base Stat 1.	 48 Kasib Berry	Dry, Sweet	
 23 Qualot Berry	Spicy, Sweet, Sour	Only if you want it to, it will lower the Pokemon's Defense Base Stat 1.	 49 Haban Berry	Sweet, Bitter	
 24 Hondew Berry	Spicy, Dry, Bitter	Only if you want it to, it will lower the Pokemon's Special Attack Base Stat 1.	 50 Colbur Berry	Bitter, Sour	
 25 Grepa Berry	Dry, Sweet, Sour	Only if you want it to, it will lower the Pokemon's Special Defense Base Stat 1.	 51 Babiri Berry	Spicy, Dry	
 26 Tamato Berry	Spicy, Dry	Only if you want it to, it will lower the Pokemon's Speed Base Stat 1.	 52 Chilan Berry	Dry, Sweet	
 27 Cornn Berry	Dry, Sweet	No Effect.	 53 Liechi Berry	Spicy, Dry, Sweet	
 28 Magost Berry	Sweet, Bitter	No Effect.	 54 Ganlon Berry	Dry, Sweet, Bitter	
 29 Rabuta Berry	Bitter, Sour	No Effect.	 55 Salac Berry	Sweet, Bitter, Sour	
 30 Nomel Berry	Spicy, Sour	No Effect.	 56 Petaya Berry	Spicy, Bitter, Sour	
 31 Spelon Berry	Spicy, Dry	No Effect.	 57 Apicot Berry	Spicy, Dry, Sour	
 32 Pamtre Berry	Dry, Sweet	No Effect.	 58 Lansat Berry	Spicy, Dry, Sweet, Bitter, Sour	
 33 Watmel Berry	Sweet, Bitter	No Effect.	 59 Starf Berry	Spicy, Dry, Sweet, Bitter, Sour	
 34 Durin Berry	Bitter, Sour	No Effect.	 60 Enigma Berry	Spicy, Dry	
 35 Belue Berry	Spicy, Sour	No Effect.	 61 Micle Berry	Dry, Sweet	
 36 Occa Berry	Spicy, Sweet	If hit by a super-effective Fire-Type Move, the attack deals neutral damage instead.	 62 Custap Berry	Sweet, Bitter	
 37 Passho Berry	Dry, Bitter	If hit by a super-effective Water-Type Move, the attack deals neutral damage instead.	 63 Jaboca Berry	Bitter, Sour	
 38 Wacan Berry	Sweet, Sour	If hit by a super-effective Electric-Type Move, the attack deals neutral damage instead.	 64 Rowap Berry	Spicy, Sour	
					

Evolutionary Stones and Keepsakes:

Some Pokemon evolve upon contact with radioactive Elemental Stones, while rarer evolutions take place only once a Pokemon becomes bonded to a keepsake of sorts. Here are the relevant Elemental Stones and Evolutionary Keepsakes.

Fire Stone	Evolves Vulpix, Growlithe, Eevee
Water Stone	Evolves Poliwhirl, Shellder, Staryu, Eevee, Lombre
Thunder Stone	Evolves Pikachu, Eevee
Leaf Stone	Evolves Gloom, Weepinbell, Exeggcute, Eevee, Nuzleaf
Moon Stone	Evolves Nidorina, Nidorino, Clefairy, Jigglypuff, Eevee, Skitty
Sun Stone	Evolves Gloom, Eevee, Sunkern
Shiny Stone	Evolves Eevee, Togetic, Roselia
Dusk Stone	Evolves Eevee, Murkrow, Misdreavus
Dawn Stone	Evolves Eevee, Male Kirlia, Female Snorunt
Deepseascale/Deaseatooth	Evolves Clamperl
Dragon Scale	Evolves Seadra
Dubious Disc	Evolves Porygon2
Electirizer	Evolves Electabuzz
King’s Rock	Evolves Poliwhirl, Slowpoke
Oval Stone	Evolves Happiny
Magmarizer	Evolves Magmar
Metal Coat	Evolves Onix, Scyther
Protector	Evolves Rhydon
Razor Claw	Evolves Sneasel
Razor Fang	Evolves Gligar
Reaper Cloth	Evolves Dusclops
Up-Grade	Evolves Porygon

Vitamins:

In order to make better use of your Pokemon, you sometimes need to modify their Base Stats. Vitamins do just that. However, you may only get use out of up to five Vitamins per pokemon. after you have used five vitamins on a pokemon, any vitamins fed to a pokemon afterwards will have no effect.

HP Up	Raise the user’s HP Base Stat 1.
Protein	Raise the user’s Attack Base Stat 1.
Iron	Raise the user’s Defense Base Stat 1.
Calcium	Raise the user’s Special Attack Base Stat 1.
Zinc	Raise the user’s Special Defense Base Stat 1.
Carbos	Raise the user’s Speed Base Stat 1.
PP Up	Raise one of the user’s Move’s Frequency one level. Use only once per Move.
Rare Candy	Raise the user’s experience points so that it is exactly at its next level.

Poke Balls:

When you use a Poke Ball, add or subtract the Poke Ball’s modifier from your d100 Capture Roll. These are a few existing Poke Balls, your campagin might feature Poke Balls not seen here, or as a Poke Ball Designer, you may invent your own Poke Balls.



Ball Name	Modifier	Special
01 Poke Ball	+5	
02 Great Ball	+0	
03 Ultra Ball	-10	
04 Master Ball	-100	Incredibly Rare.
05 Safari Ball	+0	
06 Level Ball	+10	-10 Modifier, if the target is under half the level your active pokemon is.
07 Lure Ball	+20	-10 Modifier, if the target was baited into the encounter with food.
08 Moon Ball	+0	-10 Modifier, if the target evolves with an Evolution Stone.
09 Friend Ball	-5	A caught pokemon will not be hostile towards the owner.
10 Love Ball	+0	-10 Modifier, if the target is the opposite gender of an ally Pokemon.
11 Heavy Ball	+5	-5 Modifier, for each Weight Class the target is above 2.
12 Fast Ball	+5	-10 Modifier, if the target has a Speed Capability above 4.
13 Sport Ball	+0	
14 Premier Ball	+0	
15 Repeat Ball	+10	-10 Modifier, if you already own a Pokemon of the target’s species.
16 Timer Ball	+20	-5 to the Modifier after every 2 rounds until the Modifier is -20.
17 Nest Ball	+0	-10 Modifier, if the target is under level 10.
18 Net Ball	+0	-5 Modifier, if the target is Water or Bug type.
19 Dive Ball	+10	-10 Modifier, if the target was found underwater or underground.
20 Luxury Ball	-5	A caught pokemon will not be disobedient as long as it’s below level 40.
21 Heal Ball	-5	A caught pokemon will heal to Max HP immediatley upon capture.
22 Quick Ball	-20	+5 Modifier after 1 round of the encounter, +10 Modifier after round 2.
23 Dusk Ball	+10	-10 Modifier if it is dark, or if there is very little light out, when used.
24 Cherish Ball	-5	
25 Park Ball	+0	

Apricorns can be made into some of these Poke Balls. There are seven varieties of Apricorn; Red, Yellow, Blue, Green, Pink, White, Black.

Other:

There are hundreds of Items to use in the Pokemon world, those listed here are only suggested Items! Your GM can provide additional Items and maybe you can create your own while on your Pokemon Adventure.

A Combat Demo:

Scenario:
New Trainers, Tyrone, Charlotte and Jimmy, have encountered a group of wild Pokemon. Each have different approaches to how they want to handle the situation, but will work together to defeat the wild group.

Tyrone is an Ace Trainer who picked up a Torchic and Turtwig, aiming to take down the Indigo League Conference.

Charlotte is a Researcher; she studied up on Squirtle and Bulbasaur before choosing them to take on her journey.

Jimmy is a Martial Artist who wants to train with his Charmander and Mudkip, fighting along side them in combat.



GM: After a few minutes of traveling through the forest, you come across some water. It's only a few inches deep, but it's covering the forest floor. There are various trees nearby, and some bubbles seems to be popping up from under the trees every once in a while.

Jimmy: Is there supposed to be any running water nearby?

Charlotte: The map says that there is a small stream a quarter mile from here.

Tyrone: Then, there shouldn't be this much water around here. I'm sending out my Turtwig. Go! P.B.!

Charlotte: My Squirtle might be able to help if anything appears. Come out! Clip!

Jimmy: I think we'll be fine. It's just some water.

GM: You hear various grunts from the tree bases that surround you as several brown Pokemon about a foot long each appear. They approach on all fours and have large front teeth. There are six of them.

Jimmy: Go! Dirgen!

Charlotte: Wait, Jimmy! Your Charmander won't do too well in all this water!

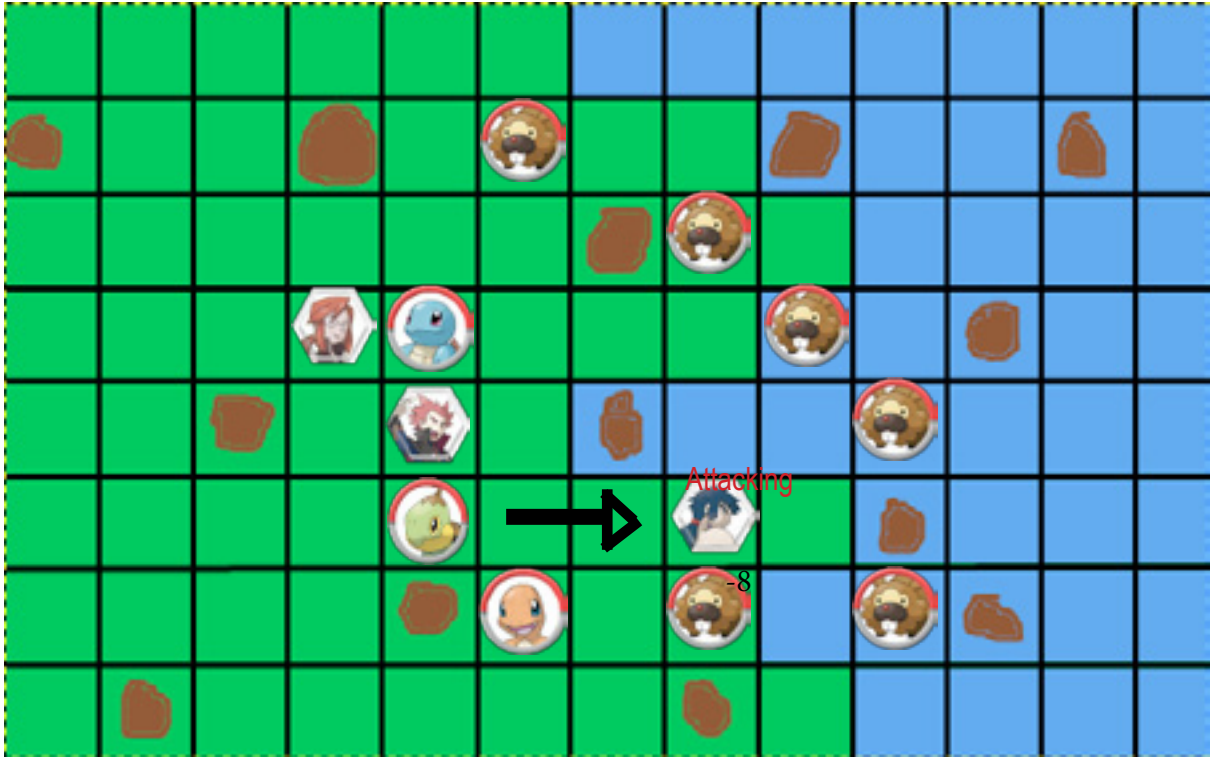
Jimmy: Dirgen! Scratch the nearest brown rodent! I'll kick the next nearest one!

GM: Your Charmander can't attack right away, you just sent it out.



COMBAT STARTS:

ROUND ONE -
Jimmy rolls for his Trainer Attack anyway, an Improvised Kick:
8 on 1d20 for Accuracy Check, needed a 6, it Hits.
GM: I'll let that use a 1d4 for your damage, since you're unarmed.
Jimmy rolls for his Trainer Attack's Damage:
4 on 1d4, adding STR modifier (3) and DEX and STR modifier for Martial Artist's Improved Combat (5).
Jimmy: That's 12 damage!
Bidoof A takes 8 damage. It has 4 Defense.



GM: After seeing one of their friends get kicked by the intruding trainers, each of the Pokemon become very upset and start attacking your group!

Jimmy: My bad, guys.

Charlotte: I already know these are Bidoofs! I'm a Walking Encyclopedia, but I'm going to still scan them with my Pokedex!

Tyrone: Me too! Charlotte, what type of Pokemon are these?

Charlotte: Bidoof are Normal Type Pokemon.

The Pokedex is used by Charlotte and Tyrone. In two Rounds, the Trainers will identify the Pokemon, even though they already have access to their information thanks to Charlotte being a Researcher.

Charlotte: Clip! Withdraw!

Squirtle's Defense is raised one Combat Stage, from 10 to 12.

Tyrone: P.B., you use Withdraw as well!

Turtwig's Defense is raised one Combat Stage, from 9 to 11.

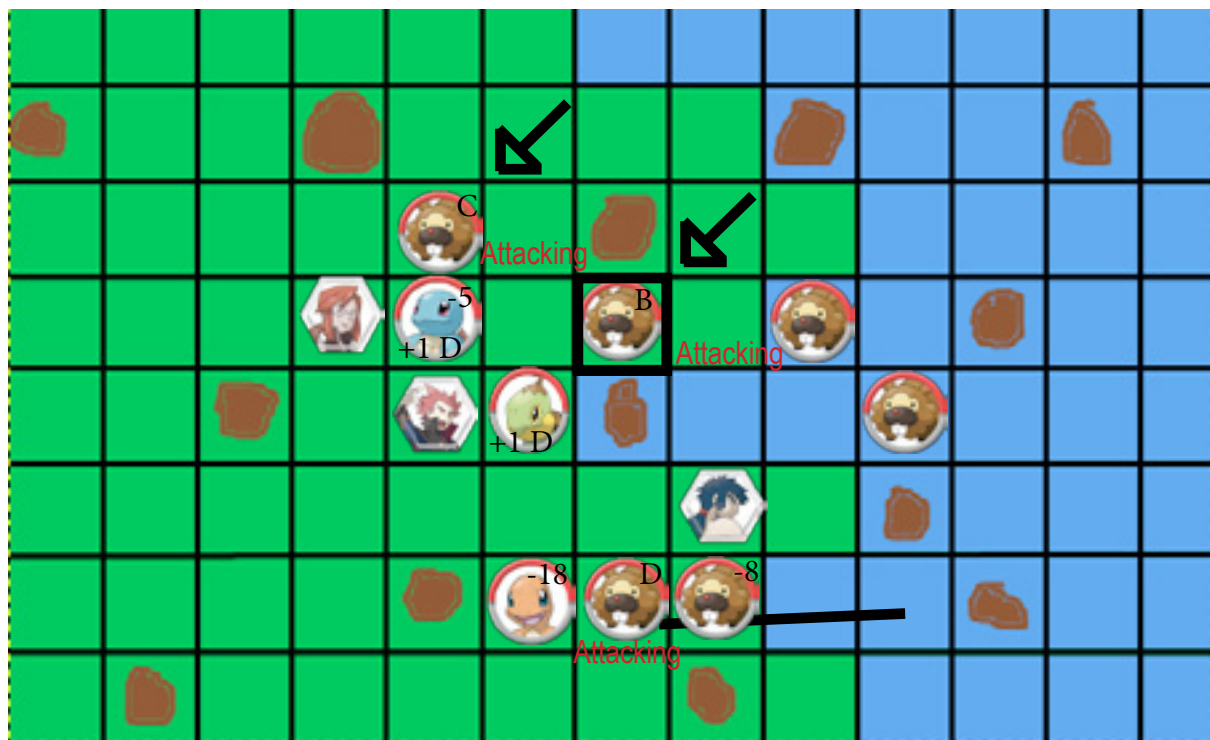
GM: The brown Pokemon inch towards your party cautiously, they are unsure of how powerful your Pokemon are. Three of them work up the courage to jump at your party. One of them Tackles Tyrone, another one Tackles Clip and the third Tackles Dirgen.

Tyrone: P.B.! Intercept the attack!

Because P.B. has not Shifted yet this round, it may attempt intercept an attack. Its check is 11 on 1d20.

Tyrone rolls and gets an 18 on 1d20. PB Shifts between the wild Pokemon and Tyrone, taking the attack.

For Bidoof B, GM rolls a 3 on 1d20. Tackle's AC is 2, but because P.B. has 11 Defense, its Evasion Bonus against Melee attacks is 2, meaning that the AC for Tackle is actually 4.



GM: The Pokemon rushes forward and slams into P.B., who is unphased by the impact due to its defenses.
 For Bidoof C, GM rolls a 12 on 1d20. Tackle's AC is 2, so Bidoof C hits Clip, who only has an Evasion Bonus of 2. GM rolls for damage and adds Bidoof C's Attack Stat. $2d10 + STAB(1d4) + 5$, GM rolls $11 + 1 + 5$, 17. STAB is added because Bidoof is Normal type, and Tackle is Normal Type.
 GM: One Pokemon slams into Clip's side. Your Squirtle takes 17 damage.
 Charlotte: 5, after Defense.
 For Bidoof D, GM rolls a 17 on 1d20. Tackle's AC is 2, so Bidoof d hits Dirgen. GM rolls for damage and adds Bidoof D's Attack Stat. $2d10 + STAB(1d4) + 6$, GM rolls $15 + 2 + 6$, 23.
 GM: Another Pokemon lands onto of Dirgen. Your Charmander takes 23 damage.
 Jimmy: 18, after Defense.

ROUND 2 -

Jimmy: I'll elbow drop the same Bidoof who I already hit! Dirgen! Scratch up the nearest Bidoof!
 Jimmy rolls for his Trainer Attack, another Improvised attack:
 12 on 1d20 for Accuracy Check, he needed a 6, it Hits.
 Jimmy rolls for his Trainer Attack's Damage:
 2 on 1d4, adding STR modifier (3) and DEX and STR modifier for Martial Artist's Improved Combat (5).
 Jimmy: That's 10 damage!
 Bidoof A takes 6 more damage.
 Tyrone: I want that Pokemon! I'm throwing a Poke Ball!
 Jimmy: But I'm the one who beat it up!
 Tyrone rolls 57 on 1d100, because he used a Poke Ball, he adds 5 to his rolled number; 62.
 The GM compares Bidoof A's capture rate, 60 and adds any modifiers, +5 for under 50% HP, +20 for under level 20. The Bidoof's capture rate is 85, which Tyrone rolled under.
 GM: The ball shakes monetarily before stopping, you've captured the Pokemon.
 Tyrone: All right!
 Charlotte: Clip! Use Withdraw again!
 Squirtle's Defense is raised one more Combat Stage, making the Defense 15, after being raised two Combat Stages.
 Tyrone: Dirgen! Scratch a Bidoof!
 For his Charmander, Tyrone rolls 1d20 and get a 15, greatly exceeding the needed roll during the Accuracy Check. He then rolls $2d10 + 9$ for his damage and gets 27.
 GM: The Pokemon receives a deep cut into its side from Dirgin's attack, it passes out at the sight of the blood its lost.
 Tyrone: Good job, Dirgen!



GM: After seeing one of their allies disappear into a Poke Ball and another get knocked unconscious, the Pokemon panic and rush angrily at the party. Each Pokemon Tackles a nearby target.
 For Bidoof B, GM rolls a 13 on 1d20. Tackle's AC is 2, so Bidoof B hits Clip, who only has an Evasion Bonus of 3. GM rolls for damage and adds Bidoof B's Attack Stat. $2d10 + STAB + 5$, GM rolls $6 + 3 + 5$, 14.
 GM: Squirtle is Tackled for 14 damage.
 Charlotte: Clip brushes it off, his shell is too hard!
 For Bidoof C, GM rolls a 20 on 1d20. It's a Critical Hit, so Bidoof C hits Clip. GM calculates max damage and adds Bidoof C's Attack Stat. $2d10 + (STAB) + 5$, $20 + 4 + 5$, 29.
 GM: The Pokemon slams into Clip's head, it's a Critical Hit! Squirtle takes 29 damage.
 Charlotte: That's still only 14 damage!
 For Bidoof F, GM rolls a 2 on 1d20. Tackle's AC is 2, so Bidoof D misses Jimmy, who only has an Evasion Bonus of 2 because of his DEX modifier.
 GM: Jimmy jumps over a Pokemon as it barrels towards him, dodging its tackle.
 For Bidoof E, GM rolls a 13 on 1d20. Tackle's AC is 2, so Bidoof C hits Dirgen, who only has an Evasion Bonus of 1. GM rolls for damage and adds Bidoof E's Attack Stat. $2d10 + 5$, GM rolls $19 + 6$, 25.
 GM: A slamming tackle from the last wild Pokemon hits Dirgen. Charmander takes 25 damage.
 Jimmy: Oh crap! Dirgen is unconscious!
 GM: A larger brown Pokemon appears from behind another one of the trees. This one has a large, flat dark brown tail, but otherwise looks very similar to the smaller brown Pokemon.
 Charlotte: Jimmy! Return your Charmander! That's Bidoof's evolved form, Bibarel! It's water type!



ROUND 3 -

Jimmy: Come back, Dirgen! My Mudkip might be able to help out. GO! Beastman!

Charlotte: I'll use my Pokedex on the Bibarel!

Tyrone: Me too!

GM: Pokedex data comes in, listing all the details of Bidoof, which Charlotte already knew everything about.

Charlotte: Clip! Tackle that Bibarel!

Tyrone: P.B.! Help out by tackling it too!

Both Players roll their Accuracy Checks and get 12 and 16. Both numbers are way over the required number to hit. They both roll damage dice rolls and add attack. $2d10 + 4$ for Clip; 18. $2d10 + 6$ and an additional 1 because of Ace Trainer's Improved Attacks Feature for P.B.; 16.

The wild Bibarel has 7 Defense. It takes 11 damage, then 9 damage.



GM: Both Pokemon impact the large wild, making it much angrier. It lets loose a stream of water.

For the Bibarel, GM rolls a 13 on 1d20. It's easily higher than Clip's Evasion bonus from Special Defense so it hits and the GM rolls Water Gun's damage plus Bibarel's Special Attack Stat. $2d10 + 7$, 20+7, 27. The attack hits for half-damage because the Water attack is not very effective against Squirtle's Water type.

GM: Clip is blasted for 13 points of Special Attack damage.

Charlotte: It only takes 7.

GM: Concerned that their pack leader isn't very effective against the intruding Trainers, some Bidoof begin to try and escape!

The GM rolls a few escape rolls, but after failing them with Bidoof B and Bidoof C, he decides to attack with Bidoof E and Bidoof F.

GM: A Bidoof charges towards Jimmy while another jumps at P.B.!

For Bidoof E, GM rolls a 13 on 1d20. Tackle's AC is 2, so Bidoof E hits Jimmy, who only has an Evasion Bonus of 2. GM rolls for damage and adds Bidoof E's Attack Stat. $2d10 + 5$, GM rolls 11+5, 16.

GM: Jimmy is hit for 16 damage.

Jimmy: I can take a hit.

Jimmy is not in danger of becoming unconscious, he is a Martial Artist with over 40 HP thanks to Improved Endurance. Also, Jimmy has the generic Trainer Feature, "I Can Take a Hit," reducing all forms of damage by 5.

For Bidoof F, GM rolls a 19 on 1d20. Tackle's AC is 2, so Bidoof E hits P.B., who only has an Evasion Bonus of 2. GM rolls for damage and adds Bidoof E's Attack Stat. $2d10 + 5$, GM rolls 17+5, 23.

GM: P.B. is rammed for 23 damage.

Tyrone: 12 after Defense.

Charlotte: We can't stick around for too much longer, our Pokemon are taking some bad hits.

Jimmy: I want to catch the Bibarel! Tyrone stole the Bidoof I was attacking!

Tyrone: I'd prefer to end this quickly, but if that's what you want...



ROUND 4 -

Charlotte: Clip! Watergun that Bidoof!

Tyrone: P.B. use Razor Leaf on the Bidoof next to Jimmy!

Jimmy: Beastman! Mud-Slap the nearest Bidoof!

As each player rolls their Accuracy Check, they pass and roll high for damage as well, felling each of the targeted Bidoofs by knocking them below 0 HP. Clip deals even more damage due to it's Ability, Torrent, activating.

GM: The Bibarel fires off another Watergun, aiming at Beastman. The last remaining Bidoof rushes towards Clip for another tackle.

The GM rolls for Bibarel's Watergun and the final Bidoof's Tackle, hitting with both. Bibarel's Watergun is not very effective towards the Turtwig, P.B., and ends up only dealing 7 damage. Bidoof B's tackle hits, but it deals less damage than Clip's defense, so it doesn't do anything to Clip.



ROUND 5 -

GM: Pokdex information is finished loading for Bibarel, Bidoof's evolution.

Charlotte: Let's go! Clip Watergun the Bidoof!

Tyrone: P.B. Tackle the Bibarel to make it easier for Jimmy to catch!

Jimmy: Stand by, Beastman! I'm throwing a Great Ball!

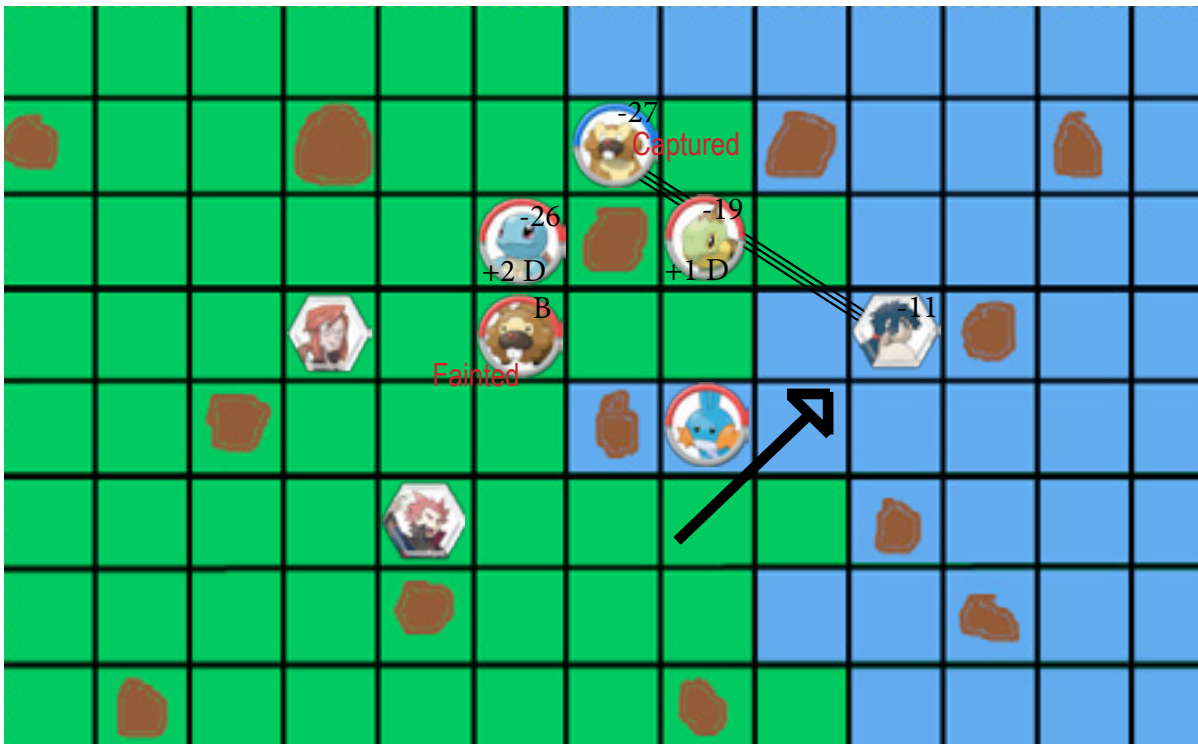
Charlotte's Squirtle fells the remaining Bidoof and Tyrone's Turtwig is able to deal a few points of damage to the Bibarel, making it easier for Jimmy's Great Ball throw.

Jimmy: Come on Great Ball!

Jimmy rolls 1d100 for Bibarel's capture roll and gets a 61. A Great Ball does not modify his rolls.

The GM compares Bibarel's capture rate, 40 and adds any modifiers, +5 for under 50% HP, +20 for under level 20. The Bidoof's capture rate is 65, which Jimmy barely rolled under.

GM: The Great Ball shakes for a few seconds before violently jumping up and down, then suddenly stops moving. Jimmy has captured the Bibarel.



With all wilds captured, or knocked unconscious, the players leave in order to avoid any further encounters with the Pokemon who dammed up the nearby stream.

At this point, Experience points would be awarded.

The GM distributes 990 Experience. 570 points are from the level 19 Bibarel, after consulting the Exp Drop Chart in the GM, he gets 19×30 . Then the GM adds the 6 Bidoofs who each drop 10 Exp for each level.

They were all at level 7, so $7 \times 10 = 70$. Then $70 \times 6 = 420$. Total Exp awarded: 990.

Jimmy must split that between his Mudkip and his Charmander, awarding them each 495.

Charlotte awards the entire drop to her Squirtle.

Tyrone awards 1188 Exp to his Turtwig, since he has the Ace Trainer Feature, Enhanced Training.

In addition to this, Tyrone and Charlotte each have raised their Pokedex Seen number by 2.

Tyrone and Jimmy each raised their Pokemon Owned number by 1.

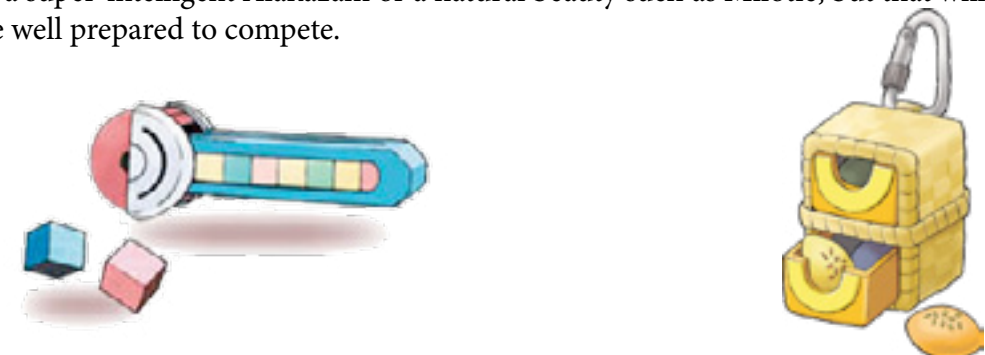


Contests



Unlike Combat, Contests demand a certain level of poise, but most importantly it demands a great deal of presence. On the stage of a Contest, you are pit against four other Trainers, sometimes your own Party members, in order to win a coveted Ribbon.

Contest Stats concern the five points of Contest types, which in turn correspond to the five flavors found in Berries. Spicy corresponds to Cool; Sour to Tough; Dry to Beauty; Bitter to Smart; and Sweet to Cute. When you feed Poffins, Shakes or Pokeblocks to Pokemon you can increase a Pokemon's Cool, Tough, Beauty, Smart or Cute Stats. In a Contest, it is all about how you present yourself to the judges. You may compete with a super-intelligent Alakazam or a natural beauty such as Milotic, but that will mean nothing unless you are well prepared to compete.



When you mix berries together into Poffins, Shakes or Pokeblocks, roll 1d6 then add 1 for each berry you mixed into the food, up to 5. You add more than 5 berries into the mix, to change the flavor of the food, but you cannot add more than 5 from the bonus. This is the value of the Poffin, Shake or Pokeblock. The Berry's type depends on what kind of flavors you put into the food. The types match the Contest types, Cool, Tough, Beauty, Smart and Cute. Whatever flavor you put the most of in the food, is the type of the food. If there is an equal amount of flavor in the food, the food is double-typed, but the value is deducted by 1.

If you feed a Poffin, Shake or Pokeblock to a Pokemon, they will add half of the value of that food to the pokemon's Cool, Tough, Beauty, Smart or Cute stats. A Bitter food with a value of 10 will add 5 points to a pokemon's Smart stats. A Dry and Sweet food with a value of 6 will add 3 to a pokemon's Beauty and Cute stats. You may only feed up to five foods to a pokemon and add points to their Contest Stats. You may still feed foods to your pokemon, but after the fifth one, it will not add points to their stats any more. The Contest Stats on a single pokemon, when added together, may not exceed 20. This means you could feed food so that a Pokemon has 4 points in each of the five Contest Types or you could put 20 points into a single Contest Type. If you feed a food which has a disliked flavor to your Pokemon, when it gains half of the value of the food, subtract an additional point from it when adding the points to the Contest Stats. If there is a liked flavor in the food, add a single point into the liked flavor's associated Contest Stat.

Whenever the pokemon enters a Contest that matches a type they have stat points in, they may roll an additional 1d4 per stat point during the First Stage of the Contest. You may only feed foods that award Contest stat points to a pokemon five times. Anything fed after that will not award any contest stat points to the pokemon.

Contest Stages:

There are two stages. In the First Stage, a pokemon is sent out and an initial appeal is made to the judges based on a pokemon's Contest Stats and anyother preparations a trainer may have made for their pokemon. After the First Stage, the Appeal Stage takes place over five rounds. After the Appeal Stage, the pokemon's contest points are tallied up and the pokemon with the most points wins the Ribbon.

Appeal Stage:

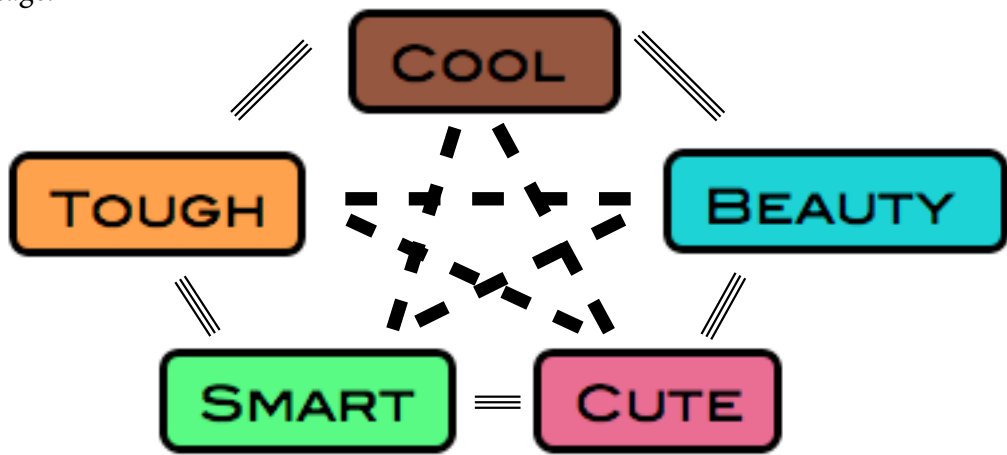
In a contest there are five Trainers, their five pokemon, five rounds and three Judges. You must manipulate your opponents, their pokemon and the Judges to be awarded the most points. At the beginning of each Contest, a Contest Type should be announced. This will determine what kind of Moves you will want to use.

Trainers and Pokemon:

Each Round, the Trainer will tell a pokemon to perform a Move for one of the three Judges. Moves, when used in Contests, function differently from when they would if they were used in battle. Moves have Contest Types and when they are used in a Contest, they can raise the Judge’s Voltage, or lower the Judge’s Voltage. How a Move affects a Judge’s Voltage depends on the Contest’s Type, and the Type of Move you used. Whenever you perform a Move with the same Contest Type as the current Contest, roll an additional 1d4 for the Appeal. Using the same Move two rounds in a row will not gain any appeal points, but it may still raise Voltage.

Voltage:

If you perform a Cool Move in a Cool Contest, the Judge you perform for will have their Voltage raised. When a Judge’s Votage is raised to level 6, the Pokemon who raises the Judge’s Voltage to 6 gets to roll an additional 7d4 for their appeal that round. All three Judges have their Voltage level start at 1. However, there is also a way to lower a Judge’s Voltage; whenever you perform a Move with a Contest Type that is opposite the Type of Contest, the Judge will be displeased and lower their Voltage. If you use a Move that is not the same type as the Contest, or on the opposite side of the Contest Type pentagon, nothing happens to the Judge’s Voltage.



Adjacent Contest Types are ‘allied’. They do not add to or take away from a Judge’s Voltage.

Opposite sided Contest Types are ‘enemies’. They lower Voltage if they are used in an opposite type Contest.

For example, in a Cool Contest, using a Smart or Cute Move will lower the Voltage. Using a Tough or Beauty Move will not affect the Voltage. Using a Cool Move will raise the Voltage.

Round Order:

Since there are five rounds, you must manipulate the order that Trainer ask their Pokemon to perform to ensure victory. However, without the proper abilities at your disposal it might just become whoever rolls the highest appeals.

In Round One, Trainers perform in whatever order they feel like doing so. The first performer will be whomever speaks up first, followed by the next to speak, until the last contestant takes their turn.

In the Second Round, Trainers will perform in the order their total Appeals, including their First Stage Appeals, are ordered from highest to lowest. The Value of the totals are not announced, only the order in which they currently stand is announced.

In the Third Round, Trainers will perform in the order their total Appeals, including their First Stage Appeals, are ordered from lowest to highest. The Value of the totals are not announced, only the order in which they currently stand is announced.

In the Fourth Round, Trainers perform in the order their total Appeals, including their First Stage Appeals, are ordered from highest to lowest. The Value of the totals are not announced, only the order in which they currently stand is announced.

In the Fifth and Final Round, Trainers perform in the order their total Appeals, including their First Stage Appeals, are ordered from lowest to highest. The Value of the totals are not announced, only the order in which they currently stand is announced.

A Recap of how a Contest plays out:

First Stage: Initial Appeals are made.

Appeal Stage:

First Round: Trainers perform in whatever order they please.

Second Round: Trainers perform from highest to lowest total Appeal points.

Third Round: Trainers perform from lowest to highest total Appeal points.

Fourth Round: Trainers perform from highest to lowest total Appeal points.

Final Round: Trainers perform from lowest to highest total Appeal points.

Judges then tally up total points, and award the Ribbon to the winner.

Second, third, fourth and fifth place would not receive a ribbon, however they should still gain experience for participation.

How to read Contest Moves:

A Contest Move is a Move they perform during the contest. The pokemon shows off up to five different Moves during the five rounds.

A Move has a Name, a Type, an Appeal Roll, and sometimes an Effect.

It’s ordered as such:

Name – Type
Appeal Roll
Effect: *Keywords*

The Name is the Name of the Move, it retains its name from it being a Move outside of a Contest, but it has different abilities in a Contest.

A Contest Move’s Type is different from its Elemental Type. There are only 5 different Contest Types: Beauty, Cool, Cute, Smart, and Tough. You can discourage judges during Contests if you use an opposing Type during a Contest or excite them by using a same type Contest Move during a Contest. The Appeal Roll is what you roll during your appeal to see how well your pokemon performs for the judge. The Effects specify what special effects the Move has. A keyword will summarize what the Contest Move’s power is.

Contest Keywords:

Attention Grabber – A Contest Move with the keyword Attention Grabber halves the Appeal Points, rounding down, of the pokemon who last went during that Appeal round, then adds that result to their own Appeal Points for the round.

Big Show - A Contest Move with the keyword Big Show rolls **15d4** if each contestant performs for the same judge. You may only use the effect of a Big Show Contest Move if you are performing fourth or fifth in a round.

Catching Up - A Contest Move with the keyword Catching Up rolls an additional **3d4** if they have the lowest amount of total Appeal Points.

Crowd Pleaser - A Contest Move with the keyword Crowd Pleaser raises the target Judge’s Voltage 2, regardless of the Contest Type.

End Set - A Contest Move with the keyword End Set will perform third, fourth or last during the next appeal round. You must choose when performing the Contest Move. A Contest Move with the keyword End Set has been modified by a Feature.

Excitement - A Contest Move with the keyword Excitement prevents the target Judge’s Voltage from going down during that round.

Final Appeal - A Contest Move with the keyword Final Appeal rolls twice the dice shown in the Appeal Roll if the Move is performed during the last round of Appeals.

Get Ready! - A Contest Move with the keyword Get Ready! rolls twice the amount of dice during their next appeal during the Contest then they usually would in their Appeal Roll or Effect. If they perform a move that raises a Judge’s Voltage to max, you gain 14d4 Voltage points instead of 7d4.

Good Show! – A Contest Move with the keyword Good Show! rolls an additional **3d4** if any Voltage was raised during both of the last two turns during the Appeal Round.

Hold That Thought - A Contest Move with the keyword Hold That Thought prevents the target judge’s Voltage from being raised for the remainder of the round, after the pokemon’s Appeal.

Incredible – A Contest Move with the keyword Incredible raises each Judge’s Voltage 1 level, regardless of Contest Types. A Contest Move with the keyword Incredible has been modified by a Feature.

Incentives - A Contest Move with the keyword Incentives rolls an additional **2d4** when their appeal raises the judge’s Voltage.

Interrupting Appeal - A Contest Move with the keyword Interrupting Appeal goes first during the appeal round, ignoring the order.

Inversed Appeal - A Contest Move with the keyword Inversed Appeal rolls **1d4** for each point of voltage the target judge does not have.

Quick Set - A Contest Move with the keyword Quick Set will perform first during the next appeal round.

Reflective Appeal - A Contest Move with the keyword Reflective Appeal rolls **1d4** for each point of voltage the target judge has.

Reliable - A Contest Move with the keyword Reliable may use the same Move during their next round and when they do they get to roll and additional **1d4** during the appeal.

Round Ender - A Contest Move with the keyword Round Ender rolls an additional **2d4** during their turn in the Contest round if they make their appeal last that round.

Round Starter - A Contest Move with the keyword Round Starter rolls an additional **2d4** during their turn in the Contest round if they make their appeal first that round.

Scrambler - A Contest Move with the keyword Scrambler randomizes the order of appeals during the next round.

Seen Nothing Yet - A Contest Move with the keyword Seen Nothing Yet rolls an additional **3d4** when a pokemon raised a judge’s Voltage to max during that round or the round before.

Slow Set - A Contest Move with the keyword Slow Set will perform last during the next appeal round.

Special Attention - A Contest Move with the keyword Special Attention rolls an additional **3d4** if no other participant Appealed to the same judge during that round yet.

Start Set - A Contest Move with the keyword Start Set will perform first, second or third during the next appeal round. You must choose when performing the Contest Move. A Contest Move with the keyword Start Set has been modified by a Feature.

Torrential Appeal - A Contest Move with the keyword Torrential Appeal use **1d4** as its Appeal Roll if they perform first or second during the round, **2d4** as its Appeal Roll if they perform third or fourth, and **3d4** if they perform last during the round.

Unsettling - A Contest Move with the keyword Unsettling lowers each judge’s Voltage 1 level.

Contest Move List

Beauty Moves

Aqua Jet – Beauty
2d4
Effect: Quick Set

Aqua Ring – Beauty
-
Effect: Torrential Appeal

Assurance – Beauty
2d4
Effect: Final Appeal

Aura Sphere – Beauty
2d4
Effect: Round Starter

Aurora Beam – Beauty
2d4
Effect: Round Starter

Blast Burn – Beauty
2d4
Effect: Seen Nothing Yet

Blaze Kick – Beauty
2d4
Effect: Round Starter

Blizzard – Beauty
2d4
Effect: Round Starter

Bubblebeam – Beauty
2d4
Effect: Slow Set

Bulk Up – Beauty
-
Effect: Get Ready!

Captivate – Beauty
2d4
Effect: Excitement

Charge Beam – Beauty
2d4
Effect: Round Starter

Conversion – Beauty
1d4
Effect: Catching Up

Conversion2 – Beauty
1d4
Effect: Catching Up

Cotton Spore – Beauty
2d4
Effect: Quick Set

Defog – Beauty
2d4
Effect: Hold That Thought

Dive – Beauty
1d4
Effect: Special Attention

Drain Punch – Beauty
1d4
Effect: Good Show!

Ember – Beauty
3d4
Effect: No Effect

Energy Ball – Beauty
2d4
Effect: Round Starter

Eruption – Beauty
2d4
Effect: Round Ender

Explosion – Beauty
-
Effect: Big Show

Featherdance – Beauty
2d4
Effect: Excitement

Feint – Beauty
-
Effect: Inverse Appeal

Fire Blast – Beauty
2d4
Effect: Round Starter

Fire Fang – Beauty
3d4
Effect: No Effect

Fire Punch – Beauty
2d4
Effect: Round Starter

Fire Spin – Beauty
-
Effect: Torrential Appeal

Flame Wheel – Beauty
2d4
Effect: Reliable

Flamethrower – Beauty
2d4
Effect: Round Starter

Flash – Beauty
1d4
Effect: Unsettling

Gastro Acid – Beauty
2d4
Effect: Hold That Thought

Giga Impact – Beauty
2d4
Effect: Seen Nothing Yet

Gravity – Beauty
2d4
Effect: Hold That Thought

Growth – Beauty
-
Effect: Get Ready!

Gyro Ball – Beauty
2d4
Effect: Final Appeal

Hail – Beauty
2d4
Effect: Hold That Thought

Haze – Beauty
2d4
Effect: Hold That Thought

Heal Bell – Beauty
-
Effect: Reflective Appeal

Heat Wave – Beauty
2d4
Effect: Round Starter

Hydro Cannon – Beauty
2d4
Effect: Seen Nothing Yet

Hydro Pump – Beauty
2d4
Effect: Round Starter

Ice Ball – Beauty
2d4
Effect: Reliable

Ice Beam – Beauty
2d4
Effect: Round Starter

Ice Punch – Beauty
2d4
Effect: Round Starter

Ice Shard – Beauty
2d4
Effect: Quick Set

Icicle Spear – Beauty
2d4
Effect: Reliable

Icy Wind – Beauty
2d4
Effect: Slow Set

Light Screen – Beauty
2d4
Effect: Hold That Thought

Lovely Kiss – Beauty
2d4
Effect: Excitement

Lunar Dance – Beauty
-
Effect: Torrential Appeal

Magic Coat – Beauty
2d4
Effect: Final Appeal

Magical Leaf – Beauty
2d4
Effect: Round Starter

Mean Look – Beauty
2d4
Effect: Unsettling

Meditate – Beauty
-
Effect: Get Ready!

Metal Burst – Beauty
2d4
Effect: Final Appeal

Mirror Coat – Beauty
2d4
Effect: Final Appeal

Mist – Beauty
2d4
Effect: Hold That Thought

Moonlight – Beauty
-
Effect: Reflective Appeal

Morning Sun – Beauty
-
Effect: Reflective Appeal

Nature Power – Beauty
2d4
Effect: Scrambler

Night Slash – Beauty
3d4
Effect: No Effect

Overheat – Beauty
2d4
Effect: Seen Nothing Yet

Power Gem – Beauty
3d4
Effect: No Effect

Power Swap – Beauty
-
Effect: Inverse Appeal

Petal Dance – Beauty
-
Effect: Torrential Appeal

Powder Snow – Beauty
3d4
Effect: No Effect

Powder Whip – Beauty
3d4
Effect: No Effect

Featherdance – Beauty
2d4
Effect: Excitement

Psybeam – Beauty
2d4
Effect: Round Starter

Sacred Fire – Beauty
2d4
Effect: Seen Nothing Yet

Safeguard – Beauty
2d4
Effect: *Hold That Thought*

Selfdestruct– Beauty
-
Effect: *Big Show*

Sheer Cold – Beauty
2d4
Effect: *Big Show*

Signal Beam – Beauty
-
Effect: *Incentives*

Silver Wind – Beauty
2d4
Effect: *Incentives*

Softboiled – Beauty
-
Effect: *Reflective Appeal*

Spore – Beauty
2d4
Effect: *Get Ready!*

Sunny Day – Beauty
2d4
Effect: *Hold That Thought*

Surf – Beauty
2d4
Effect: *Round Starter*

Swords Dance – Beauty
-
Effect: *Get Ready!*

Tail Glow – Beauty
-
Effect: *Get Ready!*

Tri Attack – Beauty
3d4
Effect: *No Effect*

Water Pulse – Beauty
2d4
Effect: *Round Starter*

Water Spout – Beauty
2d4
Effect: *Seen Nothing Yet*

Whirlpool – Beauty
-
Effect: *Torrential Appeal*

Will-O-Wisp – Beauty
-
Effect: *Round starter*

Worry Seed – Beauty
2d4
Effect: *Excitement*

X-Scissor – Beauty
2d4
Effect: *Round Starter*

Zen Headbutt – Beauty
2d4
Effect: *Round Ender*

Cool Moves

Acupressure – Cool
-
Effect: *Get Ready!*

Aerial Ace – Cool
2d4
Effect: *Round Starter*

Aeroblast – Cool
2d4
Effect: *Seen Nothing Yet*

Agility – Cool
2d4
Effect: *Quick Set*

Air Cutter – Cool
3d4
Effect: *No Effect*

Air Slash – Cool
2d4
Effect: *Round Starter*

Avalanche – Cool
2d4
Effect: *Final Appeal*

Barrier – Cool
2d4
Effect: *Hold That Thought*

Brick Break – Cool
3d4
Effect: *No Effect*

Bullet Seed – Cool
2d4
Effect: *Reliable*

Copycat – Cool
-
Effect: *Attention Grabber*

Cosmic Power – Cool
-
Effect: *Get Ready!*

Cross Chop – Cool
2d4
Effect: *Round Ender*

Cross Poison – Cool
3d4
Effect: *No Effect*

Crush Claw – Cool
3d4
Effect: *No Effect*

Cut – Cool
3d4
Effect: *No Effect*

Dark Pulse – Cool
2d4
Effect: *Round Starter*

Detect – Cool
-
Effect: *Inversed Appeal*

Discharge – Cool
2d4
Effect: *Round Starter*

Dizzy Punch – Cool
-
Effect: *Inversed Appeal*

Doom Desire – Cool
2d4
Effect: *Interrupting Appeal*

Double Team – Cool
2d4
Effect: *Reliable*

Dragon Claw – Cool
2d4
Effect: *Round Starter*

Dragon Dance – Cool
-
Effect: *Get Ready!*

Dragon Rage – Cool
3d4
Effect: *No Effect*

Dragon Rush – Cool
2d4
Effect: *Round Ender*

Dragonbreath – Cool
2d4
Effect: *Round Starter*

Drill Peck – Cool
3d4
Effect: *No Effect*

Dynamicpunch – Cool
2d4
Effect: *Round Ender*

Extrasensory – Cool
2d4
Effect: *Round Starter*

Extremespeed – Cool
2d4
Effect: *Quick Set*

False Swipe – Cool
-
Effect: *Inversed Appeal*

Focus Blast – Cool
2d4
Effect: *Round Starter*

Focus Energy – Cool
-
Effect: *Get Ready!*

Force Palm – Cool
2d4
Effect: *Round Ender*

Frenzy Plant – Cool
2d4
Effect: *Seen Nothing Yet*

Fury Attack – Cool
2d4
Effect: *Reliable*

Fury Cutter – Cool
2d4
Effect: *Reliable*

Guillotine – Cool
-
Effect: *Big Show*

Gunk Shot – Cool
3d4
Effect: *No Effect*

Hammer Arm – Cool
2d4
Effect: *Slow Set*

Hi Jump Kick – Cool
3d4
Effect: *No Effect*

Heart Swap – Cool
-
Effect: *Inversed Appeal*

Horn Attack – Cool
3d4
Effect: *No Effect*

Horn Drill – Cool
-
Effect: *Big Show*

Howl – Cool
-
Effect: *Get Ready!*

Hyper Beam – Cool
2d4
Effect: *Seen Nothing Yet*

Hyper Fang – Cool
2d4
Effect: *Round Ender*

**Hyper Voice – Cool
3d4**

Effect: *No Effect*

**Ice Fang – Cool
3d4**

Effect: *No Effect*

**Iron Tail – Cool
2d4**

Effect: *Round Ender*

**Jump Kick – Cool
3d4**

Effect: *No Effect*

**Leaf Blade – Cool
2d4**

Effect: *Round Starter*

**Leer – Cool
2d4**

Effect: *Excitement*

**Mach Punch – Cool
2d4**

Effect: *Quick Set*

**Magnet Bomb – Cool
3d4**

Effect: *No Effect*

**Mega Kick – Cool
2d4**

Effect: *Round Ender*

**Megahorn – Cool
2d4**

Effect: *Round Ender*

**Metal Claw – Cool
2d4**

Effect: *Round Ender*

**Meteor Mash – Cool
2d4**

Effect: *Round Ender*

**Natural Gift – Cool
2d4**

Effect: *Round Ender*

**Outrage – Cool
2d4**

Effect: *Reliable*

**Payback – Cool
1d4**

Effect: *Special Attention*

**Peck – Cool
3d4**

Effect: *No Effect*

**Pin Missile – Cool
2d4**

Effect: *Reliable*

**Power Trick – Cool
-**

Effect: *Inversed Appeal*

**Psycho Cut – Cool
2d4**

Effect: *Round Starter*

**Psycho Shift – Cool
-**

Effect: *Inversed Appeal*

**Quick Attack – Cool
2d4**

Effect: *Quick Set*

**Rage – Cool
-**

Effect: *Get Ready!*

**Rapid Spin – Cool
2d4**

Effect: *Round Starter*

**Razor Leaf – Cool
3d4**

Effect: *No Effect*

**Razor Wind – Cool
1d4**

Effect: *Special Attention*

**Reversal – Cool
2d4**

Effect: *Final Appeal*

**Roar – Cool
2d4**

Effect: *Excitement*

**Roar of Time – Cool
2d4**

Effect: *Seen Nothing Yet*

**Rock Climb – Cool
2d4**

Effect: *Round Ender*

**Rolling Kick – Cool
3d4**

Effect: *No Effect*

**Roost – Cool
-**

Effect: *Torrential Appeal*

**Seed Flare – Cool
2d4**

Effect: *Seen Nothing Yet*

**Shock Wave – Cool
2d4**

Effect: *Round Starter*

**Sky Attack – Cool
1d4**

Effect: *Special Attention*

**Sky Uppercut – Cool
2d4**

Effect: *Round Starter*

**Slash – Cool
3d4**

Effect: *No Effect*

**Solarbeam – Cool
1d4**

Effect: *Special Attention*

**Sonicboom – Cool
3d4**

Effect: *No Effect*

**Spark – Cool
3d4**

Effect: *No Effect*

**Spike Cannon – Cool
2d4**

Effect: *Reliable*

**Stealth Rock – Cool
2d4**

Effect: *Hold That Thought*

**Steel Wing – Cool
3d4**

Effect: *No Effect*

**Submission – Cool
3d4**

Effect: *No Effect*

**Switcheroo – Cool
-**

Effect: *Attention Grabber*

**Swift – Cool
2d4**

Effect: *Round Starter*

**Teleport – Cool
2d4**

Effect: *Quick Set*

**Thunder – Cool
2d4**

Effect: *Round Starter*

**Thunder Wave – Cool
2d4**

Effect: *Excitement*

**Thunderbolt – Cool
2d4**

Effect: *Round Starter*

**Thunderpunch – Cool
2d4**

Effect: *Round Starter*

**Thundershock – Cool
2d4**

Effect: *No Effect*

**Triple Kick – Cool
3d4**

Effect: *Reliable*

**Trump Card – Cool
-**

Effect: *Round Starter*

**Twineedle – Cool
2d4**

Effect: *Reliable*

**Twister – Cool
3d4**

Effect: *No Effect*

**Vine Whip – Cool
3d4**

Effect: *No Effect*

**Vital Throw – Cool
2d4**

Effect: *Slow Set*

**Volt Tackle – Cool
2d4**

Effect: *Seen Nothing Yet*

**Wing Attack – Cool
3d4**

Effect: *No Effect*

**Zap Cannon – Cool
2d4**

Effect: *Incentives*

Cute Moves

Amnesia – Cute

-

Effect: *Get Ready!*

**Assist – Cute
2d4**

Effect: *Scrambler*

**Attract – Cute
2d4**

Effect: *Excitement*

**Aqua Tail – Cute
3d4**

Effect: *No Effect*

Baton Pass – Cute

-

Effect: *Inversed Appeal*

Belly Drum – Cute

-

Effect: *Get Ready!*

**Block – Cute
2d4**

Effect: *Hold That Thought*

**Bounce – Cute
1d4**

Effect: *Special Attention*

**Brave Bird – Cute
2d4**

Effect: *Round Ender*

**Bubble – Cute
2d4**

Effect: *Slow Set*

**Bug Buzz – Cute
2d4**

Effect: *Incentives*

**Charm – Cute
2d4**

Effect: *Excitement*

Covet – Cute
-
Effect: *Attention Grabber*

Defense Curl – Cute
2d4
Effect: *Hold That Thought*

Embargo – Cute
2d4
Effect: *Hold That Thought*

Encore – Cute
1d4
Effect: *Good Show!*

Façade – Cute
2d4
Effect: *Final Appeal*

Fake Out – Cute
2d4
Effect: *Round Starter*

Flail – Cute
2d4
Effect: *Final Appeal*

Follow Me – Cute
2d4
Effect: *Scrambler*

Frustration – Cute
2d4
Effect: *Round Ender*

Growl – Cute
2d4
Effect: *Excitement*

Guard Swap – Cute
-
Effect: *Inversed Appeal*

Heal Block – Cute
2d4
Effect: *Hold That Thought*

Healing Wish – Cute
-
Effect: *Torrential Appeal*

Last Resort – Cute
2d4
Effect: *Torrential Appeal*

Leaf Storm – Cute
2d4
Effect: *Seen Nothing Yet*

Lucky Chant – Cute
2d4
Effect: *Hold That Thought*

Magnet Rise – Cute
2d4
Effect: *Hold That Thought*

Me First – Cute
2d4
Effect: *Quick Set*

Metronome – Cute
2d4
Effect: *Scrambler*

Milk Drink – Cute
-
Effect: *Reflective Appeal*

Mimic – Cute
-
Effect: *Attention Grabber*

Minimize – Cute
2d4
Effect: *Hold That Thought*

Miracle Eye – Cute
1d4
Effect: *Good Show!*

Mirror Shot – Cute
2d4
Effect: *Round Starter*

Mud Sport – Cute
2d4
Effect: *Hold That Thought*

Mud-Slap – Cute
3d4
Effect: *No Effect*

Nasty Plot – Cute
-
Effect: *Get Ready!*

Pluck – Cute
-
Effect: *Attention Grabber*

Present – Cute
-
Effect: *Inversed Appeal*

Protect – Cute
-
Effect: *Inversed Appeal*

Refresh – Cute
-
Effect: *Reflective Appeal*

Rest – Cute
-
Effect: *Reflective Appeal*

Return – Cute
1d4
Effect: *Round Starter*

Role Play – Cute
1d4
Effect: *Catching Up*

Sand-Attack – Cute
1d4
Effect: *Excitement*

Shadow Claw – Cute
2d4
Effect: *Round Starter*

Sharpen – Cute
-
Effect: *Get Ready!*

Sing – Cute
2d4
Effect: *Excitement*

Slack Off – Cute
-
Effect: *Reflective Appeal*

Sleep Talk – Cute
3d4
Effect: *No Effect*

Snore – Cute
3d4
Effect: *No Effect*

Splash – Cute
-
Effect: *Inversed Appeal*

Swagger – Cute
2d4
Effect: *Excitement*

Sweet Kiss – Cute
2d4
Effect: *Excitement*

Sweet Scent – Cute
2d4
Effect: *Excitement*

Tail Whip – Cute
2d4
Effect: *Excitement*

Teeter Dance – Cute
2d4
Effect: *Scrambler*

Tickle – Cute
2d4
Effect: *Excitement*

Trick Room – Cute
2d4
Effect: *Scrambler*

Uproar – Cute
2d4
Effect: *Unsettling*

U-Turn – Cute
-
Effect: *Inversed Appeal*

Water Gun – Cute
3d4
Effect: *No Effect*

Water Sport – Cute
2d4
Effect: *Hold That Thought*

Wish – Cute
-
Effect: *Reflective Appeal*

Withdraw – Cute
2d4
Effect: *Hold That Thought*

Yawn – Cute
2d4
Effect: *Excitement*

Smart Moves

Absorb – Smart
1d4
Effect: *Good Show!*

Acid – Smart
3d4
Effect: *No Effect*

Aromatherapy – Smart
-
Effect: *Reflective Appeal*

Astonish – Smart
3d4
Effect: *No Effect*

Attack Order – Smart
2d4
Effect: *Incentives*

Beat Up – Smart
2d4
Effect: *Reliable*

Brine – Smart
2d4
Effect: *Incentives*

Bullet Punch – Smart
2d4
Effect: *Quick Set*

Calm Mind – Smart
-
Effect: *Get Ready!*

Camouflage– Smart
2d4
Effect: *Hold That Thought*

Charge – Smart
-
Effect: *Get Ready!*

Chatter – Smart
1d4
Effect: *Catching Up*

Close Combat – Smart 2d4 Effect: <i>Seen Nothing Yet</i>	Earth Power – Smart 2d4 Effect: <i>Round Ender</i>	Gust – Smart 3d4 Effect: <i>No Effect</i>	Lock-On – Smart 1d4 Effect: <i>Good Show!</i>	Ominous Wind – Smart - Effect: <i>Get Ready!</i>	Psywave – Smart 3d4 Effect: <i>No Effect</i>
Confuse Ray – Smart 2d4 Effect: <i>Unsettling</i>	Faint Attack – Smart 2d4 Effect: <i>Round Ender</i>	Heal Order – Smart - Effect: <i>Reflective Appeal</i>	Luster Purge – Smart 2d4 Effect: <i>Seen Nothing Yet</i>	Pain Split – Smart 2d4 Effect: <i>Unsettling</i>	Punishment – Smart 1d4 Effect: <i>Catching Up</i>
Confusion – Smart 3d4 Effect: <i>No Effect</i>	Fake Tears – Smart 2d4 Effect: <i>Excitement</i>	Helping Hand – Smart 1d4 Effect: <i>Good Show!</i>	Mega Drain – Smart 1d4 Effect: <i>Good Show!</i>	Pay Day – Smart 1d4 Effect: <i>Catching Up</i>	Pursuit – Smart 1d4 Effect: <i>Good Show!</i>
Dark Void – Smart 2d4 Effect: <i>Excitement</i>	Flare Blitz – Smart 2d4 Effect: <i>Seen Nothing Yet</i>	Hidden Power – Smart 1d4 Effect: <i>Catching Up</i>	Metal Sound – Smart 2d4 Effect: <i>Unsettling</i>	Poison Fang – Smart 2d4 Effect: <i>Incentives</i>	Recover – Smart - Effect: <i>Reflective Appeal</i>
Defend Order – Smart - Effect: <i>Get Ready!</i>	Flash Cannon – Smart 2d4 Effect: <i>Round Starter</i>	Hypnosis – Smart 2d4 Effect: <i>Excitement</i>	Mind Reader – Smart 1d4 Effect: <i>Good Show!</i>	Poison Gas – Smart 3d4 Effect: <i>No Effect</i>	Recycle – Smart - Effect: <i>Attention Grabber</i>
Destiny Bond – Smart - Effect: <i>Big Show</i>	Flatter – Smart 2d4 Effect: <i>Excitement</i>	Imprison – Smart 1d4 Effect: <i>Good Show!</i>	Mirror Move – Smart 2d4 Effect: <i>Final Appeal</i>	Poison Jab– Smart 2d4 Effect: <i>Incentives</i>	Reflect – Smart 2d4 Effect: <i>Excitement</i>
Dig – Smart 1d4 Effect: <i>Special Attention</i>	Fly– Smart 1d4 Effect: <i>Special Attention</i>	Ingrain – Smart - Effect: <i>Torrential Appeal</i>	Mist Ball – Smart 2d4 Effect: <i>Seen Nothing Yet</i>	Poison Sting – Smart 2d4 Effect: <i>Excitement</i>	Rock Tomb – Smart 2d4 Effect: <i>Slow Set</i>
Disable – Smart 2d4 Effect: <i>Excitement</i>	Foresight – Smart 1d4 Effect: <i>Good Show!</i>	Judgement – Smart 2d4 Effect: <i>Scrambler</i>	Needle Arm – Smart 3d4 Effect: <i>No Effect</i>	Poison Tail – Smart 2d4 Effect: <i>Incentives</i>	Sand Tomb – Smart - Effect: <i>Torrential Appeal</i>
Double Hit – Smart 2d4 Effect: <i>Reliable</i>	Future Sight – Smart 2d4 Effect: <i>Round Starter</i>	Kinesis – Smart - Effect: <i>Get Ready!</i>	Mud Bomb – Smart 2d4 Effect: <i>Round Ender</i>	Poisonpowder – Smart 2d4 Effect: <i>Excitement</i>	Screech – Smart 2d4 Effect: <i>Unsettling</i>
Draco Meteor – Smart 2d4 Effect: <i>Seen Nothing Yet</i>	Giga Drain – Smart 1d4 Effect: <i>Good Show!</i>	Knock Off – Smart 3d4 Effect: <i>No Effect</i>	Night Shade – Smart 3d4 Effect: <i>No Effect</i>	Psych Up – Smart - Effect: <i>Get Ready!</i>	Secret Power – Smart 2d4 Effect: <i>Scrambler</i>
Dragon Pulse – Smart 2d4 Effect: <i>Incentives</i>	Grasswhistle – Smart 2d4 Effect: <i>Excitement</i>	Leech Life – Smart 1d4 Effect: <i>Good Show!</i>	Nightmare – Smart 2d4 Effect: <i>Excitement</i>	Psychic – Smart 2d4 Effect: <i>Round Starter</i>	Seed Bomb – Smart 3d4 Effect: <i>No Effect</i>
Dream Eater – Smart 1d4 Effect: <i>Good Show!</i>	Grass Knot – Smart 2d4 Effect: <i>Incentives</i>	Leech Seed – Smart - Effect: <i>Torrential Appeal</i>	Odor Sleuth – Smart 1d4 Effect: <i>Good Show!</i>	Psycho Boost – Smart 2d4 Effect: <i>Seen Nothing Yet</i>	Shadow Ball – Smart 2d4 Effect: <i>Round Starter</i>

**Shadow Force – Smart
2d4**
Effect: *Seen Nothing Yet*

**Shadow Punch – Smart
2d4**
Effect: *Round Starter*

**Shadow Sneak – Smart
2d4**
Effect: *Quick Set*

**Sketch – Smart
1d4**
Effect: *Catching Up*

**Skill Swap – Smart
-**
Effect: *Excitement*

**Sleep Powder– Smart
2d4**
Effect: *Inversed Appeal*

**Smellingsalt – Smart
-**
Effect: *Unsettling*

**Smokescreen – Smart
2d4**
Effect: *Unsettling*

**Snatch – Smart
-**
Effect: *Attention Grabber*

**Spider Web – Smart
2d4**
Effect: *Hold That Thought*

**Spikes – Smart
2d4**
Effect: *Hold That Thought*

**String Shot – Smart
2d4**
Effect: *Excitement*

**Stun Spore – Smart
2d4**
Effect: *Excitement*

**Substitute – Smart
1d4**
Effect: *Catching Up*

**Sucker Punch – Smart
2d4**
Effect: *Quick Set*

**Supersonic – Smart
2d4**
Effect: *Excitement*

**Synthesis – Smart
-**
Effect: *Reflective Appeal*

**Tailwind – Smart
2d4**
Effect: *Quick Set*

**Taunt – Smart
-**
Effect: *Inversed Appeal*

**Thunder Fang – Smart
3d4**
Effect: *No Effect*

**Toxic – Smart
2d4**
Effect: *Excitement*

**Toxic Spikes – Smart
2d4**
Effect: *Hold That Thought*

**Transform – Smart
1d4**
Effect: *Catching Up*

**Trick – Smart
-**
Effect: *Attention Grabber*

**Vacuum Wave – Smart
2d4**
Effect: *Quick Set*

**Wake-Up Slap – Smart
-**
Effect: *Inversed Appeal*

**Weather Ball – Smart
2d4**
Effect: *Incentives*

**Whirlwind – Smart
-**
Effect: *Big Show*

**Wring Out – Smart
2d4**
Effect: *Seen Nothing Yet*

Tough Moves

**Acid Armor – Tough
-**
Effect: *Get Ready!*

**Ancientpower – Tough
2d4**
Effect: *Round Ender*

**Arm Thrust – Tough
2d4**
Effect: *Reliable*

**Barrage – Tough
2d4**
Effect: *Reliable*

**Bide – Tough
2d4**
Effect: *Final Appeal*

**Bind – Tough
-**
Effect: *Torrential Appeal*

**Bite – Tough
3d4**
Effect: *No Effect*

**Body Slam – Tough
3d4**
Effect: *No Effect*

**Bone Club – Tough
3d4**
Effect: *No Effect*

**Bone Rush – Tough
2d4**
Effect: *Reliable*

**Bonemerang – Tough
2d4**
Effect: *Reliable*

**Bug Bite – Tough
-**
Effect: *Attention Grabber*

**Clamp – Tough
3d4**
Effect: *No Effect*

**Comet Punch – Tough
2d4**
Effect: *Reliable*

**Constrict – Tough
-**
Effect: *Torrential Appeal*

**Counter – Tough
2d4**
Effect: *Final Appeal*

**Crabhammer – Tough
2d4**
Effect: *Round Starter*

**Crunch – Tough
2d4**
Effect: *Round Starter*

**Crush Grip – Tough
2d4**
Effect: *Final Appeal*

**Curse – Tough
-**
Effect: *Torrential Appeal*

**Double-Edge – Tough
-**
Effect: *Big Show*

**Doubleslap – Tough
2d4**
Effect: *Reliable*

**Earthquake – Tough
2d4**
Effect: *Round Ender*

**Egg Bomb – Tough
3d4**
Effect: *No Effect*

**Endeavor – Tough
2d4**
Effect: *Final Appeal*

**Endure – Tough
2d4**
Effect: *Hold That Thought*

**Fissure – Tough
-**
Effect: *Big Show*

**Fling – Tough
1d4**
Effect: *Catching Up*

**Focus Punch – Tough
1d4**
Effect: *Special Attention*

**Fury Swipes – Tough
2d4**
Effect: *Reliable*

**Glare – Tough
2d4**
Effect: *Excitement*

**Grudge – Tough
2d4**
Effect: *Unsettling*

**Harden – Tough
2d4**
Effect: *Hold That Thought*

**Head Smash – Tough
2d4**
Effect: *Seen Nothing Yet*

**Headbutt – Tough
3d4**
Effect: *No Effect*

**Iron Defense – Tough
2d4**
Effect: *Hold That Thought*

Iron Head – Tough
2d4

Effect: *Round Ender*

Karate Chop – Tough
3d4

Effect: *No Effect*

Lava Plume – Tough
2d4

Effect: *Round Starter*

Lick – Tough
-

Effect: *Inversed Appeal*

Low Kick – Tough
3d4

Effect: *No Effect*

Magma Storm – Tough
2d4

Effect: *Reliable*

Magnitude – Tough
2d4

Effect: *Round Ender*

Mega Punch – Tough
2d4

Effect: *Round Ender*

Memento – Tough
-

Effect: *Big Show*

Mud Shot – Tough
2d4

Effect: *Slow Set*

Muddy Water – Tough
2d4

Effect: *Round Ender*

Octazooka – Tough
2d4

Effect: *Incentives*

Pound – Tough
3d4

Effect: *No Effect*

Rain Dance – Tough
2d4

Effect: *Hold That Thought*

Revenge – Tough
2d4

Effect: *Final Appeal*

Rock Blast – Tough
2d4

Effect: *Reliable*

Rock Polish – Tough
2d4

Effect: *Round Starter*

Rock Slide – Tough
3d4

Effect: *No Effect*

Rock Smash – Tough
2d4

Effect: *Round Ender*

Rock Throw – Tough
3d4

Effect: *No Effect*

Rock Wrecker – Tough
2d4

Effect: *Seen Nothing Yet*

Rollout – Tough
2d4

Effect: *Reliable*

Sandstorm – Tough
2d4

Effect: *Hold That Thought*

Scary Face – Tough
2d4

Effect: *Slow Set*

Scratch – Tough
3d4

Effect: *No Effect*

Seismic Toss – Tough
3d4

Effect: *No Effect*

Skull Bash – Tough
1d4

Effect: *Special Attention*

Slam – Tough
3d4

Effect: *No Effect*

Sludge – Tough
2d4

Effect: *Round Ender*

Sludge Bomb – Tough
2d4

Effect: *Round Ender*

Smog – Tough
3d4

Effect: *No Effect*

Spacial Rend – Tough
2d4

Effect: *Incentives*

Spit Up – Tough
2d4

Effect: *Round Ender*

Spite – Tough
2d4

Effect: *Excitement*

Stockpile – Tough
-

Effect: *Get Ready!*

Stomp – Tough
3d4

Effect: *No Effect*

Stone Edge – Tough
2d4

Effect: *Incentives*

Strength – Tough
3d4

Effect: *No Effect*

Super Fang – Tough
3d4

Effect: *No Effect*

Superpower – Tough
2d4

Effect: *Round Ender*

Swallow – Tough
-

Effect: *Reflective Appeal*

Tackle – Tough
3d4

Effect: *No Effect*

Take Down – Tough
3d4

Effect: *No Effect*

Thief – Tough
-

Effect: *Attention Grabber*

Thrash – Tough
2d4

Effect: *Reliable*

Torment – Tough
-

Effect: *Inversed Appeal*

Vicegrip – Tough
3d4

Effect: *No Effect*

Waterfall – Tough
3d4

Effect: *No Effect*

Wood Hammer – Tough
2d4

Effect: *Round Ender*

Wrap – Tough
-

Effect: *Torrential Appeal*

Pokemon Tabletop Adventures: Character Sheet Player Name: _____

Character Name: _____ Age: ____ Gender: ____ Height: ____ Weight: ____ Level: ____

Class: _____ Class: _____ Class: _____

STAT	VALUE	MOD
STR		
DEX		
CON		
INT		
WIS		
CHA		

Max HP: _____ Current HP: _____ Evasion Bonus: _____
(Con Value X 5) (Dexterity Modifier, only if positive)

Perception: _____ Bluff/Diplomacy: _____
(Wisdom Modifier) (Charisma Modifier)

Damage Bonus: _____ Knowledge/Academics: _____
(Strength Modifier, only if positive) (Intelligence Modifier)

Badges, Ribbons, Medals, Trophies:

Inventory: _____

Features: _____

Current Pokemon: _____

Stored Pokemon: _____

Name: _____
Level: _____ Total XP: _____
Species: _____ Gender: _____
Type: _____ / _____
Nature: _____ +2 _____ -2
Egg Group: _____
Max HP: _____ Current HP: _____

STAT	BASE	ADDED	TOTAL	STAB:	
HP				Evasion Bonus	
ATK				Atk	
DEF				S Atk	
S ATK				Either	
S DEF					
SPD					

Capabilities Height: _____ Weight: _____

	VALUE	NOTES
Overland		
Surface		
U. Water		
Sky		
Burrow		
Jump		
Power		
Intel.		

Abilities: _____

Natural Moves (Level/ Egg)						
Type	Name	AC	Freq	Dmg C	Range	Effect/Notes

Technical Moves (TM/ HM/Tutor)						
Type	Name	AC	Freq	Dmg C	Range	Effect/Notes

Notes: _____

Name: _____
Level: _____ Total XP: _____
Species: _____ Gender: _____
Type: _____ / _____
Nature: _____ +2 _____ -2
Egg Group: _____
Max HP: _____ Current HP: _____

STAT	BASE	ADDED	TOTAL	STAB:	
HP				Evasion Bonus	
ATK				Atk	
DEF				S Atk	
S ATK				Either	
S DEF					
SPD					

Capabilities Height: _____ Weight: _____

	VALUE	NOTES
Overland		
Surface		
U. Water		
Sky		
Burrow		
Jump		
Power		
Intel.		

Abilities: _____

Natural Moves (Level/ Egg)						
Type	Name	AC	Freq	Dmg C	Range	Effect/Notes

Technical Moves (TM/ HM/Tutor)						
Type	Name	AC	Freq	Dmg C	Range	Effect/Notes

Notes: _____

Pokedex (Owned) (Pokedexed)																																															
Abomasnow	—	—	Charmeleon	—	—	Empoleon	—	—	Hitmontop	—	—	Magby	—	—	Oddish	—	—	Sandslash	—	—	Stunky	—	—	Abomasnow	—	—	Charmeleon	—	—	Empoleon	—	—	Hitmontop	—	—	Magcargo	—	—	Omastyte	—	—	Sceptile	—	—	Sudowoodo	—	—
Abra	—	—	Chatot	—	—	Espeon	—	—	Honchkrow	—	—	Magikarp	—	—	Omastar	—	—	Scizor	—	—	Sunflora	—	—	Abra	—	—	Cherrim	—	—	Exeggcute	—	—	Hoothoot	—	—	Magmar	—	—	Onix	—	—	Scyther	—	—	Sunkern	—	—
Absol	—	—	Cherrim	—	—	Exeggcute	—	—	Hoothoot	—	—	Magmar	—	—	Onix	—	—	Seadra	—	—	Surskit	—	—	Absol	—	—	Cherubi	—	—	Exeggutor	—	—	Hoppip	—	—	Magmortar	—	—	Pachirisu	—	—	Seadra	—	—	Swablu	—	—
Aerodactyl	—	—	Cherubi	—	—	Exeggutor	—	—	Hoppip	—	—	Magmortar	—	—	Pachirisu	—	—	Seaking	—	—	Swalot	—	—	Aerodactyl	—	—	Chikorita	—	—	Exploud	—	—	Horsea	—	—	Magnemite	—	—	Paras	—	—	Seedot	—	—	Swampert	—	—
Aggron	—	—	Chikorita	—	—	Exploud	—	—	Horsea	—	—	Magnemite	—	—	Paras	—	—	Sealeo	—	—	Swallow	—	—	Aggron	—	—	Chimchar	—	—	Farfetch'd	—	—	Houndoom	—	—	Magnetron	—	—	Parasect	—	—	Seel	—	—	Swinub	—	—
Aipom	—	—	Chimchar	—	—	Farfetch'd	—	—	Houndoom	—	—	Magnetron	—	—	Parasect	—	—	Sealeo	—	—	Swallow	—	—	Aipom	—	—	Chimecho	—	—	Fearow	—	—	Houndour	—	—	Magnezone	—	—	Pelipper	—	—	Seedot	—	—	Swampert	—	—
Alakazam	—	—	Chimecho	—	—	Fearow	—	—	Houndour	—	—	Magnezone	—	—	Pelipper	—	—	Seel	—	—	Swallow	—	—	Alakazam	—	—	Chinchou	—	—	Feebas	—	—	Huntail	—	—	Makuhita	—	—	Persian	—	—	Seel	—	—	Swallow	—	—
Altaria	—	—	Chinchou	—	—	Feebas	—	—	Huntail	—	—	Makuhita	—	—	Persian	—	—	Seel	—	—	Swallow	—	—	Altaria	—	—	Chingling	—	—	Feraligatr	—	—	Hypno	—	—	Mamoswine	—	—	Phanpy	—	—	Sentret	—	—	Swinub	—	—
Ambipom	—	—	Chingling	—	—	Feraligatr	—	—	Hypno	—	—	Mamoswine	—	—	Phanpy	—	—	Sentret	—	—	Swinub	—	—	Ambipom	—	—	Clamperl	—	—	Finneon	—	—	Igglybuff	—	—	Manectric	—	—	Pichu	—	—	Seviper	—	—	Tailow	—	—
Ampharos	—	—	Clamperl	—	—	Finneon	—	—	Igglybuff	—	—	Manectric	—	—	Pichu	—	—	Seviper	—	—	Tailow	—	—	Ampharos	—	—	Cleffa	—	—	Floatzel	—	—	Jigglypuff	—	—	Mareep	—	—	Pidgect	—	—	Sharpedo	—	—	Tangela	—	—
Anorith	—	—	Cleffa	—	—	Floatzel	—	—	Jigglypuff	—	—	Mareep	—	—	Pidgect	—	—	Sharpedo	—	—	Tangela	—	—	Anorith	—	—	Cleable	—	—	Flareon	—	—	Infernape	—	—	Mantine	—	—	Pidgeotto	—	—	Shedinja	—	—	Tangrowth	—	—
Arbok	—	—	Cleable	—	—	Flareon	—	—	Infernape	—	—	Mantine	—	—	Pidgeotto	—	—	Shedinja	—	—	Tangrowth	—	—	Arbok	—	—	Clefairy	—	—	Floatzel	—	—	Ivysaur	—	—	Mantype	—	—	Pidgey	—	—	Shelgon	—	—	Tauros	—	—
Arcanine	—	—	Clefairy	—	—	Floatzel	—	—	Ivysaur	—	—	Mantype	—	—	Pidgey	—	—	Shelgon	—	—	Tauros	—	—	Arcanine	—	—	Cleffa	—	—	Flygon	—	—	Jigglypuff	—	—	Mareep	—	—	Pikachu	—	—	Shellder	—	—	Teddiursa	—	—
Ariados	—	—	Cleffa	—	—	Flygon	—	—	Jigglypuff	—	—	Mareep	—	—	Pikachu	—	—	Shellder	—	—	Teddiursa	—	—	Ariados	—	—	Cloyster	—	—	Forretress	—	—	Jolteon	—	—	Marill	—	—	Piloswine	—	—	Shellos	—	—	Tentacool	—	—
Armaldo	—	—	Cloyster	—	—	Forretress	—	—	Jolteon	—	—	Marill	—	—	Piloswine	—	—	Shellos	—	—	Tentacool	—	—	Armaldo	—	—	Combee	—	—	Froslas	—	—	Jumpluff	—	—	Marowak	—	—	Pineco	—	—	Shieldon	—	—	Tentacruel	—	—
Aron	—	—	Combee	—	—	Froslas	—	—	Jumpluff	—	—	Marowak	—	—	Pineco	—	—	Shieldon	—	—	Tentacruel	—	—	Aron	—	—	Combusten	—	—	Furret	—	—	Jynx	—	—	Marshtomp	—	—	Pinsir	—	—	Shiftry	—	—	Togekiss	—	—
Azumarill	—	—	Combusten	—	—	Furret	—	—	Jynx	—	—	Marshtomp	—	—	Pinsir	—	—	Shiftry	—	—	Togekiss	—	—	Azumarill	—	—	Corphish	—	—	Gabite	—	—	Kabuto	—	—	Masquerain	—	—	Piplup	—	—	Shinx	—	—	Togepi	—	—
Azurill	—	—	Corphish	—	—	Gabite	—	—	Kabuto	—	—	Masquerain	—	—	Piplup	—	—	Shinx	—	—	Togepi	—	—	Azurill	—	—	Corsola	—	—	Gallade	—	—	Kabutops	—	—	Mawile	—	—	Plusle	—	—	Shroomish	—	—	Togetic	—	—
Bagon	—	—	Corsola	—	—	Gallade	—	—	Kabutops	—	—	Mawile	—	—	Plusle	—	—	Shroomish	—	—	Togetic	—	—	Bagon	—	—	Cradily	—	—	Garchomp	—	—	Kadabra	—	—	Medicham	—	—	Politoed	—	—	Shuckle	—	—	Torchic	—	—
Baltoy	—	—	Cradily	—	—	Garchomp	—	—	Kadabra	—	—	Medicham	—	—	Politoed	—	—	Shuckle	—	—	Torchic	—	—	Baltoy	—	—	Cranidos	—	—	Gardevoir	—	—	Kakuna	—	—	Meditite	—	—	Poliwag	—	—	Shuppet	—	—	Torkoal	—	—
Banette	—	—	Cranidos	—	—	Gardevoir	—	—	Kakuna	—	—	Meditite	—	—	Poliwag	—	—	Shuppet	—	—	Torkoal	—	—	Banette	—	—	Crawdaunt	—	—	Gastly	—	—	Kangaskhan	—	—	Meganium	—	—	Poliwhirl	—	—	Silcoon	—	—	Torterra	—	—
Barboach	—	—	Crawdaunt	—	—	Gastly	—	—	Kangaskhan	—	—	Meganium	—	—	Poliwhirl	—	—	Silcoon	—	—	Torterra	—	—	Barboach	—	—	Croagunk	—	—	Gastrodon	—	—	Kecleon	—	—	Meowth	—	—	Poliwrath	—	—	Skarmory	—	—	Totodile	—	—
Bastiodon	—	—	Croagunk	—	—	Gastrodon	—	—	Kecleon	—	—	Meowth	—	—	Poliwrath	—	—	Skarmory	—	—	Totodile	—	—	Bastiodon	—	—	Crobat																				

[illegible]

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Zankara

Writers:
Axiom
Dr. Mr. Stark
Glipp
P-Wing
Sir Cucumber

Contributors:
Axiom
Dirty
Dr. Mr. Stark
Glipp
Halfwing
P-Wing
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TehOwnerer
TehT

Editors:
Dr. Mr. Stark
Pwah
Sir Cucumber
/tg/
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